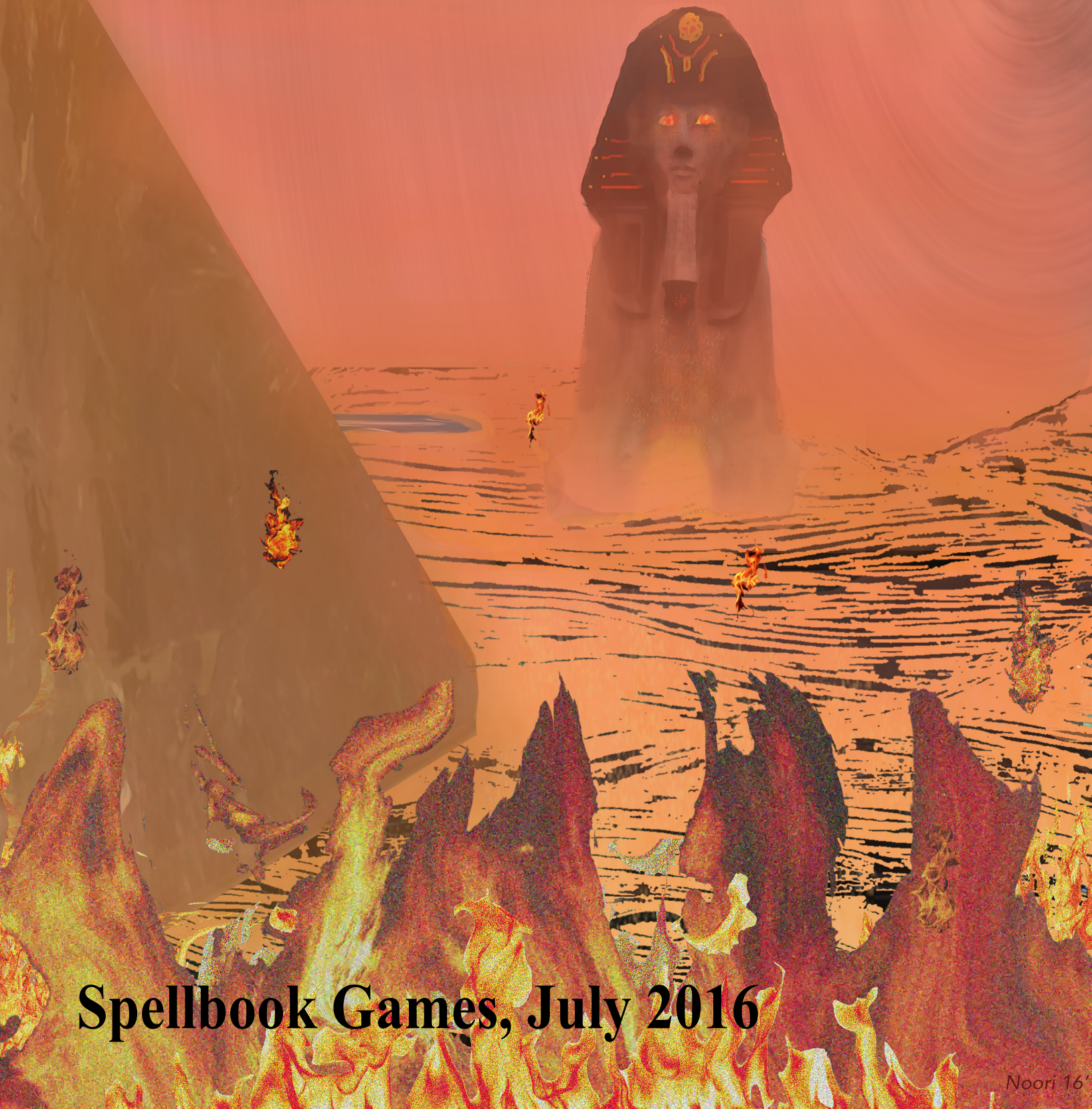


INFERNO: OASIS OF KOESSA



Spellbook Games, July 2016

INFERNO: OASIS OF KOESSA

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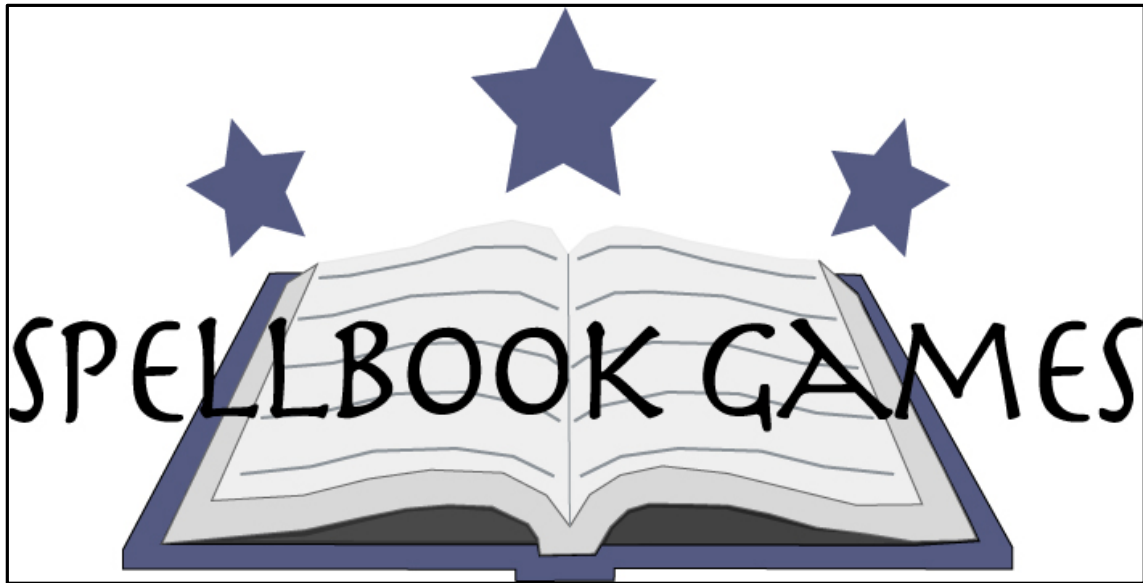
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Introduction

This product is an adventure in the Spellbook Game's Inferno line and describes a specific encounter area located in the southeastern region of the Seventh Circle of Hell. The product is primarily intended for use by Games Masters and is not intended for use by Players. This adventure is completely compatible with *Inferno: Journey through Malebolge*, the detailed overview of Gehenna, Plane of Devils, published by Spellbook Games (September 2014). This adventure provides a Games Master a detailed encounter area suitable to challenge high-level Adventurers in their campaign, or as use as a single-play location or tournament challenge. If the adventure is not located in Hell (Malebolge), it could be located in any remote desert region, or could be used as a projection of Hell into the Material Plane. Inferno is generally based on the description of Hell in the *Divine Comedy* by Dante Alighieri, and the 1980 Judges Guild adventure module, *Inferno*.

This product is a stand-alone product in that it completely describes the features, buildings, denizens, and treasures of the Oasis of Koessa, and no other game product provides similar information about the Koessa location. It is not a stand alone product in that all of the limitations and restrictions that pertain to Gehenna/Hell/Inferno are also intended to pertain to the Oasis. More information about these limitations and restrictions are found in Spellbook Game's *Gehenna Primer* and *Inferno: Journey through Malebolge*. The *Oasis of Koessa* may also use monsters, Devils, and creatures described in *Inferno: Bestiary*, Second Edition (Spellbook Games, January 2015), and treasures described in *Inferno: Treasury* (Spellbook Games, September 2014). *Diabolic Denizens* is an abridged version of *Bestiary* limited to the Devils found in Malebolge, it is available as a free download from DriveThruRPG.com. This text assumes the Games Master has the listed reference material available to them, or has created their own material as needed. The Games Master may also find additional useful information in the *Gazetteers of Hell: Fire and Ice* (Spellbook Games, 2013). *Codicil of Maladies* may also contain useful information about the conditions and diseases found in Malebolge.

Gehenna Primer may be particularly useful to a Games Master using this Gazetteer, as it contains generic information that applies to all adventures in Hell. This includes how a mortal interacts with the Inferno setting, the changes to, and limitations of, spells and prayers in Gehenna, and the changes to healing and time.

Gehenna and Inferno are locations for higher-level game play. It is suggested that Adventurers be at least L10 before attempting to visit any part of Hell. Games Masters should generally not allow easy access to Gehenna, nor an easy retreat from it. The suggested prayer and spell restrictions found in *Gehenna Primer* are intended, in part, to prevent an easy retreat once Malebolge has been entered. Adventurers entering the Gates of Hell should not have a ready-at-hand magical means of escape; it is a place for the slog of a campaign, not the swift in-and-out of a raid. The design intends that any mortal inside Inferno be compelled to walk from the perimeter to Lucifer to make their escape, descending through ten Circles and more than a vertical mile. Each Circle presents a unique environment, one that is often deadly to mortal life.

Oasis of Koessa is written using Spellbook Game's RPG rule set, *Portal to Adventure*. Games Masters using First Edition or Second Edition Dungeons and Dragons, or any similar rule set, will generally be able to use the adventure as is, with minimal conversion and preparation efforts. Games Masters using any version of the Third Edition of Dungeon and Dragons, the Fourth or Fifth Editions, Pathfinder, or any other similar rule set will have significant conversion efforts prior to game play.

COMMONLY-USED ABBREVIATIONS

Adventurer Class – L# (e.g. Warrior L3), Armor Class – AC, Feet/Foot (measurement) – FT, Greater than or Equal to – GTET, Health Points – hp, Hit Die – HD, Less than or Equal to – LTET

OVERVIEW OF HELL

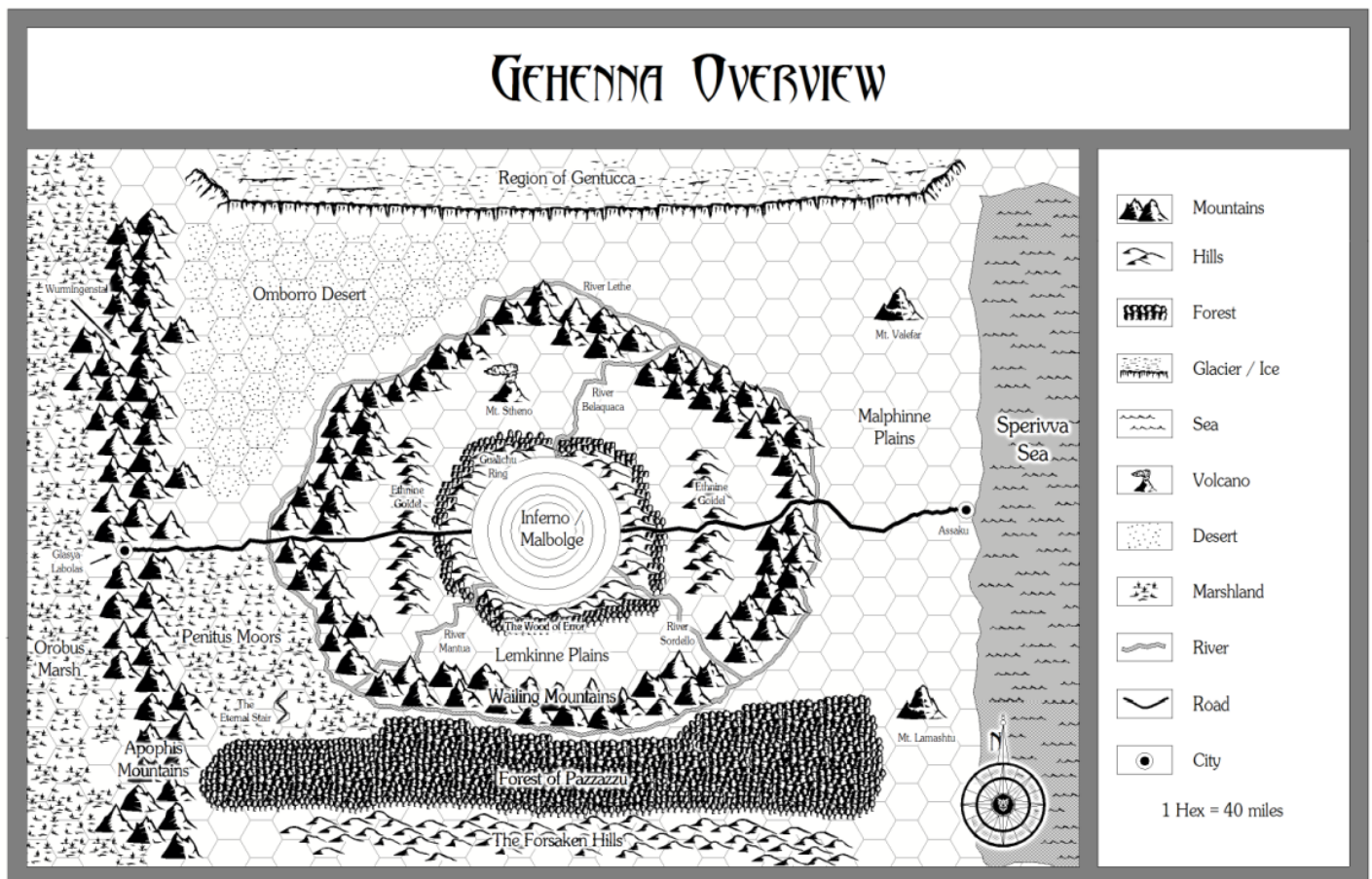
Oasis of Koessa as an Adventure on the Seventh Circle of Hell

If the Games Master is using *Oasis of Koessa* in its intended location, it is found in the Desert of Fire on the Seventh Circle of Malebolge. Malebolge is found in the center of Gehenna, the Plane of Devils, located in the First Celestial Sphere, accessible from the Material Plane through the Ethereal Plane. An overview map of Gehenna is found below.

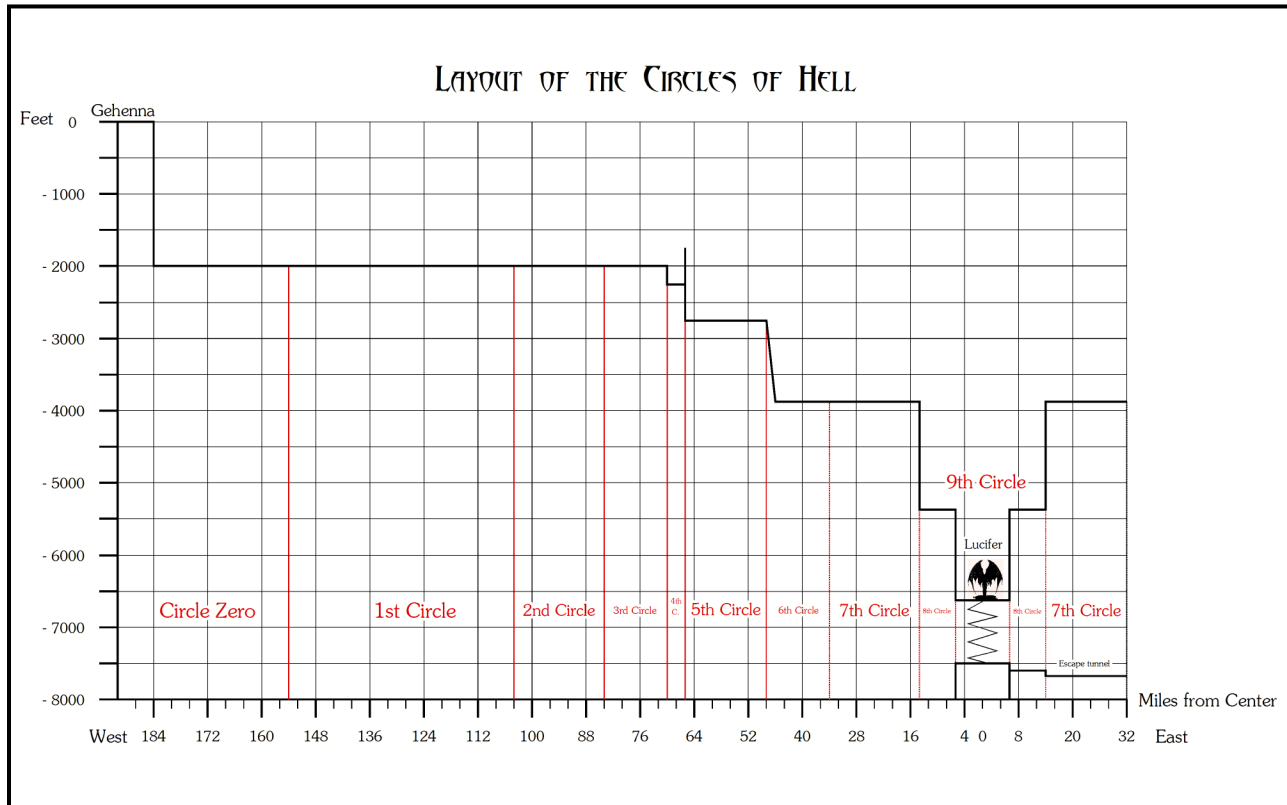
Malebolge/Inferno is a great pit, centered on the Arch Fiend, Lucifer, who is permanently trapped at its bottom. The pit is about 360 miles in diameter and just over a mile deep at its deepest point. The pit is divided into ten geographical zones, called 'Circles,' numbered zero through nine, which occupy six elevations. The first elevation is 2000 FT below the main part of Gehenna. A cross-sectional diagram of Malebolge/Inferno at the top of page 4 shows the vertical depth of each elevation and their horizontal size. Each Circle is its own distinct physical environment, with unique Devils and punishments. Generic guidance applicable to all of the Circles of Hell can be found in *Gehenna Primer*.

Should Adventurers complete their exploration of the Oasis, or retreat from it, they will still have to survive in the very hostile Seventh Circle or escape Inferno. Escape requires they travel through the Eighth and Ninth Circles. Information about the Eighth and Ninth Circles and the escape path back to the Material Plane are found in *Inferno: Journey through Malebolge*.

Note that on the diagram, the Seventh Circle is the inner part of the fourth elevation of the Pit. Immediately outward lies the Sixth Circle, consisting of the Wood of Suicides and River of Blood, occupied by the **Centaurs of Hell**, **Harpies of Hell**, and the **Infernal Hounds**. Immediately inward is a 1200 FT vertical cliff which separates the Seventh and Eighth Circles. An overview of the Seventh Circle of Hell begins on page 3.



OVERVIEW OF HELL, SEVENTH CIRCLE



The Seventh Circle of Hell

The Wood of Suicides forms the outer border, with a quarter mile transition from desert to thick woods. The inner border is a rocky area five hundred FT across at the top of a 1200 FT cliff above the Eighth Circle; the cliff is curved back under the lip so that climbing is almost impossible. The ground consists of a fine, gritty, brown-tan sand that blows about and gets into everything. The thick clouds along the borders quickly thin to a few widely scattered white puffs in a clear red-tinged sky and then are gone. There is no natural objects taller than a man anywhere on the Circle, few structures, and no shade.

Ruling Diabolic Prince	Amayon (Blazon: 3 red tongues of fire over a green tree on a yellow field)
Diabolic Dukes	Barbatos, Merihen, Quandisa
Diabolic Generals	Asaqq, Furfir, Guzalu, Osse
Devils	Common, Ordinary, Hulden, Oduru, Ladatajas, Zoybim, Types 7A through 7E
Other Notable Creatures	Mummy Kings and Queens, Diabolic Earl Geryon
Sinners and Punishments	Sin Against Nature (run across hot sands in thin cotton tunic), Sins Against Nature and Art (stands naked on the sand with an iron collar around their necks and 3 heavy chains fastened to heavy wooden stakes), Sins Against the Gods (stretched naked on their backs on the sand, constrained by thick metal wrist and ankle chains fastened to heavy wooden stakes)
Environment	Extremely Hot Desert
Physical Challenges	Extreme Heat, Rain of Fire, Fire Eruptions, 1200 FT cliff down to Eighth Circle
Size	Torus Shape, Outer Circumference 200 miles, Inner Circumference 105 miles, Outer Radius [from Lucifer] 33 miles, Inner Radius 13 miles, Width 20 miles

A steady rain of orange-red tongues of fire falls from the sky with each individual tongue twisting and moving about as it slowly falls; each square-foot of the Circle is hit by a tongue of fire every 1d10 minutes.

OVERVIEW OF HELL, SEVENTH CIRCLE

The temperature at the outer border is a sweltering 110° degrees gradually increasing as Adventurers move inward until reaching 125° in the Circle center. The desert is well-lit with a strong but diffuse light whose source is the clear red sky, so that faint shadows surround each object. Slight sluggish breezes move along the outer border but no air movement occur in much of the Circle and the air just hangs. Temperatures increase with altitude by 1°/10 FT altitude, to a maximum of 140°.

There is no free-standing liquid in the 3 miles along the inner and outer borders. Small streams of blood occur in the central 14 mile region, up to 3 FT across by 10 inches deep, and 500 FT long. A few isolated pools of blood are 10 FT across. Adventurers who drink from these streams experience a bitter taste, suffer hp2 damage/drink, and experience anemia for 1d6 days (see *Codicil of Maladies*). Mortals who lightly wash in blood streams immediately experience skin numbing; those immersing in the stream for an extended period experience 1d8 skin damage and develop Leprosy in 3+1d10 days (see *Codicil of Maladies*; save 1d20 roll GTET [34-Stamina]. The liquid never boils.

Plumes of red-orange-blue fire periodically erupt from the sand like vertical jets, 25 FT cones burning intensely for one round then disappearing (up to 500 FT apart). Foul-smelling sulphur dioxide gas accompanies each eruption. Mortals experience a nearby jet three times/hour (avoid 1d20 GTET [32 to 25-Agility]; d20 rolls of [24 to 18-Agility] result in 1d8 fire damage; rolls [17 -Agility] or less result in 3d8 fire damage. Mortals are knocked to the ground by the force of exploding sand unless succeeding on 1d20 rolls GTET [24-Agility]; they are deafened 1d8*5 minutes unless succeeding on 1d20 rolls GTET [20-Stamina].

Four Hidden Stairs are located on the inner border of the Circle, at the North, East, South, and West compass points. Each stair is a circular metal stair, 30 FT in diameter, in a straight vertical shaft, with a horizontal shaft at the bottom leading to the cliff face. The stairs are found inside domed buildings buried in the sand, the top 3 FT of each dome showing through the sand. The door into each building is buried 12 FT under the sand. A secret door in the shaft of the West Stair leads to Geryon's treasure trove.

Weathered directional Obelisks are found one hundred yards into the desert, spaced at 3 mile intervals, each one is red sandstone 10 FT tall. The approximate directions to Diabolic Palaces found on this Circle are indicated on each Obelisk.

Heat Effects

Mortals lacking innate or enchanted protection against heat may be affected by the extremely high temperatures. An Adventurer requires one-third gallon of water/ hour (one-half gallon for Stamina LTET 9); alcoholic drinks count as half their equivalent volume of water. Potions count as their equivalent volume of water. Sleepers require one-third the water of waking persons but must drink it all immediately before or after sleeping. Missed water rations can be made up with twenty-hour hours with an

additional one-quarter volume penalty. Persons drinking GTET 1 gallon/hour become sick and vomit it all back (save 1d20 GTET [34-Stamina], 1½ gallon limit for Dwarves).

Beginning in their third hour in the desert mortals can be affected by mirages (water, trees, persons, monsters, objects, roads, buildings, sandstorms, or of figures inappropriate to the environment). A mirage occurs unless succeeding on 1d20 rolls GTET [30-Will], checked half-hourly (hourly for Elves); apply a cumulative -1 roll modifier for every hour a mortal has not had their required water ration; apply a -3 modifier to persons suffering Heat Exhaustion and -8 if suffering Heat Stroke. A mirage appears 100+3d100 yards in a random direction and the affected person has an overpowering urge to run toward it (save 1d20 GTET [37-Will]).

Beginning in their fifth hour in the desert each mortal can be affected by heat-related illness, Dwarves in their ninth hour. Heat Exhaustion (see *Codicil of Maladies*) occurs unless succeeding on a 1d20 roll GTET [25-Stamina] checked hourly, applying a cumulative -1 penalty to each successive roll. Persons affected by Heat Exhaustion experience Heat Stroke (see *Codicil of Maladies*) five hours later (seven hours for Dwarves) unless succeeding on 1d20 rolls GTET [30-Stamina] checked hourly, applying a cumulative -1 penalty to each successive roll.

Mortals without sufficient physical, enchanted, or blessed protection against enchanted fire are vulnerable to damage from the Rain of Fire. Each person is 'attacked' by a tongue of fire every 1d12 minutes (ten/hour), avoiding the fire on 1d20 rolls GTET [25-Agility]; affected persons suffer hp1d4 burns. Medium-sized shields lengthen the time between fire attacks to 1d20 minutes (six/hour) and large-sized shields lengthen the time to 2d20 minutes (three/hour). The fatigue associated with continually holding a shield directly overhead must be addressed; the benefit is not realized if the shield is lowered for combat. A complete suit of metal armor with helm provides fire protection. A protective canopy may be carried on poles. Cloth canopies and ordinary tents are destroyed after two hours of flame damage, wood canopies after four hours.

Other Information about the Seventh Circle

Sand shelters whose roof is GTET 8 inches thick provide complete protection against the falling tongues of fire, although not against the pervasive heat. The construction of adequate sand shelters requires digging tools, sturdy tents or tarps, and thick supporting poles. A sand shelter for four is constructed in 30 minutes (except for mattocks or picks, most weapons are not adequate digging tools).

Movement in the sand is at six-tenths mile/hour (thirty-four hours to walk across the Circle). The carrying of a canopy carried by several persons simultaneously reduces the overall speed to one-third mile/hour Games Masters should check for Adventurers becoming lost every half-hour.

OVERVIEW OF HELL, SEVENTH CIRCLE; OASIS

Oases in the Desert of Fire

There are ten Oases in the Desert of Fire, each about three hundred yards by two hundred yards, containing two or more springs or pools of water. The rain of fire does not fall in the Oases. Each Oasis is controlled by a **Mummy King** or **Mummy Queen**. The oases and their associated rulers are:

Ezrabah	King Kemelnesses
Har'Behop	Queen Eliora
Tatahalis	King Urvitez
Simoon	King Zaemor
Koessa	King Maraniarak
Aginamath	King Kammenlukor
Emmera	Queen Irrena
Nanorave	King Nazopasha
Atalyk	King Hakkerlane
Elillen	King Larthaneem

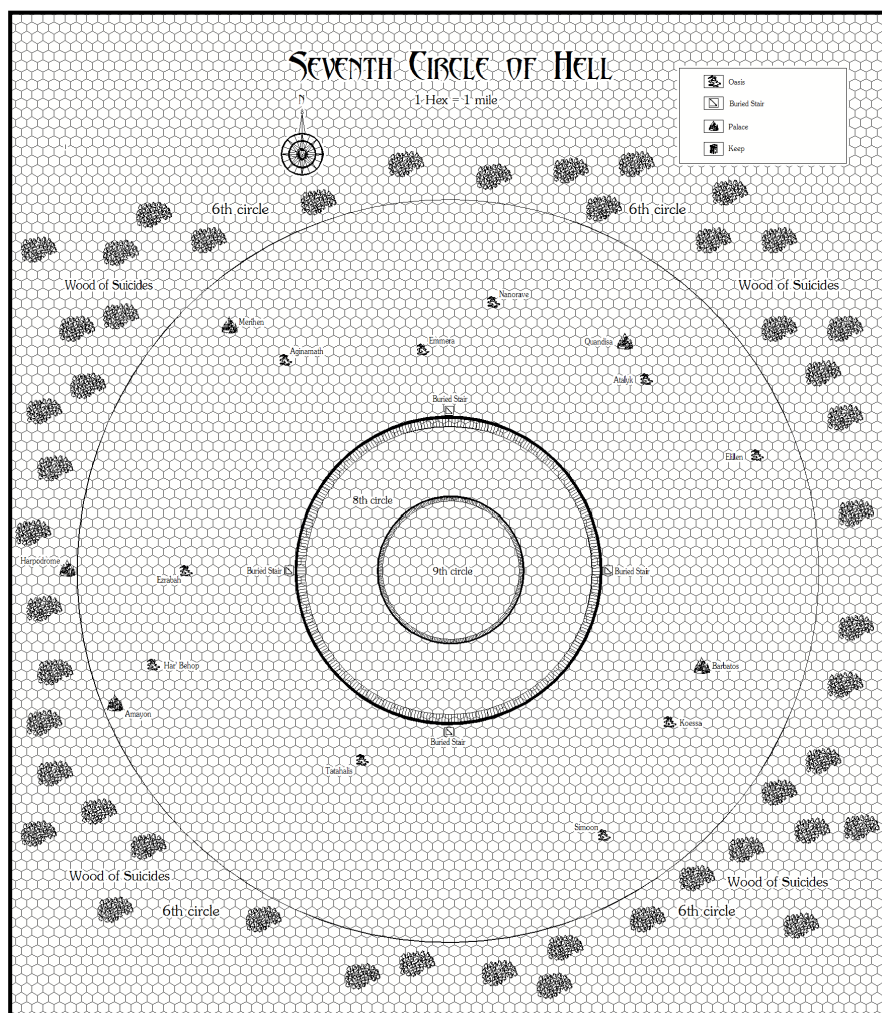
The oasis described in this adventure can stand in for any of the oases except for Ezrabah, which is fully described in Book 2 of *Inferno: Journey through Malebolge*. Specific descriptions are given in the text to allow the oasis to be used as either Koessa or Atalyk.

Koessa is found in the southeast quadrant of the Seventh Circle, approximately in the center of the Circle, while Atalyk is located in the northeast quadrant, approximately in the center of the Circle. All oases on the Seventh Circle, and particularly Koessa and Atalyk, are represented by a single campaign map, found on page 6. This map depicts an oval area roughly 1000 FT long by 425 FT across at the widest point, orientated with its long axis along a radius line of Inferno. The ground inside each oasis is covered in a fine light brown dust or clay with flecks of fool's gold, and the oases have many clumps of palm trees, each consisting of five or six large drooping palms (each with a trunk 30 inches in diameter near the base, standing between 20 FT and 30 FT high with 1d10 clumps of dates or coconuts at the top).

Description of the Oasis

Entering the Oasis

The rain of fire stops as Adventurers walk into the Oasis from the surrounding desert, though it can still be seen as Adventurers look from the oasis out into the desert. The area temperature gradually reduces from the 125° of the central desert to about 90° in the oasis, at a rate of 5° every 20 FT of travel.

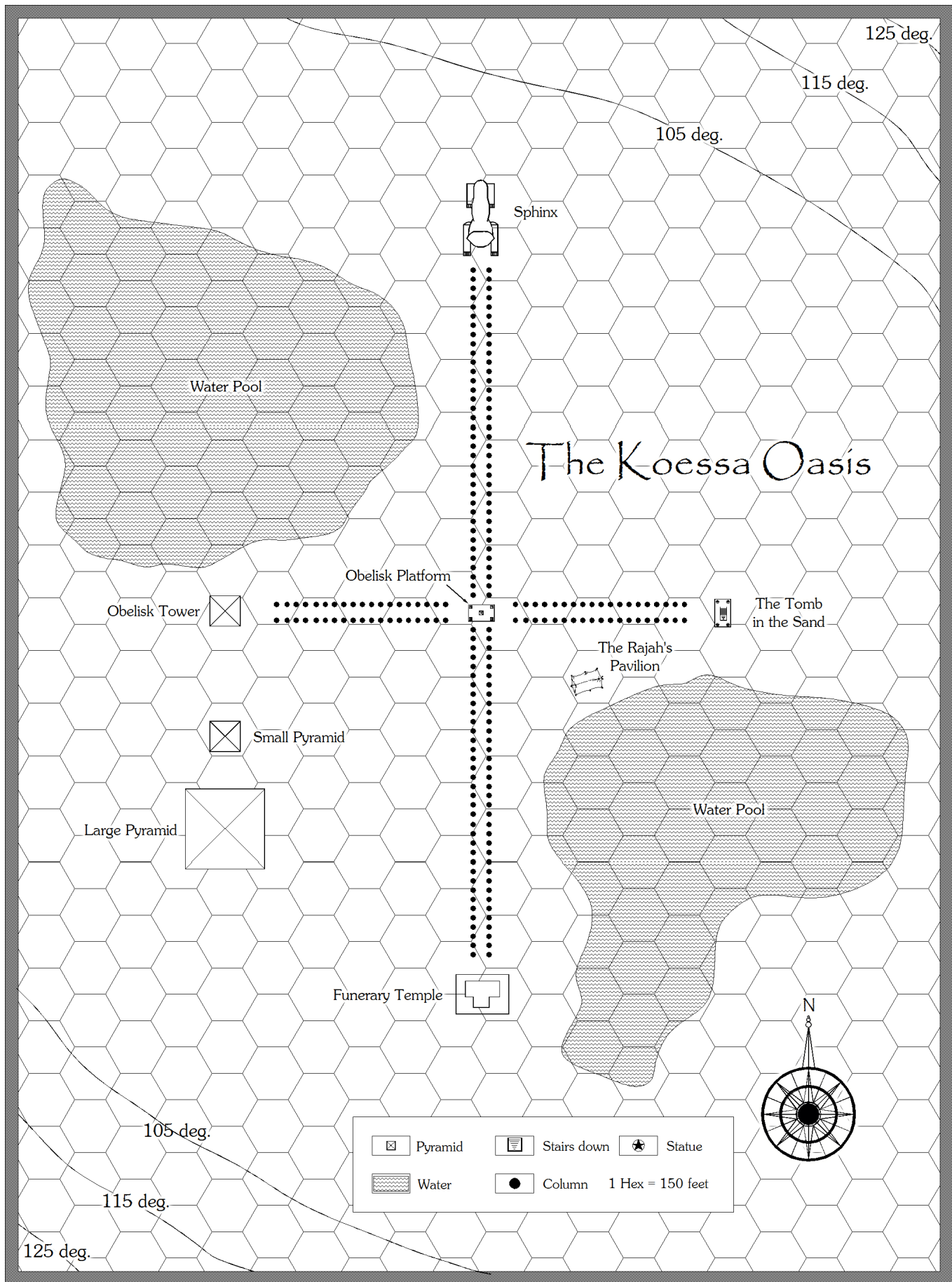


The resident **Mummy King** or **Queen** (Maraniarak at Koessa, or Hakkerlane at Atalyk) are in the throne room of their Obelisk Tower (Tower Room 9) when Adventures arrive at their oasis. A *warding spell* surrounds the oasis that warns the King/Queen when mortals enters the area; Wizards, Crusaders, and Priests may detect the warding before crossing it using their ability to detect active enchantments; treat the wards as Lesser Air magic. Wizards, Crusaders, and Priests may also disperse the warding spell using the appropriate Lesser Magic or Mystery-category Prayer. The King/Queen is immediately become aware when their warding spell is negated, although they do not immediately know the cause.

Encounters with the Mummy King or Queen, and Mummy Guards

The **Mummy King/Queen**, 1d20 HD12 **Mummy Lords**, and 1d12 HD8 **Mummy** servants leave the Obelisk Tower to investigate after the warding spell is cancelled. Otherwise, the King/Queen, 1d20 Lords, and 1d20 Mummies may be waiting to confront Adventurers when they exit any oasis building, as determined by a 1d20 roll (see page 7),

OASIS ENTRY



OASIS OVERVIEW, RULER ENCOUNTERS, COLUMNS, OBELISKS

Determine whether the **Mummy King** or **Queen** is waiting as Adventurers exit Oasis buildings using 1d20 rolls:

Funerary Temple (Building 1)	1d20 rolls GTET 12
Great Sphinx (Building 2)	1d20 rolls GTET 7
Small Pyramid (Building 3)	1d20 rolls GTET 10
Large Pyramid (Building 4)	1d20 rolls GTET 8
Tomb in the Sand (Building 5)	1d20 rolls GTET 10
Rajah's Pavilion (Building/Tent 7)	1d20 rolls GTET 14

If the Mummy King/Queen and Lords have not already confronted the Adventurers before the Adventurers reach the Throne Room in the Obelisk, the confrontation occurs there. If Adventurers have not been confronted before they retreat from the Oasis (e.g. the Obelisk has not been entered or Throne Room reached), the King/Queen and Lords emerge from the Obelisk Tower to give chase into the desert. A Mummy King/Queen speaks with mortals they have trapped before starting combat, teasing and toying with them, offering the choice of keeping their souls and becoming self-aware Mummies under his command, or of being killed and transformed into Mummies of the lowest order with no volition.

When fighting begins, a line of Mummies stands between the Adventurers and the Mummy King/Queen and Mummy Lords, to prevent the Adventurers from disrupting the royal concentration. The King/Queen and Lords do not engage in direct hand-to-hand combat with mortals unless it cannot be avoided. The King/Queen and each Lord summons a monster on 1d20 rolls GTET 08 (roll individually for the King/Queen and each Lord present, a new roll for every round), beginning with the highest hit-die monster they are capable of summoning at that time; on 1d20 rolls LTET 07 the King/Queen and each Lord casts a spell or prayer. The first spells are targeted against Wizards (including Shaman), then Priests, then Warlocks, then Crusaders, and only last against Warriors and Rascals. Spells that incapacitate the Wizards, Priests, Warlocks, and Crusaders are preferred to those inflicting hp damage; these include *sleep*, *confusion*, *blindness*, *muteness*, *deafness*, *Mage Drain*, etc. After Adventurers are incapable of any further spells or prayers, the King/Queen and Lords switch to spells inflicting direct damage. The mummies rely upon the ever-increasing numbers of summoned monsters to perform direct combat and overwhelm the Adventurer's fighting capabilities. As the number of summoned monsters grows, Adventurers become surrounded and subject to flank and rear attacks that cannot be readily defended against. The King/Queen and Lords do not hesitate to use area-of-effect damage spells, they are willing for their summoned monsters to be caught in the 'blast' radius to get at the Adventurers. After fighting begins, the King/Queen does not accept surrender: any incapacitated or captured mortals are immediately executed and their heads put on pikes outside of the Obelisk Tower.

Retreating into the Desert

When Adventurers leave the oasis and return to the Seventh Circle desert, regardless of reason, timing, or cause, after traveling 1d12*100 yards they are attacked by a HD18 **Greater Sand Worm**. The awful stench of a **Greater Sand Worm** on the surface is smelled from a quarter-mile, persons within 100 yards become nauseous for 1d100 minutes (save 1d20 GTET [30-Stamina], checked every 3 minutes of exposure; affected persons temporarily reduce their effective Agility and Stamina by 4 points and their effective Will by 2 points, and apply a -3 TH penalty until recovered.

The Way of Columns

Two 15 FT wide paved roads run between the buildings in the oasis, a north-south road connecting the Funerary Temple and the Great Sphinx, an east-west road between the Obelisk Tower and the Tomb in the Sand. The Rajah's Pavilion and the Pyramids are not on either road. The roads intersect at the Obelisk Platform in the oasis center. Each road segment is paved with black flagstones and runs between two parallel rows of 30 FT tall by 8 FT diameter ochre sandstone columns topped by flat white capitals; the columns are spaced 15 FT apart.

Each column is covered on all sides with a large number of dark drawings of eyes, each having an associated *illusion* (range 75 FT, *disbelieve* 1d20 roll GTET [28-Will], checked every 5 minutes) that causes it to appear to randomly open, close, and wink. The overall effect of moving eyes on all of the columns is very disconcerting and uncomfortable; an Adventurer who rolls 01 on their disbelieve roll becomes *confused* for 1d100*1d8 minutes. The eye illusions have no other negative effect on Adventurers.



Adventurers at the Way of Columns

OBELISK PLATFORM, FUNERARY TEMPLE

Obelisk Platform

In the oasis center is a square platform 20 FT on a side, 2 FT thick, made of a pale yellow stone with flecks of copper and silver embedded in it. A light brown obelisk standing 20 FT tall by 48 inches wide stands in the platform's center. A 12 FT tall by 32 inches wide black stone obelisk stands on each corner (30 inch setback). The corner obelisks on the northwest, northeast, and the southeast corners have notches on all four corners spaced 4 inches apart, starting 6 inches from the bottom and ceasing 12 inches from the top. The corner obelisk on the southwest side has notches on 2 corners and partway up the third (the notches each signify a mortal adventurer who met their fate in the oasis).

The large central obelisk is thickly covered in pictographs drawn in dark purple lines which serve no purpose except confusing the reader. Adventurers may mistake these pictographs for an unknown written language, spending time and effort to decipher them. Spells or prayers to translate languages are ineffective at revealing the pictograph's meanings.



Adventurers at the Obelisk Platform

Funerary Temple (Location 1)

The Funerary Temple is a single story rectangular stone building with a gilded roof orientated along the long axis, that peaks in the center and slopes to the sides. The temple is surrounded by a 25 FT high exterior stone wall constructed of dark pink sandstone, 33 inches thick, topped by a row of 9 inch iron spikes placed 4 inches apart; persons climbing over the spikes suffer hp1d8 (avoid 1d20 roll GTET [30-Agility]); the spikes are visible from the ground on 1d20 rolls GTET [28-Intelligence]. The exterior wall is magically-enhanced to prevent physical or magical breaching; treat the wall as difficult to climb without tools or apparatus. There are no impediments to climbing the wall except for the spikes (moderate difficulty).

One tall two-piece gate is located on the north exterior wall. Adventurers who survey the entire wall perimeter find a strong 17 FT rope tied to a steel spike pounded into the wall 20 FT off the

ground, the rope is in the back right corner 15 FT from the corner (from the position of standing in front of the gate). A second spike and stout rope are found on the inside of the exterior wall. These ropes give access to the courtyard located behind the Funerary Temple. Adventurers following along the wall's interior perimeter also find the hanging rope.

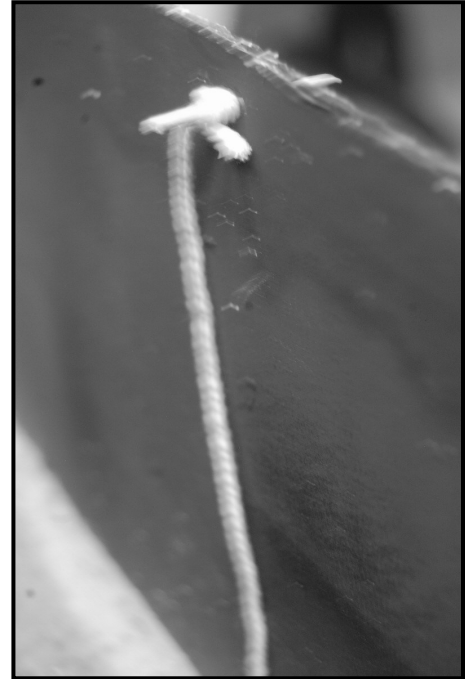
Unless otherwise noted, all rooms in the Temple are 9 FT tall, the room floors are a glossy dark brown tile with white grout, the walls are a brown stucco material, and the ceilings are white and painted with brightly colored frescoes of animal-headed humanoids in kilts, armed with whips, circling around naked ordinary men and women. All wall openings in the Temple are through arches. All interior walls are magically-enhanced to resist

physical (success on 1d20 rolls GTET [34-Strength], checked per round, assuming a good-quality tool is used) or magical (success after hp50 is inflicted on the wall) breaching. The walls and floors are constructed around an unseen core of lead which cannot be passed through using magical means (*Walk through Walls*, *Magical Window*, etc.); the walls also prevent the functioning of spells of sight (e.g. *Vision*).

All hidden/secret doors are 5 FT wide by 3 FT tall, located at the floor (entry on the knees is required), and open by lifting vertically into the wall; treat the doors as -8 to find, -10 open lock, requiring Strength GTET 18 to lift. An open hidden door falls closed on 1d20 rolls GTET 17, checked every minute; a fallen door becomes stuck on 1d20 rolls GTET 12, a stuck door requires total Strength GTET 22 to lift. See the building diagram on page 9.

1. **Exterior Gates.** The Way of Columns ends 40 FT from the exterior gates. The two gate panels (aura of *enchantment*) are each 18 FT tall by 12 FT wide, constructed of half-inch thick silver hung by three adamantine hinges, opening outward. Each panel depicts a gigantic three-horned jackal head. No lock is visible, and the panels are so well balanced that only a total Strength GTET 15 is required to move them.

Large wood panels, each 18 FT high by 4 inches thick, are fixed to the exterior wall on the north side by adamantine bolts, one 8 FT to either side of the gate.

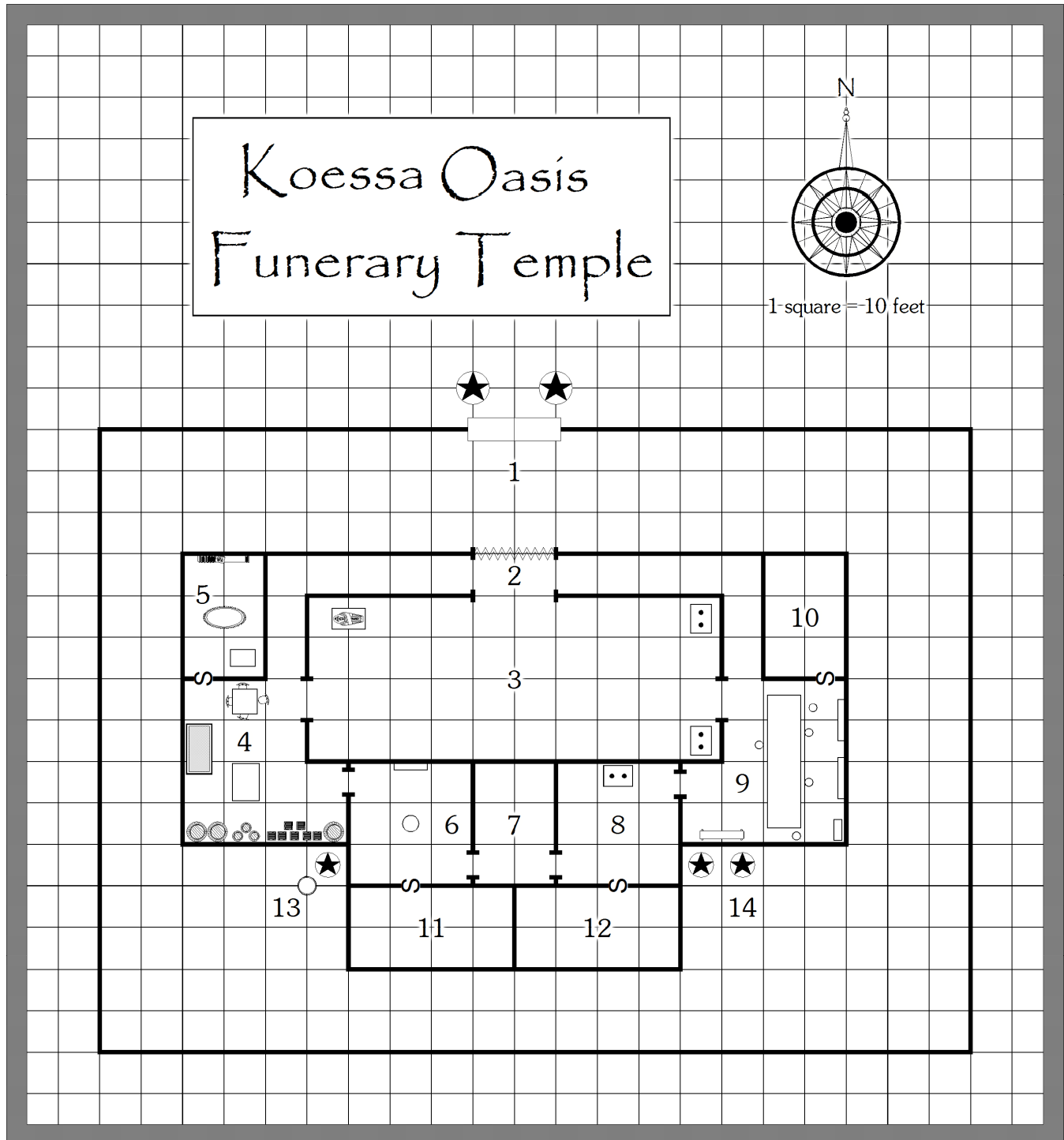


FUNERARY TEMPLE

continued from #1, Exterior Gate... The panels are engraved to depict a variety of animal-headed humanoids with flails and lashes driving ordinary humans toward hordes of spear wielding Skeletons. A 16 FT by 5 FT wide bronze-ochre sandstone statue of a frog-headed humanoid stands 10 FT directly in front of each wood panel. Each statue holds a rod in one hand and a sword in the other; they weigh 8500 pounds (*aura of enchantment*, *aura of evil*).

While the gate panels generally remain in whatever position

Adventurers leave them; however, if any good or neutral person enters the gates they shut themselves (if not left in the shut position) after 10 minutes. The two frog-headed statues then move toward each other and back 8 FT so that the gate panels cannot be opened (gap of no more than 1 FT width). Persons in the interior courtyard area clearly hear the grinding sound of the moving statues, persons inside the Temple hear the grinding on 1d20 rolls GTET [30-Intelligence]; the new statue positions cannot be seen from inside because they



FUNERARY TEMPLE

continued from #1, Exterior Gate...are shorter than the wall is tall. A total Strength GTET 40 must be applied to a blocked gate to force it open enough to pass through.



Funerary Temple Exterior Gate

2. **Entry Curtain.** A gap of 15 FT separates the Temple building from the gates. The only entrance is an arch immediately across from the gate, which is filled by an opaque shimmering gold energy curtain embedded with twinkling yellow lights (cannot be seen through or past). The curtain sounds a tinkling bell tone as it twists and moves. Evil persons pass through the curtain without effect; neutral persons pass through on 1d20 rolls GTET [25-Will], while good persons pass the curtain on 1d20 rolls GTET [32-Will]. Persons *repelled* by the curtain suffer hp1d6 electrical damage and suffer 1d20 minutes fear (save 1d20 GTET [30-Will]). Beyond the curtain narrow passages stretch to the immediate left (towards the Wrapping Room) and right (towards the Embalming Room), and a wide arch to Two Altars is immediately in front.
3. **Two Altars.** The room has arches to the Embalming Room, the Wrapping Room, and to the Entry Curtain. An 8 FT by 5 FT mahogany table on the western side of the room supports a large bright blue wooden sarcophagus which is sealed with a line of lead solder (requires a knife/scrapper). A 50 inch bronze gong hangs in a black wood frame to the left of the table with a hook for the 30 inch clapper; sounding the gong has no immediate impact. Two 7 FT by 4 FT black granite altars are along the east wall, separated by 10 FT. An 8 FT diameter silver spider with 8000 GP diamond eyes is mounted on the north wall in front of one altar; an 8 FT diameter gold ram's head with 12,500 GP ruby eyes and 14,000 GP ivory horns is mounted on the south wall. A 12 FT diameter circular brown-and-orange carpet is between the altars. Lit golden lanterns are to the north and south walls, spaced 5 FT apart.

On the altar in front of the spider are four 3500 GP gold candlesticks with lit white candles, two wide/shallow gold dishes (755 GP, 1022 GP), three 6150 GP gold-amber chalices

marked with the sign of the Spider, three 12,300 GP gold wands each tipped by four phoenix feathers, two 5500 GP gold ank's, a 500 GP silver pitcher, and a 3150 GP gold bowl filled with salt. On the altar in front of the ram are two 1600 GP adamantine candlesticks, an unlit 1630 GP gold lantern, two 400 GP silver hammers, three 140 GP pieces of finest ram's hide, a 1100 GP shallow silver bowl filled with good quality potter's clay, four 4250 GP silver-and-sapphire chalices marked with the sign of the Ram, a 600 GP silver pitcher filled with clean water, three 30 GP mahogany-silver sculpting tools, and six 800 GP 3-inch solid silver cubes.



Adventurers fighting in Two Altars

An *illusion* shows the skeleton transforming into the fleshy body of a bald elderly man who sits up, speaks to the group, lays down, and transforms back into a skeleton (disbelieve 1d20 GTET [32-Will]). He speaks in Common, saying, "*Ye robbers of our peace and graves take heed. In every room here lurks a hideous wasting disease which leaves the mind and traps the body, giving you years to helplessly yearn for death. No priest, no spell, no prayer has power over this our curse to you*" (save versus curse, 1d20 GTET [30-Will]). Affected persons thereafter roll 1d100 upon entering any room throughout the oasis, with a roll of 100 resulting in their contracting a wasting disease which immediately and permanently reduces their Agility, Stamina, and Strength statistics to 10, extends their lifespan by 5d12*15 years; each statistic is further reduced by an additional point after every 6 months (save 1d20 GTET [24-Stamina]). The disease cannot be cured by any means short of an *Altered Realities* spell. A very rare alchemical potion concocted from willow bark, high mountain moss, swamp fern, and desert scorpion-

Adventurers within 5 FT of the sarcophagus when the lead seal is removed are exposed to the poisonous air inside, causing a strong incapacitating coughing fit for 1d20 minutes (save 1d20 GTET [28-Stamina]; affected persons are unable to cast spells or perform prayers, and apply a -5 TH penalty). The sarcophagus contains a well-preserved ancient yellowed skeleton (not undead).

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continued from #2, Two Altars...weed, may restore five points to all statistics and when taken monthly prevents further deterioration.

Adventurers drinking from the four spider chalices are healed of 1d8 damage on their first drink, healed 1d4 damage on their second drink, gain no healing (no effect) on their third drink, and their fourth drink transforms (save 1d20 GTET [30-Will]) them into HD5 **Monstrous Spiders** for 1d12 days. Adventurers drinking from the three ram chalices becomes stubborn and inflexible for 1d8 days after their first drink (save 1d20 GTET [28-Will]), becomes violent and threatening after their second drink (save 1d20 GTET [30-Will]), and a third drink transforms (save 1d20 GTET [32-Will]) them into HD3 **Giant Goats** for 1d20 days. Each chalice holds five drinks.

Each object taken from either altar transports themselves back to the altar after 4d100 minutes unless the removing Adventurer first bows three times on the rug and says a short prayer to Amayon. An amount of heat equal to hp1d10 damage is generated when an object dematerializes; a fire starts on 1d20 rolls GTET 12 if the object is surrounded by flammable material.

4. **Embalming Room.** Arches lead to the Two Altar room and to the Heart Room. A secret door (-8 to find, -5 open lock) in the north wall leads to Scroll Racks. The room contains a polished stone table with rectangular cut-outs along the side, a series of circular holes drilled down the center, and a bronze catch basin located under the holes with a tube leading into a large empty bucket. On the table are three 16 inch stone coffers brightly painted with frog and jackal-headed figures (found empty). A stone basin 62 FT by 3 FT by 3 FT tall along the west wall is filled with coarse salt. Along the south wall are three wooden 40 gallon barrels of vinegar (wax seals), two barrels of sour red wine, a barrel of salt water brine, a crate of camphor (100 GP), two crates of gum arabic (30 GP, 45 GP), four crates filled with fine sawdust, a crate of fine white sand, a crate of clay, and a crate of large sea shells. A small rectangular table, four tall stools, an overturned straight-back wooden chair, a writing desk, and two wooden book stands are also found here.

Three lit golden oil lanterns are attached to the west wall by gold brackets with one on the north wall, two on the east wall, and three on the south wall. A wall shelf on the west wall holds three clay pots of honey, a pot labeled 'potash,' four pots of cursed ashes (aura of evil), three pots labeled 'talcum powder,' two pots of lime, a pot of aromatic oils (42 GP), three pots of grain alcohol, two pots of tannin, and a pot of blue dye (28 GP). A 28 inch, 1150 GP, silver Unholy Symbol of Amayon is attached to the center of the south wall. The writing desk contains 3 SP, eighteen blank sheets of parchment, two quill pens, two vials of black ink, and a

bronze weight in the shape of a human hand (aura of evil). On 1d10 rolls GTET 4 the room is occupied by nine HD4 **Rabid Dogs**.

5. **Scroll Racks.** The room contains a 6 FT rectangular stone table with two wooden chairs, an unlit iron lantern attached to the west wall by an iron bracket, a 30 by 30 slot rack filled with scrolls attached to the back wall, an empty book stand, and an apparent white oval rug in the center of the room (*illusion*, disbelieve 1d20 roll GTET [30-Will]), disguises an area of the floor coated with a powerful adhesive, break free 1d20 GTET [30-Strength]). The HD9 **Ghost** of a bald male youth dressed in a white tunic and loincloth sits at the table reading an *ethereal scroll* when Adventurers enter.

A scroll removed from the rack disintegrates from age/brittleness on 1d20 rolls GTET 17, otherwise determine the scroll's subject using 1d100:

- (01-45) Physical and chemical aspects of mummification;
- (46-52) Processes for mummy preparation;
- (53-58) Treatment and handling of organs removed from the body;
- (59-70) Prayers and rituals to be performed at various mummification steps;
- (71-76) Preparation of proper mummy wrappings;
- (77-82) Animation of mummies;
- (83-89) Design and construction of sarcophagi;
- (90-95) The capturing and binding of souls;
- (96-100) Special scrolls.

The content of a special scroll is determined using 1d12:

- (1) A detailed map of Inferno Circles Eight and Nine
- (2) Scroll of Air Magic (*Fog Bank, Putrid Scent, Speak Languages, Telekinesis, Breathe Poisonous Fumes, Disperse Magic, Disperse Magic, Invisibility, Levitation, Summon HD5 Air Element*)
- (3) Scroll of Earth Magic (*Bog Down, Hole, Open Lock, Open Lock, Open Lock, See Enchantments, Temporary Window, Create Feast, Hold in Place, Disperse Magic, Singing Swords*)
- (4) Scroll of Fire Magic (*Detection, Flare, Glow Balls, Magic Grenade, See Invisible, See Invisible, Disperse Magic, Blindness, Fire Ring, Invisibility, Daylight*)
- (5) Scroll of Water Magic (*Breathe Underwater, Instant Freeze, Protect versus Cold, Summon HD3 Poison Frog, Walk on Water, Disperse Water, Summon Sea Creature, Ice Encasement, Shield versus Lightning*)

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Continued from #5, Scroll Racks...(6) Shaman's Scroll
(*Confuse Weapons, Dominate Animal, Dominate Person, Jaco's Mesmerize, Remove Confusion, Remove Panic, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, True Sight*)

(7) Priest's Scroll (*Armorskin AC+14, Compel Truth, Create Minor Food, 1d6 Cure Wounds, God's Arrow, Sword Blessing, Banish Disease, Deflect Magic, 1d10 Heal Wounds*)

(8) Priest's Scroll (*Command Animals, 1d6 Cure Wounds, Detect Poisons, God's Fist, Immunity to Disease, Minor Prayer, Reveal Hidden, Waken, Banish Paralysis, Banish Spells, 1d10 Heal Wound*)

(9) Priest's Scroll (*Animate Bones, Blur Sight, 1d6 Cure Wounds, God's Sword, Know Creature, Speak to Animals, Animate Body, Blind Undead, Detoxify Poisons, Detoxify Poisons, God's Hammer, Hold Undead*)

(10) Cursed Scroll (reader has an irresistible urge to throw themselves into every body of water they come across for one full year, save 1d20 GTET [32-Will], checked every 5 minutes while near water)

(11) Cursed Scroll (reader's body immediately develops many large yellow spots on the skin each ringed in red, oozing puss, accompanied by an irresistible urge to scratch {opens red wounds which continually ooze blood, save 1d20 GTET [30-Will]}, checked every 5 minutes)

(12) Cursed Scroll (reader is permanently afflicted with an unbearable fear of heights, refusing to come within 100 FT of a cliff, will not climb vertical walls, and will not fly by spell, prayer, enchanted object, flying animal, or by being carried, save 1d20 GTET [32-Will], checked every opportunity); an Adventurer forced to a cliff, etc., passes out (save 1d20 GTET [32-Will])

6. **Heart Room.** Entered from the Embalming Room from the west and from Hot Eyes from the east, a hidden door on the south wall leads to the Mummy Octet. A floor-to-ceiling pedestal in the room's center is 4 FT across, with a 3 FT gap in the center filled by an ochre-colored stone heart, rippling like it is beating. Four horizontal 3 inch diameter pipes run from the wall to the pedestal, 8 inches from the ceiling. A silver circular valve is centered in each span of pipe. Two 3 inch holes are 10 inches from the floor on each of the pedestal sides. A gold shelf attached to the north wall holds a pale blue stone coffer (no lock, Strength GTET 18 to open) which contains a beating **Humanoid Heart** (hp8, AC18).

A thick sticky red gas pumps out of the holes in the pedestal base in cycle with the ripples across the stone heart. An Adventurer breathing this gas experiences a fatal heart attack (save 1d20 GTET [28-Stamina], checked every round of exposure). The gas flow is terminated when all four silver valves are closed (rotated in the clockwise direction). Any

person directly attacking the beating heart in the coffer suffers an immediate heart attack (save 1d20 GTET [30-Stamina]).



An Adventurer in the Heart Room

7. **Hot Eyes.** A rectangular room, entered from the Heart Room from the west wall, and from Poison Gold from the east. A pair of **stone eyes** (each hp12, AC36) painted white with blue centers are fixed into an oblong stone tablet mounted on the north wall, they constantly move and rotate in their sockets. Above the oblong tablet is a niche in the wall with a brightly painted cylindrical stone orange jar, holding a pair of mummified eyes. Every 30 seconds the stone eyes creates a beam of blue light which fills the room and shines in Adventurer's eyes (blindness 1d12+2 days, avoid 1d20 GTET [30-Agility], save 1d20 GTET [32-Stamina]). *Blindness-Darkness* spells cast on the stone eyes disables the blinding beam (resist 1d20 GTET 17) for 3 hours. Destroying both of the mummified eyes permanently disables the blinding beam.
8. **Poison Gold.** A square room, entered from Hot Eyes from the west wall, and from the Wrapping Room from the east; a hidden door in the south wall leads to Hell Rat Alley. A plain granite stone altar along the north wall has two 5 GP bronze candlesticks with lit white candles, a wide 600 GP gold bowl filled with a thick white liquid, and a rectangular stone coffer (no lock, Strength GTET 19 to open) holding a pair of well-preserved **humanoid lungs** (hp13 each, AC20) which rhythmically expand and contract. The room is occupied by a HD4 **Gold Mold** (regenerates hp1d12/round until the lungs in the coffer are destroyed). A person drinking the white liquid develops a healing-resistant *pneumonia* (resists healing potions/balms, requires 3x *Banish Disease* prayers spaced 24 hours, save 1d20 GTET [34-Stamina]; the disease is fatal in 1d12 days unless succeeding on a 1d20 roll GTET [29-Stamina] checked daily for 1d6 continuous days; Dwarfs apply a +3 bonus). Heavy metal (gold) poisoning causes (save 1d20 roll GTET [26-Stamina], checked daily, Dwarfs

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Continued from #8, Poison Gold...apply a -3 penalty): an immediate reduction in Agility and Intelligence and Will by one point; a speech impediment [stuttering and slurred words] that develops after 2d12 hours [apply a -6 reaction penalty]; after every additional 12 days reduce each statistic by one point; and, their toenails become gold-colored 1d12 days after poisoning and the gold spreads over 1 month to their fingernails then their lips, ears, and eyelids.

9. **Wrapping Room.** A rectangular room, entered from Poison Gold through an opening on the west wall, from Two Altars on the west wall at the northwest corner, and from Exterior Gates through a corridor in the northwest corner. A hidden door (-8 to find, -6 open lock) in the northeast corner leads to Killer Linens.

In the center of the room is a curious segmented wood table 8 FT by 32 FT by 46 inches high, built so that any one of ten segments can be dropped out (to allow wrapping the nearby body areas). The room also has five wooden stools, a plain wooden table 5 FT by 2 FT, a low leather-padded bench, and an empty book stand. On the east wall two long wall shelves holds: three pairs of shears, nine horse-hair brushes, a leather pouch with ten sewing needles, four clay jars of 3 GP resin epoxy, two clay jars of 70 GP perfume, four clay pots of varnish, a clay pot of crushed rock salt, a clay pot of garlic cloves, two clay pots of honey, a leather pouch with dozens of small ivory straight pins (total value 20 GP), 10 leather straps each 4 FT, and two small steel saws. Eight lit bronze lanterns are attached to the walls by iron brackets, two on each wall. Three staves lean together in the southeast corner (one is a Wizard's staff with an *aura of enchantment*; one is a Priest's staff with an *aura of good*).

10. **Killer Linens.** A rectangular room, entered from the Wrapping Room through a hidden door (-8 to find, -6 open lock) on the south wall. Five wooden rods fastened 4 inches from ceiling run the length of the room; hanging from the rods are 43 **fabric mummy wrappings**, each 2 inches wide by 8 feet long. The linen strips become *animated* 1d6 rounds after good or neutral persons enter the room, twitching and twisting in agitation. Ten rounds after entering each character is attacked by 30 strips trying to immobilize their arms and legs (each strip is hp5, AC4, fire resistant, zero immediate damage, avoid on 1d20 roll GTET [33-Agility]); a limb is immobilized when 4 strips have wrapped around it. After all four of an Adventurer's limbs are immobilized, three strips wrap around their neck (avoid 1d20 roll GTET [38-Agility]). The character is strangled (Stamina statistic - 4) rounds after the third linen strip wraps around their neck.
11. **Mummy Octet.** A rectangular room, entered from the Heart Room through a secret door in the north wall. The room contains broken pieces of wooden furniture, a broken wooden pail, a moldy wooden shield, two glass flasks filled with ordinary black mold, four broken clay flasks, and uni-

dentifiable small pieces of bent metal. Forty large pale mushrooms grow in a thick layer of dust on the floor. The room is occupied by eight HD9 **Mummies** (hp45, AC40). The mummy's wrappings together hide: 30 SP, 13 GP, three pieces of topaz (955, 1725, 2100 GP), a carved ivory mummy figure (1180 GP), three plain gold rings (850, 1000, 1320 GP), a bronze luck charm (not enchanted), a bronze-and-amber charm against good (90 GP, not enchanted), and a 4550 GP silver-turquoise Pegasus pin. When the mushrooms are consumed they cause severe abdominal cramps in 1d12 minutes, persisting 3d100+45 minutes (save 1d20 roll GTET [29-Stamina]); affected persons reduce their effective Stamina statistic for 1d12 hours and apply a -10 penalty modifier on any roll to perform a physical task).

12. **Hell Rat Alley.** A rectangular room, entered from Poison Gold through a secret door in the north wall. The room contains broken wooden furniture, smashed clay vessels, broken glass (1d4 damage to any barefoot characters, avoid on 1d20 roll GTET [24-Agility]), ripped cloth and clothing, and moldy leather goods. Eight mummified bodies (not undead) lay in contorted positions on the floor. The room is occupied by twelve HD4 **Hell Rats**. No goods are concealed in the mummy wrappings.
13. **Jackal Face.** A 12 FT stone statue of a jackal-headed man stands in the southwest exterior corner of the building. The statue holds a flail and stone benches are immediately to the west and south along the walls. A nearby stone pedestal supports a 320 GP gold sundial. A circular vat at the statue's foot holds two large pale red fish (HD½, hp2, AC4). A gold chain around the statue's neck has a 14,360 GP gold-and-ruby amulet shaped like a running jackal; if the chain is removed from the statue a pack of fourteen hungry HD4 **Jackals** appears in the courtyard on the next round.



At the Jackal-Faced Statue

FUNERARY TEMPLE : OBELISK TOWER

14. **Bird Face.** Two statues of bird-headed humanoid males are along the north wall of the southeast exterior corner of the building, two statues of bird-headed females are along the west wall. Each statue is made of green stone, 15 FT high, 4 FT across, a flail in one hand and a mace in the other, wearing a loincloth; the female statues have ruby (each 7775 GP) nipples. The male statues wear silver chains around their necks with silver amulets shaped like swimming swans (each 1025 GP). The female statues wear gold chains around their necks with gold amulets shaped like flying eagles (each 2000 GP). If the gold chain is removed from either female statue a HD10 **Banshee** confined within the statue is released. If the silver chain is removed from either male statue a HD12 **Dread Wraith** (hp72, AC70) confined within the statue is released.



Adventurers at the front of the Obelisk Tower

Obelisk Tower

This building is a square tower 30 FT on a side, 70 FT tall, made of heavy stone blocks with a whitewashed exterior. A heavy stone door (unlocked, requires total Strength GTET 30 to move) centered in the south side gives entry to the first floor. The interior is larger than the exterior, having eleven stories totaling 97 FT high; each of the lower ten floors are comprised of single rooms, 25 FT by 25 FT by 9 FT tall, with brown stucco walls, glossy white tile floors with brown grout, and ceilings with frescoes depicting mummies and skeletons. The eleventh floor is a single room 18 FT by 18 FT by 7 FT tall, with black painted walls, red tile floors with black grout, and white ceiling with frescoes of devils fighting demons. The ceilings of each room are solid with no physical means to access the next floor. If the **Mummy King/Queen** is in the Obelisk, they are found at the Throne Room (#9) on 1d20 rolls GTET 16, otherwise they are in the Sarcophagus Room (#10). A building diagram is found on page 15.

1. **Ground Floor.** Entered from the Oasis through an unlocked stone door (Strength GTET 30 to move) centered in the south wall. The chopped remains of five brightly painted sarcophagi litter the floor, covered in a thick layer of dust. An oval silver mirror 60 inches tall hangs on the north wall, 6 inches off the floor; the mirror acts as a two-way gate to an identical mirror hanging on the south wall of First Mummy. A single battered (unlit) copper oil lantern hangs from a chain in the center of the ceiling. Also on the floor are several unidentifiable (but large) bones, three wooden stakes, five empty glass vials (intact), three cloves of garlic (old, moldy), a broken ordinary cutlass (rusted), two ripped leather Arm Guards, two blank pieces of parchment with holes in them, three headless arrow shafts, a cracked clay flask, and a short length of tarnished copper chain.
2. **First Mummy.** Contains a rectangular wooden table 5 FT long with a single straight wooden chair; a HD8 **Mummy** (hp45, AC43) is seated, a *silver whistle* on a leather thong around its neck, armed with a *Flail* +3 (unholy, *paralyzing* 2d100 minutes, save 1d20 roll GTET [32-Stamina]).

Identical sixty-inch oval mirrors hang in the center of the north and south walls; the mirror on the south wall acts as a two-way gate to the Ground Floor; the mirror on the north wall acts as a two-way gate to Animated Weapons. Four HD6 **Uber-Skeletons** stand in a line facing the mirror on the south wall, with spears set and two-handed swords in scabbards.

Given the opportunity, the **Mummy** challenges the characters about why they are in the obelisk; if characters are fast and forceful with a coherent and logical answer (save 1d20 roll GTET [33-Intelligence]) the Mummy passes them without combat, otherwise an additional 1d12+2 HD6 **Uber-Skeletons** are summoned (appearing through the north mirror after 1d4 rounds) using the *silver whistle* (usable 2/ day). Any mortals who surrender or are captured are marched to the nearest Infernal Duke's Palace for investigation and judgment.

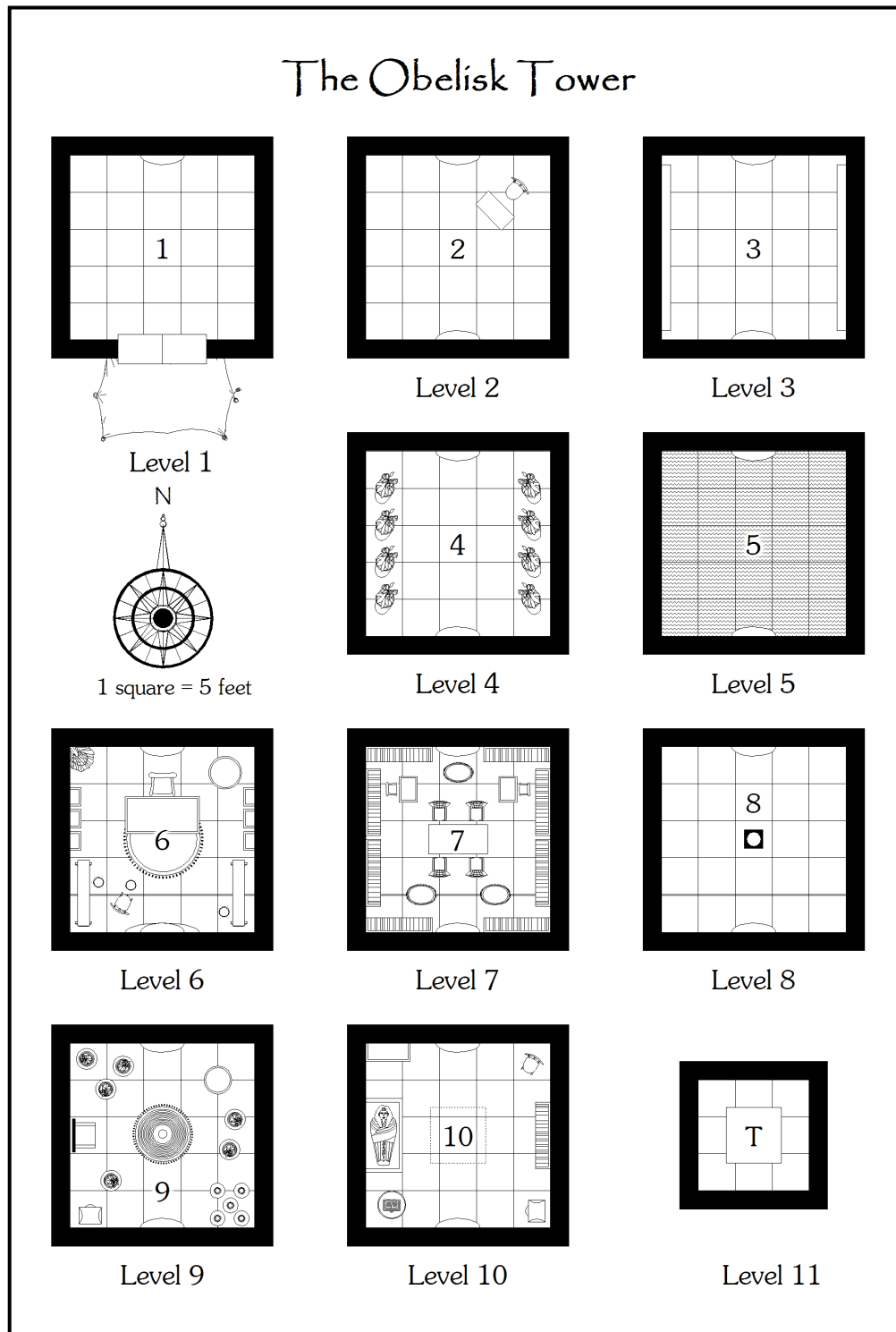
3. **Animated Weapons.** This room is empty except for the weapon racks installed along the whole east and west walls. Sixty inch oval mirrors hang in the center of the north and south walls; the mirror on the south wall acts as a two-way gate to First Mummy; the mirror on the north wall acts as a two-way gate to Hungry Plants. Four large lit brass lanterns are attached to the north and south walls, two on each side of each mirror. The floor is smooth and clean, made of high quality ornate wood flooring. The north side weapon racks contain 25 wooden **staves** and the south side racks contain 15 blunted **rapiers** plus 10 blunted **scimitars**. When the Adventurers reach the center of the room all weapons *animate* and attack, dividing themselves equally among the possible targets, unless each Adventurer had first bowed to the north and south sides before proceeding onto the floor (possesses knowledge of proper martial protocol on 1d20 rolls GTET [34-Intelligence], Warriors apply a +3 bonus). The staves fight as **Warriors L6**, hp15, AC16, hit for 1d4; the scimitars fight as **Warriors L8**, hp 20, AC20, hit for 1d6; the rapiers

OBELISK TOWER

Continued from #3, **Animated Weapons**...fight as **Warrior L10**, hp25, AC24, and hit for 1d8.

4. **Hungry Plants.** The room contains eight stone vats each 4 FT across, arranged in two rows of four, 6 FT from the east and west walls with 6 FT between the rows in the center. Sixty inch oval mirrors hang in the center of the north and south walls; the mirror on the south wall acts as a two-way gate to **Animated Weapons**; the mirror on the north wall acts

as a two-way gate to Full Water; if the word 'Azeem' is spoken aloud prior to entering the mirror then it acts as a one-way gate to the File Room for 2 minutes. A small puddle of water is on the floor beneath the north mirror. On a square wooden table immediately right of the south mirror are three large pewter pitchers of clear water. A small puddle of water is on the floor in front of the mirror on the north wall. Each vat holds a **Carnivorous Plant** (hp 12, AC14, 1d8 leaves with one 1d4 spike, reach 8 FT). The plants do not attack any



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Continued from #4, Hungry Plants...person carrying a water pitcher; after being watered by GTET one-quarter pitcher, a plant becomes inactive for 1 hour.

5. **Full Water.** The room is completely bare, filled to the roof with water (no air gap), and is completely dark. A 60 inch oval mirror hangs in the center of both the north and south walls; the mirror on the south wall acts as a two-way gate to Hungry Plants; the mirror on the north wall acts as a two-way gate to the File Room. The room is occupied by a HD8 **Giant Octopus** (hp32, AC33, 1d6 per tentacle, bite 1d8, wraps on roll GTET 18, breaks wrap on 1d20 roll GTET [32-Strength], 1d20 rounds inky blackness) on 1d10 rolls GTET 4. After Adventurers pass through the room, on their return the room is occupied by a **Type 7A Devil**.

GM NOTE: Because of the lack of air in the Full Water room, Adventurers must state they are holding their breath or donning water-breathing equipment prior to entering the mirror, otherwise they are *surprised* (save 1d20 roll GTET [34-Intelligence]) by the water and have less than a full breath of air. The amount of air a persons starts with is determined by 1d8*eighths of a breath. An Adventurer becomes unconscious after [Stamina+eighths of a breath] rounds (save 1d20 GTET [35-Stamina], checked per round); an unconscious person drowns after an additional Stamina number of rounds (save 1d20 GTET [35-Stamina], checked per round).

6. **File Room.** The room is furnished with a large oaken desk and padded chair, two long benches, a circular table (lit 44 GP silver four-candle candelabra), six upright wooden four-drawer file cabinets, a wooden rocking chair, and three leather footstools. A 60 inch oval mirror hangs in the center of each of the north and south walls; the mirror on the south wall acts as a two-way gate to Full Water; if the word 'Vizier' is spoken aloud prior to entering the mirror it acts as a one-way gate to Hungry Plants for 2 minutes. The mirror on the north wall acts as a two-way gate to the Library.

In the northwest corner is a marble fountain in the shape of a fish over a large shell which spouts *Unholy Water* (at one vial per minute). A 10 FT diameter circular blue-and-green tartan rug is in the center of the room. Three (lit) brass oil lanterns are attached to the west wall by iron brackets, with three more on the east wall; the west wall center lantern once belonged to a Djinn and is imbued with a residual *Altered Realities* spell which is invoked by rubbing the lantern (expires if not used within 3 minutes of rubbing, cannot use *Altered Realities* to escape from Inferno). The room is occupied by three HD 9 **Mummies** (hp44, AC45) each armed with *Scimitars* +2 (*Unholy, Wizard Bane*, save 1d20 roll

GTET [34-Will]), and two slave HD8 **Efreet** (hp50, AC52) each armed with a *Scimitar* +1 (gold-bladed, *flaming*, opponents apply a -2 TH penalty, damage +4, requires Strength GTET 20 to wield). The **Efreet** wear red leather belt pouches that together hold: 280 GP, four emeralds (each 1d10*500 GP), two pearls (2900 GP, 3650 GP), nine rubies (each [1d12*250]+5000 GP), a *2d8 Cure Wounds* potion, a *Potion of Cold Resistance*, two *Banish Poison* potions, a *Proofing Scroll*, a *Stone of Poison Negation*, a *Scarab of Immortality*, a *Pendant of Mental Resolve* (+3 Will save), and *Spectacles of True Seeing*.

The desk has a brass keyhole (found locked, moderate difficulty). It contains 25 blank sheets of parchment, four quill pens (one is gold, 47 GP), four vials of black ink, two vials of blue ink, a solid silver letter opener shaped like an eagle (412 GP), a raised gold seal featuring three obelisks (4630 GP), a copper whistle, three pairs of steel scissors, two small blocks of an erasing resin material, a small blue taper candle [*aura of magic*, no actual enchantment], a battered two-inch thick leather bound book written in Infernal Cant with many marks and tabs [translates as a book of accounting regulations], a 6-power magnifying glass in a silver frame (24 GP), a leather pouch of dried figs, three pewter mugs, a completely discharged *Wand of Fireballs*, a *Dagger of Jayzo*, and a *Loadstone*. Four of the parchment sheets are scribed with invisible ink (identify on 1d20 roll GTET [32-Intelligence]; made visible with alcohol on 1d20 roll GTET [30-Intelligence]): Air Magic Scroll (*1d6+2 Static Shock, Fog Bank, See Invisible, Speak Languages, Target Missiles, Telekinesis*), Fire Magic Scroll (*Detection, Detection, Flare, Magic Grenade, Smokescreen, Blindness, Blindness, Daylight*), Water Magic Scroll (*Breathe Underwater, Breathe Underwater, Create Water, Create Water, Protection versus Cold*), and Priest's Scroll (*Armorskin AC+12, Command Animals, 1d8 Cure Wounds, Detect Poisons, 1d10+2 God's Missile, Know Creature*).

The file cabinets are unlocked and contain mostly mundane personnel and receiving records relating to the Mummies and Devils assigned to the Seventh Circle. All records are written in Infernal Cant.

7. **Library.** The room is furnished with a large wooden table, six straight-back chairs with black leather cushions, three writing desks each with a padded leather chair, two wooden book stands, ten 8 FT bookcases each with five shelves, three small white oval rugs, and a scroll rack (12 slots across by 20 slots high). Attached to the ceiling are thirty glow sticks which provide light equal to 70% daylight (these sticks cannot be removed from the ceiling without going dark). A 60 inch-tall oval mirror hangs centered on both the north and south walls. The mirror on the south wall acts as a two-way gate to the File Room; the mirror on the north wall acts as a two-way gate to Scrying Sphere.

OBELISK TOWER

Continued from #7, Library... The bookcases are labeled in Infernal Cant: 'History,' 'Warfare,' 'Music,' 'Philosophy,' 'Fine Art,' 'Cartography,' 'Construction,' 'Religion,' 'Demonology,' and 'Spellcraft.' Each section holds 850 – 1000 books, each written in Infernal Cant unless otherwise noted. Each book has a *trap spell* on a 1d8 roll of 1, activated when the cover is opened and affecting only the person opening the book. Determine the specific trap effect using 1d8: (1) *paralysis* (1d20*1d8 minutes, save 1d20 roll GTET [32-Stamina]), (2) *blindness* (1d20*1d8 minutes, save 1d20 roll GTET [32-Stamina]), (3) *1d12+3 explosive rune* (half damage on 1d20 roll GTET [30-Stamina]), (4) *dimensional trap* (1d100*1d6 hours in an unbreakable cage on the Ethereal Plane, save 1d20 roll GTET [33-Will]), (5) *fear* (1d20*1d10 minutes, save on 1d20 rolls GTET [33-Will]), (6) *minor curse* (save on 1d20 roll GTET [34-Will]), (7) *weakness* (1d12*1d10 minutes, temporarily reduces Strength statistic by 1d8 points, save 1d20 roll GTET [32-Stamina]), (8) *confusion* (1d12*1d10 minutes, save on 1d20 rolls GTET [34-Will]).

If a book is not immediately opened, the associated trap spell persists 2d20 hours after being removed from the room. The books are made of durable materials and do not readily come apart; for each page damaged or cut from a book the book immolates itself on 1d20 rolls GTET 16 (1d20 fire damage, range 5 FT, reduce damage hp 1d8 on 1d20 rolls GTET [32-Stamina]).

Books in the history section primarily deal with the historical figures and nations of [*insert primary area of the GM's campaign world*]. Determine the language a book is written from among 1d6 languages found in the GM's campaign world. Historical books are each valued at 1d100*1d12*10 GP.

Books in the warfare section primarily deal with classical battles, military training, infantry and cavalry tactics, siege warfare, and armor. One-third of the classical battles discussed are between Devils and Demons. Warriors, Crusaders, Warlocks, and Crusaders each gain 12,500 XP/book studied (studying requires 40 hours/book; maximum of 5 books; each book provides an XP bonus to only the first person studying it). Determine the language a book is written from among 1d6 languages found in the GM's campaign world. These books are each valued at 1d100*1d6*5 GP.

Priests each gain 12,500 XP/book after studying books in philosophy and religion (40 hours/book, a maximum of five books, each book provides an XP bonus to only the first person studying). Determine the language a book is written from among 1d6 languages found in the GM's campaign world. These books are each valued at 1d100*1d100 GP.

Books in the construction section primarily deal with military construction and castles, roads, bridges and aqueducts, mines, monuments and temples, and surveying. Determine

the language a book is written from among 1d6 languages found in the Game Master's campaign world. These books are each valued at 1d100*2d1281d6 GP each. A hollow book is selected on 1d100 roll GTET 96 that contains a heavy silver ring embossed with ten raised devil heads – this ring releases creatures held in the trap mirror located in the Sarcophagus Room (the hollow is lead-lined to protect it from magical detection).

Books in the demonology section have to do with the nature, powers, organization, goals, and home plane of demons. At least twelve books deal with each Demon Prince, and each Demon Lord is the subject of at least four books; other powerful non-aligned Infernal creatures have two to three books each written about them. Numerous books discuss the long and convoluted history between Devils and Demons, including at least nine about their many wars, all written from the Devil's point of view. Determine the language a book is written from among 1d6 languages found in the Game Master's campaign world. These books are each valued at 1d100*1d20*500 GP.

Books in the spellcraft section primarily deal with the primeval elements, magical theory, the theory of magical rituals, the components of magic, sources of magical power, and the structure of the universe. Wizards, Shaman, and Warlocks each gain 8500 XP for every tome they study (12 hours/book, 42,500 XP maximum). Wizards can find references about any spell, but are limited to copying (learning) four spells/day. Determine the language a book is written from among 1d6 languages found in the Game Masters's campaign world. These books are each valued at 1d100*3d6*1500 GP.

8. **Scrying Sphere.** A glassy pale 16 inch glowing blue sphere, sits in the rounded top of a black marble pedestal in the room's center. The pedestal is 50 inches tall by 12 inches across, with 12 sides. Two sixty-inch oval mirrors hang centered in the north and south walls; the mirror on the south wall acts as a two-way gate to the Library; the mirror on the north wall acts as a two-way gate to the Throne Room.

The sphere must be touched with both hands to be used (full skin contact). When used by an undead creature the sphere shows a view of any room or area in the oasis; when used by a living person the sphere shows only the image of the Mummy King/Queen. Any mortal suffers 1d10 mental damage from using the sphere, they become temporarily *blinded* (1d100*1d6 hours, save 1d20 GTET [34-Stamina]), and their effective Intelligence statistic is reduced by 1d6 points (1d100*1d12 hours, save 1d20 GTET 34-Will).

9. **Throne Room.** The room is furnished with a large carved cedar throne with a purple satin canopy and silver gilding, a circular rug of gold (7200 GP), a round cedar table gilded with silver, a gold chest (keyhole, found locked, difficult),

OBELISK TOWER

Continued from #9, Throne Room...eight tall gold candlesticks (each 4050 GP) with lit purple candles, six wide silver cauldrons (42 inches across, 34 pounds, 22,417 GP) each of which holds a rare potted plant (with medicinal or alchemical properties), and five copper urns each 5 FT tall by 2 FT across. A 60-inch oval mirror hanging in the center of the south wall acts as a two-way gate to Scrying Sphere. Pairs of crossed *silver scimitars* hang on the west and east walls (each pair animates on 1d10 rolls GTET 4 checked every 3 rounds; each scimitar acts like a Warrior L14, *unholy*, *neck-cleaving* versus good opponents {save on 1d20 roll GTET [33-Agility]}, hp27, AC50). The room is occupied by an honor guard of six HD10 **Desert Toad Men**, each armed with *Sabers* +2 and two poisoned curved dirks (*paralysis* after 1d6 rounds, 1d100*20 rounds, save 1d20 roll GTET [34-Stamina]); two **Toad Men** also carry short bows with quivers (*War Arrows* +1 x15). Together the Toad Men carry: 83 SP, 149 GP, 2 platinum pieces, four leather canteens of water, a finely-carved walking stick, three *1d12 Cure Wounds* potions, an *Invisibility Potion*, two silver whistles (each 4 GP), two 1d12+3 grenades (6 FT blast), four flasks of oil, and eight pouches of ordinary pipeweed. When the gold chest is opened a horizontal mirrored surface is found across the top; the surface acts as a two-way gate leading to the south wall in the Sarcophagus Room.

10. **Sarcophagus Room.** A 12 FT room high, furnished with a blue marble table supporting a brightly-painted wood sarcophagus (closed, sealed with a lead bead). The room also contains a cedar rocking chair, a chest of cedar wood (unlocked), a small writing desk, an upright bookcase, and a mahogany book stand holding an open book of prayers to Samael (written in Infernal Cant, aura of evil). A 6 FT wide by 7 FT high tapestry (20,439 GP) hanging on the west wall depicts an army of mummy spearmen, and a large bearskin rug (2502 GP) is on the floor. Two lit golden oil lanterns are mounted on each wall. Two 60-inch oval mirrors hang centered on the north and south walls; the mirror on the south wall acts as a two-way gate to the Throne Room (active only while the gold chest remains open); the mirror on the north wall acts as a *dimensional trap* holding up to eight creatures, each in their own dimensional pocket; the silver ring found in the Library can release the mirror occupants. A hidden trapdoor (find on 1d20 rolls GTET 34-Intelligence, open 1d20 roll GTET [32-Intelligence]) in the ceiling center leads to the Topper Room. Two HD14 **Mummy Lords** armed with *Great Axes* +3 [unholy, limb cleaving {save 1d20 rolls GTET [34-Agility]}, critical hits on rolls GTET 14]) guard the room. Three rounds after Adventurers enter the room, 1d6 HD9 **Mummies** enter through the mirror behind them and ten rounds after Adventurers enter another 1d6 HD9 **Mummies** enter. Hidden inside the mummy wrappings are: 68 SP, 31 GP, 3 platinum pieces, four opals (2210, 4350, 5150, 7000 GP), a 3015 GP blue-white pearl, two silver

charms (813 GP, 1126 GP), a gold buckle (205 GP), three 1250 GP carved ivory mummy figurines, a carved 180 GP ebony figurine, two copper luck charms (not enchanted), a charm against goodness (not enchanted), a 6538 GP silver-and-turquoise bracelet, a 11,470 GP gold-and-amber pin shaped like Pegasus, and a 2100 GP plain gold chain. Inside the mouth of the bearskin rug (find on 1d20 rolls GTET [32-Intelligence]) is a gold *Ring of 2d8 Magic Missiles* (72 charges).

When the chest is opened a *Glyph of Breathlessness* (7 FT range, save 1d20 roll GTET [35-Stamina]) is scribed on the inside cover; a spell of *invisibility* (save 1d20 roll GTET [36-Intelligence]) is cast on the chest contents so that it appears empty. The chest contains a leather bag holding 90 electrum pieces, a leather bag holding 110 platinum pieces, a chain mail shirt sized for average humans (AC+7, protects against touch attacks from Undead), a pair of silver *Bracers of Alerting*, a pair of thin brown *Martial Artist Gloves* (dwarf-sized), and a steel *Helm of All Breathing*.

The writing desk contains twenty blank parchment sheets, four quill pens, four vials of black ink, two vials of white ink, a silver ring seal with three crossed shepherd crooks (680 GP), a gold paperweight shaped like a jackal with emerald eyes (1410 GP), a 6-power silver magnifying glass (36 GP), a surgical scalpel with gold handle (22 GP), a small leather pouch with 22 diamonds (each 3d20*250 GP), *Dictatum's Quill*, a pair of gold-rimmed *Spectacles of Kent*, *Glasses of Vision Restoration*, two ordinary decks of cards, and a *Fool's Deck*.



The Sarcophagus, Tapestry, Bear Rug, and Chest

The bookcase contains: six books of rare ancient poetry (each 2d100+4500 GP), five biographies of well-known generals (each 1d100+200 years old, [3d12*35]+1100 GP), eight law books (each 1d100+75 GP), a book of rare musical scores (8550 GP), three books on rhetoric by famous ancient authors (each 1d100*1d20*10 GP), fifteen books on philosophy (each 1d12*1d8*50 GP), seven books about ancient civilizations and history (each 1d10*1d6*50 GP), five

OBELISK TOWER, SPHINX ENTRY

Continued from #10, Sarcophagus Room...biographies of ancient artists (each 1d20*1d8*10 GP), and eleven books about religion (each 2d20*1d6*25 GP). The bookcase also holds a *Tome of Racial Adjustment* (save 1d20 GTET [35-Will]), *Language Libram*'s for two archaic languages from the GM's campaign world, a *Manual of Thieving Practices*, and a *Manual of Undead Resistance*. Also on the bookcase are three crystal decanters filled with high-quality brandy (each decanter 225 GP, each brandy 775 GP), a 17-inch silver 20-power telescope (3350 GP), a 2075 GP 14-inch marble figure of nude dancing woman, six marble-and-emerald carved bookends (each 1650 GP), and a 15-inch ceramic figure of a man sitting with his knees against his chin and holding a pen in his left hand (aura of enchantment, *Golem Copyist*).

Adventurers approaching within 7 FT of the dimensional trap are captured (save 1d20 rolls GTET [34-Will]); all of their physical equipment remains and falls to the floor as their organic body is dematerialized. The dimensional trap currently holds 6 creatures: (1) HD10 **Cave Troll**, (2) **Cheleg Istavan**, (3) **Jowyan**, (4) **Philomena**, (5) **Yothel**, (6) **Zobaravrim**. If GTET 3 additional creatures become trapped, randomly determine the creature released using 1d8. Creatures released from the dimensional trap appear naked. If the mirror is broken all of the currently-trapped creatures are permanently lost among the Outer Planes (released in the mirror room on 1d20 rolls GTET [30-Will]).

11. **Topper Room.** A pyramidal room, 8 FT high at the center with a square base, entered from the Sarcophagus Room through a trapdoor centered in the floor. The room is occupied by six HD8 **Giant Tarantula**. Scattered among the refuse on the floor is found 235 GP, 30 electrum pieces, 27 platinum pieces, six rubies (1140, 3000, 5000, 6250, 7500, 9250 GP), three diamonds (5775, 8400, 10,300 GP), a 9000 GP topaz, a 10,125 GP amethyst, a silver bladed *Long Sword* +2 (neutral, disrupting, vicious), a steel *Helm of Blindness*, a pair of copper gauntlets (of *Fumbling*), 3d10 spoiled trail rations, three gold belt buckles (each 825 GP), two plain silver rings (140, 188 GP), six gold-and-turquoise rings (each 1d12*1d10*25 GP), and a bronze *Vessel of Endless Fog*.

Sphinx Dungeon

A large multi-story stone building constructed to look like a man-headed lion (Sphinx) facing west, 120 FT long by 65 FT wide by 70 feet tall. Its head is 100 FT off the ground, 55 FT wide and 25 FT thick. Its two front paws extend out from the body, each 30 FT long by 15 FT wide by 15 FT tall. The Sphinx is covered in a black stucco surface, has a stone tail up its back with an ochre-red tip, and wears an elaborate yellow-and-red colored headdress. From the ground the eyes flash and reflect light (due to large quartz crystals mounted in the eye sockets).

A stone lintel and door (no lock or handle, magically enhanced, held closed by spells, hp120, AC50) is at ground level between the paws on the west side, directly below the Sphinx's head.

On the door is written in Common, '*What are the next two letters in the following series: A E F H I K L M?*' The door silently opens itself when the answer is spoken: '*N and T*', otherwise it cannot be opened or broken.

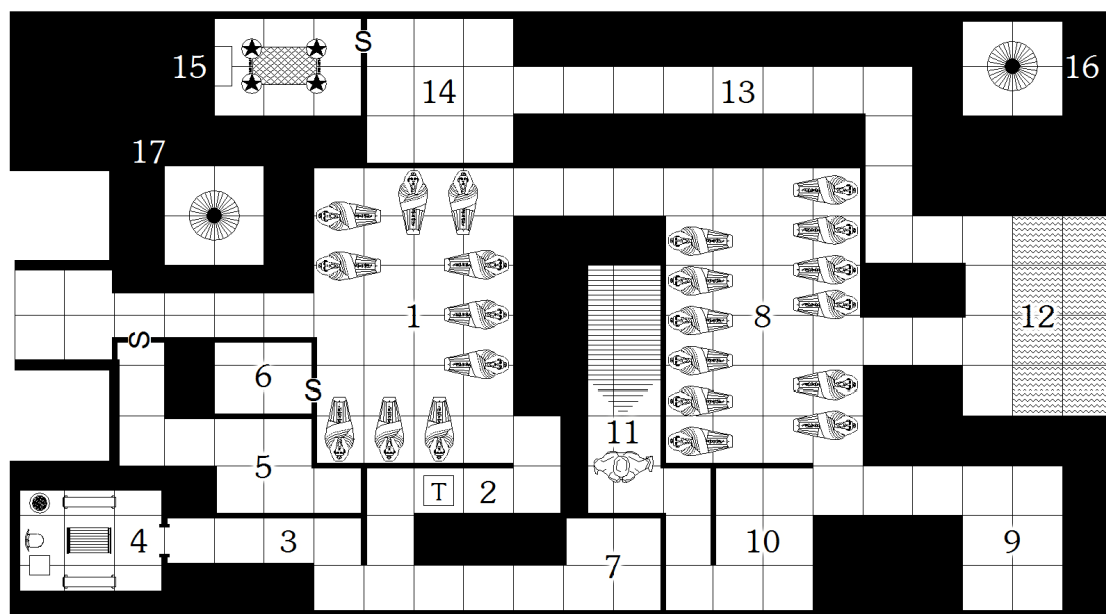
Note: The Games Master should give Adventurers some time to come up with the riddle's answer; the correct answer is letters composed only of straight lines. A person may be permitted to solve the riddle

Unless otherwise noted all passageways are 4 FT across by 5 FT 3 inches high, magically enhanced for hardness and easy to climb. All rooms are floored in glossy dark brown ceramic tiles with tan or white grout, and have tan stucco ceilings; the rooms have whitewashed walls on which are vividly painted scenes of male and female animal-headed humanoids being worshiped by tan-skinned, black haired, men and women, along with pictograph writing in an unknown language (translate on 1d20 rolls GTET [37-Intelligence]).

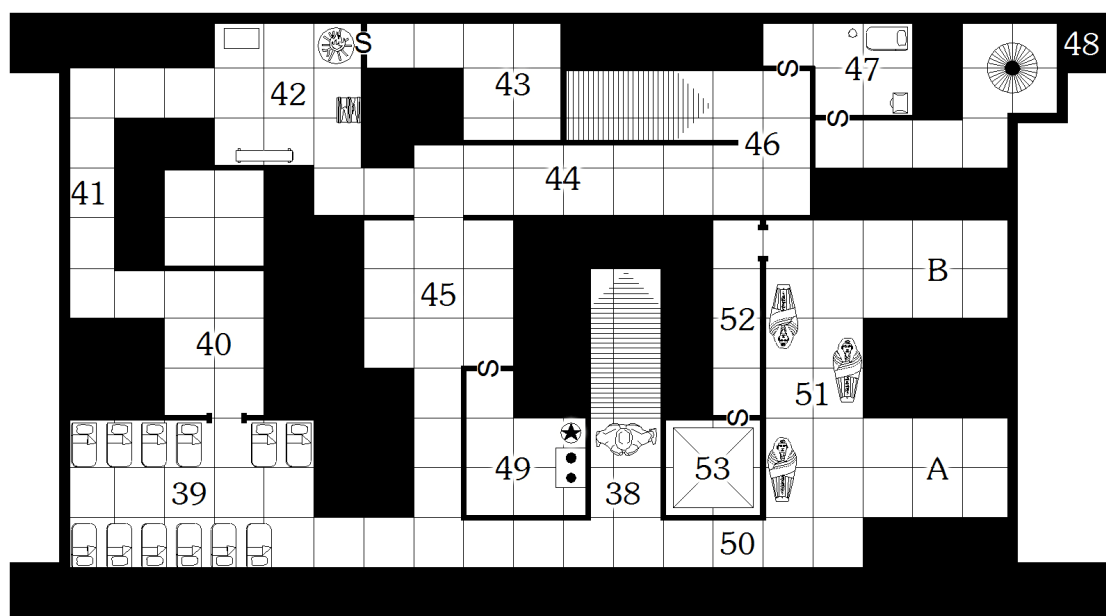


Adventurers at the Sphinx Door

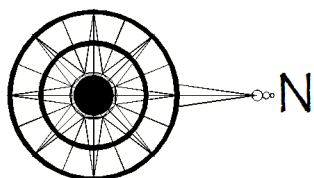
Koessa Sphinx



Ground Level



Level 1
(+15 feet elevation)



1 square = 5 feet

SPHINX DUNGEON

Hidden doors are 3 FT high by 5 FT wide, located at the bottom of walls (find on 1d20 rolls GTET [35-Intelligence], open on 1d20 rolls GTET [44-Level-Agility]). The writing reads from top to bottom in columns, orientated left to right; when the text is deciphered it tells various myths about fighting between factions among the animal-headed creatures who came down from the sky to rule to desert lands. Some hidden doors in the Sphinx are spelled with riddles: these are strongly made and enchanted so that they cannot be opened until the riddle is answered. Wandering monsters are found in the Sphinx, checked every 15 minutes (refer to the Encounters section for details). See the building diagrams on pages 20, 23, and 32.

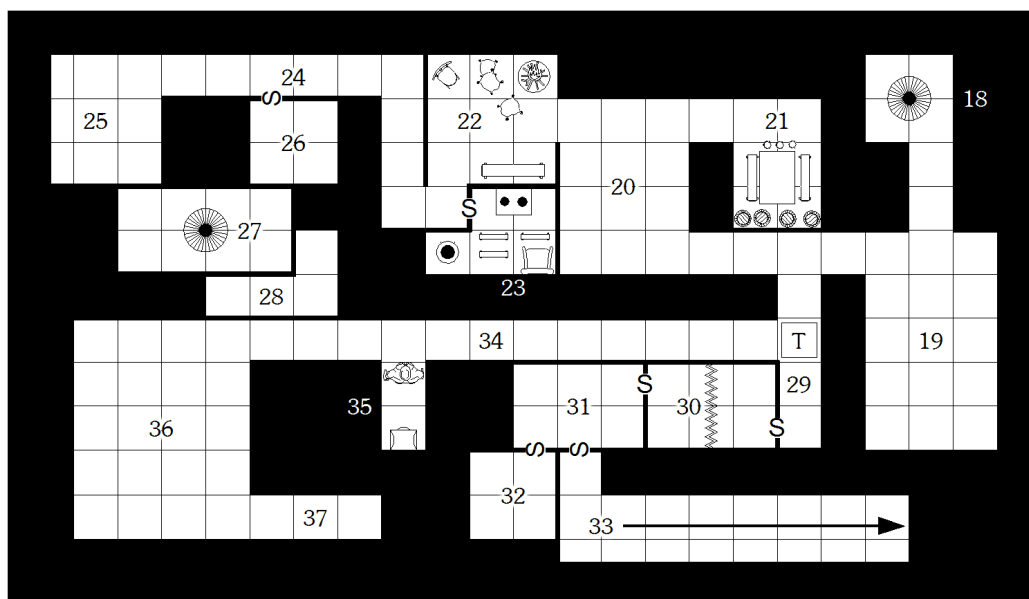
Ground Floor

1. **Dead Wrapped Persons.** A hidden door to Thorny Weather is on the west wall; a hidden door to Diseased Corpse is on the south wall of the passage connecting to the outside. The room contains ten brightly-painted wood sarcophagi (six men, four women), all with their covers sealed with wax (the mummified persons inside are *not* undead). Hidden inside their wrappings are: 590 CP, 44 SP, 31 GP, diamonds (3317 GP, 5200 GP), moonstones (690, 820, 910, 1145 GP), three silver charms against good (not enchanted, each 100 GP), two carved ivory mummy figures (502 GP, 717 GP), a jade luck charm (not enchanted, 250 GP), five 500 CP copper disks, and a small silver key. A *petrifying* curse is written on the inside cover of each sarcophagus, any Adventurer who believes (save on 1d20 GTET [28-Will]) the curse is affected for 1d100 hours.
2. **Twisted Passage.** Fifteen FT from the east wall is a pressure plate in the floor which releases three spring-fired 1d6 daggers from the ceiling 4 FT ahead (west) of the trigger (find the trigger on 1d20 rolls GTET [30-Intelligence], disarm the trap on 1d20 rolls GTET [45-Level-Agility], avoid the pressure plate if not detected on 1d20 rolls GTET [35-Agility], avoid the daggers on 1d20 rolls GTET [33-Agility]).
3. **White Eyes.** Fifteen feet east of the arched entrance to Nightingale's Song are two 16-inch slits (find on 1d20 rolls GTET [30-Intelligence]) on the floor with two white eyes painted on the wall above them (the eyes have an aura of enchantment). When the eyes are exposed to direct light GTET the intensity of a torch (range 6 FT) two 1d8 steel circular blades come up through the floor (on 1d20 rolls GTET 18 the damage to the feet is critical – quarter movement rate/lame, disarm trap on 1d20 rolls GTET [48-Level-Agility], avoid blades on 1d20 rolls GTET [30-Agility]).
4. **Nightingale's Song.** The room is furnished with two long wooden benches, a small red wool rug, a wicker chair, a small square wooden table, and a gold metal stand holding a locked (very difficult) gold bird cage. Unlit iron lanterns hanging from iron wall brackets are on the south, west, and north walls. Inside the bird cage is a beautiful HD4 **White Nightingale** (*confusion* 1d20*1d12 minutes, save 1d20 GTET [32-Will]). The bird sings on 1d20 rolls GTET 14 checked every round on 1d20 after Adventurers enter the room.
5. **Diseased Corpse.** A square room with a 5 FT square alcove on the east wall, entered from the Dead Wrapped Persons passage through a hidden door. The room is empty except for a heavy layer of dust and a *rotting* human corpse found face down. The corpse is male, dressed in moldy robes and leather shoes, and is in an advanced state of decomposition (with a strong stench in the room, 1d20 rounds nausea, save 1d20 roll GTET [30-Stamina]). Persons searching [skin contact] the corpse contract a *virulent rotting disease* (save 1d20 roll GTET [32-Stamina]; the disease expresses after 1d20 hours and completely rots the victim's skin 1d20 hours later [fatal]. Curing the disease requires two *banish disease* spells cast by a Priest GTET L14 or Crusader GTET L16 both within 6 hours of exposure. There is no treasure on the body.
6. **Thorny Weather.** Growing from the ceiling are thirty-four supple dark brown woody vines with thick thorns (1d6 damage, hp5 to sever, AC25, fire immune). A male Gnome's corpse is tightly wrapped in vines in the northwest corner. The body is dressed in leather armor with a leather satchel. The satchel contains two vials of *Holy Water*, an ordinary steel dirk in leather scabbard, a flask of oil, flint & steel, a *Lock Pick +1*, a 570 GP 10-power magnifying glass, a spell scroll (Fire: *Anti Vision Walls*, *Blindness*, *Blindness*, *Disperse Magic*, *Disperse Magic*, *Invisibility*, *Night Vision*), a spell scroll (Water: *3d6 Hail Blast 25x25 FT*, *Ice Encasement*, *Summon Fog*, *Summon Undine*), and a Priest's scroll (*Armorskin AC+20*, *Create Minor Food*, *1d10+3 God's Misile*, *Minor Escape*, *Banish Paralysis*, *Banish Spells*).
7. **Crushing Trap.** The room appears empty except for a heavy black layer of dust but has an *aura of enchantment*. A north-to-south invisible (find 1d20 GTET [35-Intelligence], avoid if not detected on 1d20 rolls GTET [34-Agility]) trip wire is across the center of the room: when the wire is stressed (pulled, kicked, stepped on) or de-tensioned (cut), a 100 pound stone block centered in the ceiling, 40 inches on a side by 4 FT, falls on the next round (avoid on 1d20 rolls GTET [28-Agility], 4d6 crushing damage; the crash/vibration reverberates throughout this level). The block is identified in the ceiling on 1d20 GTET [30-Intelligence]; disable trap on 1d20 rolls GTET [46-Level-Intelligence]. Once the block is on the floor, a circular hole, 8 inches wide by 2 FT deep, is found on its north side (find on 1d20 roll GTET [26-Intelligence]); inside the hole is a single dose pot of *Balm of Life Restoration* and a *Ring of the Leech*.

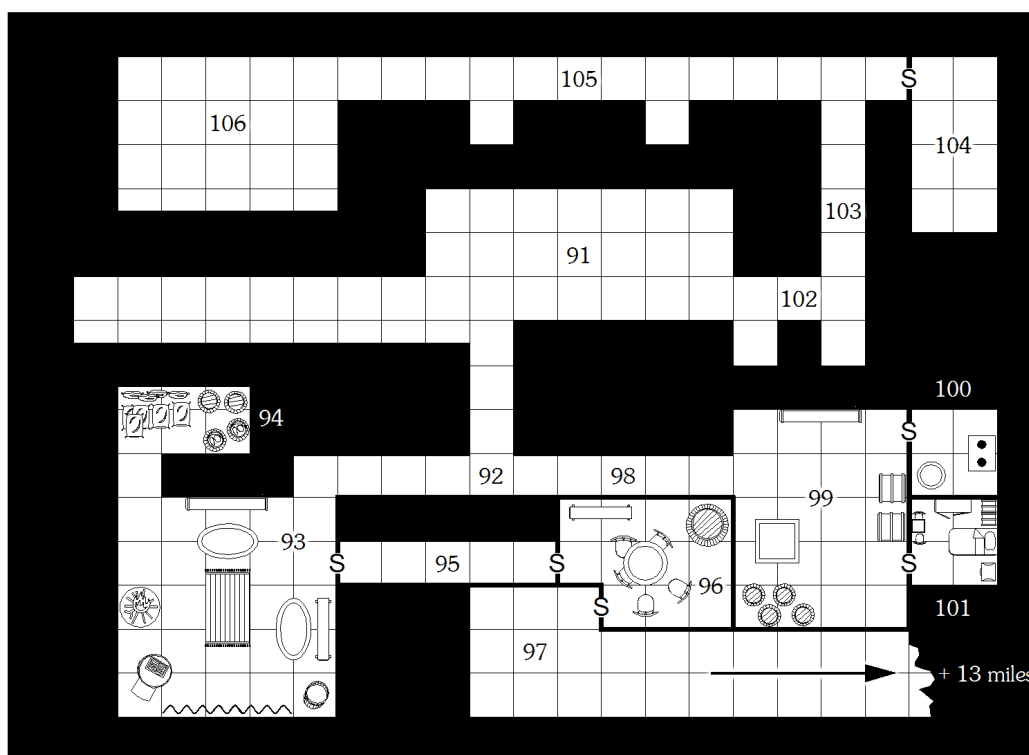
SPHINX DUNGEON

8. **Ordinary Mummies.** The room contains twelve brightly painted wooden sarcophagi painted with the images of nine male and three female brown skinned persons. The sarcophagi contain eleven ordinary HD9 **Mummies**; the fourth sarcophagus holds only *diseased* mummy linens (contract leprosy from skin contact, save on 1d20 rolls GTET [32-Stamina]). Beginning on the fourth round after the room is entered one random sarcophagus opens every combat round until all **Mummies** have joined the combat. Inside the mummy wrappings are found: 32 CP, 30 SP, 25 GP, four carved ivory mummy charms (not enchanted; 580, 710, 905, 975 GP), two gold luck charms (not enchanted; 710, 820 GP), a 4550 GP pearl, three gold chains (800, 1170, 1440 GP), a 620 GP silver bracelet, and a 1825 GP gold pin in the shape of a bee.
 9. **Bare Cobwebs.** The room is empty except for a thick layer of orange dust and thick cobwebs in each corner. Elves detect the strong odor of spiders (1d20 rolls GTET [30-Intelligence]).
 10. **Spider Lair.** The room contains broken pieces of chairs, an overturned round table, two torn wool cloaks, a smashed wooden cask, an ordinary club, six broken arrows, and a cloven sword blade. The room is occupied by five HD6 **Mold Spiders**.
 11. **Stairway.** A HD15 **Iron Golem** stands in the jog, completely blocking the path to the stairs. On the passage's north wall the words: *"It runs and runs but can never flee. It is often watched, yet never sees. When long it brings boredom, when short it brings fear. What is it?"* are written in Common. When the answer, *'time,'* is spoken aloud the golem moves west into the corner and allows passage; the Golem defends itself when attacked but remains impassive if left alone. The stairway twists back on itself (entry facing north, exit on the upper floor facing south).
 12. **Piranha Pool.** The floor is sunken down by 5 FT from the passages and the room is completely filled with azure water to within two inches of the passage floors (there is no ledge or other dry means to cross the room to the opposite passage). Forty small yellow-brown HD5 **Piranha** fish (hp10) are swimming through the water, along with a jumble of bones on the floor (find on 1d20 rolls GTET [28-Intelligence], no significance).
 13. **Dark Corridor.** The entire passage is spelled with *Darkness* (extinguishing natural/enchanted lights and lanterns after 1 round). Fifteen FT from the east end six spears are attached to the wall at chest height, angled inward (Adventurers running into the spears suffer 3d6+4 impaling damage/6d6 if running; avoid on 1d20 rolls GTET [34-Agility] if the spears are not detected).
 14. **Dusty Rats.** A hidden door to Taprot's Ring is in the west wall. The room is empty except for dust, thick grey cobwebs, a few dead rats putrid smell, range 12 FT), and general trash.
 15. **Taprot's Ring.** A rectangular room entered from Dusty Rates through a hidden door on the east wall. The room contains a 7 FT by 4 FT blue carpet [*Greater Flying Carpet*], four gold idols of boar-headed men (each idol 4 FT tall, 850 pounds, 16700 GP value) each stand on a corner of the carpet, a narrow 4 FT table is against the west wall long, four tall 1 GP bronze candlesticks, and a 48 GP silver mirror hangs on the south wall (if broken, the breaker applies a -4 save penalty for the subsequent 100 days, save 1d20 GTET [36-Will]). On the table are four gold chalices (500, 500, 820, 835 GP) filled with good quality red wine - the rightmost one is *poisoned* (permanently reduce Strength statistic by 1 point, save 1d20 roll GTET [28-Stamina]). On the table's underside is a hidden panel (find 1d20 roll GTET [28-Intelligence], open 1d20 GTET [30-Agility]) holding the 12,800 GP gold-and-turquoise ring used at the Evil Shrine (room 49).
 16. **First Transit.** A square room entered from Shaft Bottom (-15 FT Elevation) through a circular shaft (moderate climbing difficulty) in the floor, and from Down Shaft (+15 FT Elevation) through a circular shaft in the ceiling. The room is empty.
 17. **Second Transit.** A square room entered from Bleached Bones (-15 FT Elevation) through a circular shaft (moderate difficulty to climb) in the floor, and from Tapestries (+30 FT Elevation) through a circular shaft in the ceiling. The room is empty.
- 15 Foot Elevation**
18. **Shaft Bottom.** A circular shaft in the ceiling leads upward to First Transit (#16) to the +15 FT Elevation. A HD5 **Rust Mold** is in the room on 1d10 rolls GTET 5.
 19. **Rats and Garbage.** The room is filled with garbage and refuse of all sorts and smells like a sewer (gag unless succeeding on a 1d20 roll GTET [28-Stamina]), it is occupied by twelve HD5 **Hell Rats**. Two HD9 **Lycanthropes** (Rat) in rat form enter 1d8 rounds after the Adventurers.
 20. **Toll Sphinx.** A winged HD12 **Olympian Sphinx** sits patiently in the center of an otherwise bare room. The Sphinx charges 500 GP plus an enchanted item per person to allow Adventurers to pass (and the same when they return again).
 21. **Beer Pub.** The room has a 6 FT wooden table, two wooden benches, three four-legged stools, and four wooden barrels with closed wood lids (open lock on 1d20 rolls GTET [38-Level-Agility]); six pewter mugs hang from wooden hooks on the wall, and the room smells like a pub. Each barrel contains twenty gallons of high quality beer. A **Zoybim** is present to serve the beer. A person drinking

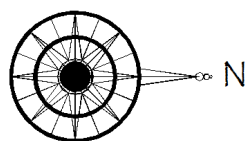
Koessa Sphinx



Dungeon Level 1
(~15 feet elevation)



Dungeon Level 2
(~30 feet elevation)



1 square = 5 feet

SPHINX DUNGEON

Continued from #21, Beer Pub...the beer becomes *stinking, falling-down, drunk* (persists 1d10+2 hours, save on 1d20 rolls GTET [30-Will+{number of drinks}], checked every gulp); affected persons apply a -4 melee penalty, -6 ranged weapon penalty, and have their Agility, Intelligence, and Will statistics each temporarily reduced by 1d4+1 points; the drunkenness cannot be cured or reduced by spells or prayers.

22. **Priest's Camp.** The room has a hidden door in the southwest wall to Not What She Seems. Its furnishings include an ornate carved wooden bench, a rocking chair, two wood-and-leather footrests, and three stuffed pillows. A fire is built on the floor in the northeast corner on a circle of red bricks, with a bubbling pot of stew on an iron tripod. Two lit bronze lanterns are attached to the west wall. Three bedrolls are rolled out near the north wall. The room is occupied by two evil Priests (**Morfarch, Gundelan**), a Priestess (**Orlaith**), and a bodyguard (**Eildon**). The group has ordinary backpacks and bedrolls, 2030 SP, 1840 GP, cooking equipment, rations for thirty meals, three diamonds/ two rubies/three garnets/two sapphires (each [1d100*1d12*20]+1200 GP), 3 gallons of clean water in water skins, assorted ordinary clothing, and minor personal items of little value. Each person wears an 8200 GP platinum unholy Symbol.
23. **Not What She Seems.** The room is entered from Priest's Camp through a secret door in the alcove. The room contains a black quartz altar (unholy aura, aura of enchantment) against the north wall, three wooden kneelers made with black dragon leather, a bronze chair, and a copper cauldron. On the altar are four gold candlesticks (900, 920, 1050, 1200 GP) with lit purple candles, two shallow gold bowls (740, 900 GP), a 1500 GP curved silver ritual knife (unholy aura), a 14,250 GP 12 inch gold idol of a horned man with a forked tail, two gold goblets with emeralds and rubies (12,625 GP, 17,037 GP), and a 21,770 GP ruby-tipped gold rod 14 inches long by 2 inches in diameter. Above the altar are mounted four intertwined gold flames (the Unholy symbol of Prince Amayon). **Vivinna**, a comely female elf [*shapechanged Type 7C Devil*] is shackled to the south wall by four gold manacles; she is dressed in a tight-fitting knee-length white tunic. "Vivinna" tells a story of being part of a party of Elves sent to destroy *Sunnaman's Sword*, a weapon specifically enchanted to kill Elves; the Sword is supposed to be located in Prince Amayon's vault. The party reached Amayon's palace but suffered fatalities and was driven into the desert to hide; she became separated from the others in a sandstorm and found refuge in a round temple-like building where she fell asleep and was subsequently captured 28 days ago. Vivinna asks for release from the manacles and for help in escaping Inferno. If she joins the Adventurers, she actively assists them until their next combat involving devils, during which she transforms back to her natural shape and joins the attackers from behind. Vivinna will try to obtain as much equipment for herself as possible, especially enchanted items.
24. **Listening for Trouble.** A hidden door to More Rats is on the south wall. A large flesh-colored ear is painted on the north wall at the corner where the passage turns west. Twenty-two FT from the west end of the passage five 1-inch diameter holes are arranged on the north and south sides in vertical lines (find on 1d20 rolls GTET [30-Intelligence]). If the ear 'hears' (range 25 FT, 1d20 roll GTET 11, checked every round) any noise, after a delay of 10 seconds solid iron bars (hp20/bar, AC50, break on 1d20 roll GTET [34-Strength]) with spear points move out from the vertical holes to block the passage (disarm on 1d20 roll GTET [50-Level-Agility]); a person caught between the holes when the trap is activated suffers 1d12 piercing damage (avoid on 1d20 roll GTET [28-Agility]). The iron bars overlap and are interweaved to completely block the passage. The ear can be disabled on 1d20 rolls GTET [48-Level-Agility].
25. **Remains of Battle.** The room contains a broken steel long sword blade, seven broken arrows, a moldy red leather glove (right hand), a shattered round wooden shield, an ordinary open-faced helm (badly dented), two empty clay flasks (chipped), and some broken glass, all covered by a thick brown dust interspaced with mold.
26. **More Rats.** The room is entered from Listening for Trouble through a hidden door in the north wall at the northwest corner, and from Bleached Bones through a secret stone door (magically enhanced) in the south wall. On the west wall the following words are written in Common in ten-inch high green letters: "*What can climb mountains, cross streams, handle hundreds of feet each day, yet never moves?*" When the answer, "*a road or trail,*" is spoken aloud the secret door on the south wall opens. The room is unfurnished, has a layer of heavy black dust, smells like burnt charcoal and has is occupied on 1d10 rolls GTET 5 by 1d8 HD4 **Hell Rats**.
27. **Bleached Bones.** A 9 FT high rectangular room entered from More Rats through a hidden door (magically enhanced) in the north wall, and from Murderer's Riddle through a hidden door (magically enhanced) in the east wall. An oval shaft (moderate climbing difficulty) centered in the ceiling leads up to the +30 Foot Elevation through Second Transit (#17)

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- Continued from #27, Bleached Bones...**and Tapestries (#67). A pile of mixed bleached grey bones sits underneath the open shaft (aura of evil). The room is occupied by four **Zoybim** carrying 1d8 spiked clubs (adamantine spikes, +2 damage, each spike is worth 1600 GP).
28. **Murderer's Riddle.** Entered from Scroll and Claxon through a hidden door on the south wall, and from Bleached Bones through a hidden door on the north-west wall (magically enhanced). On the west end of the passage is written in Common in glowing green letters seven-inches high: *'A murderer is condemned to death. He has to choose between three rooms. The first is full of raging fires, the second is full of assassins with sharp scimitars, and the third is full of lions that haven't eaten in 3 years. Which room should he choose?'* When the answer, *'the lions (they are all dead)'* is spoken aloud the secret door to Bleached Bones opens. A HD3 **Black Pudding** occupies the northern leg of the room.
29. **Cage Trap.** A hidden door on the west wall of the south leg leads to the Wall of Force Room. The 5 FT section at the T-intersection is mounted on springs (depressed by weight GTET 66 pounds; stay upright on 1d20 rolls GTET [25-Agility]). When the floor plate reaches the bottom of its drop a 5 FT by 5 FT by 7 FT tall metal cage (magically enhanced, one-inch bars spaced three inches apart, hp120, AC30, Strength DC40 to lift, acid resistant) is released from the ceiling, trapping the person beneath (avoid on 1d20 roll GTET [30-Agility]).
30. **Wall of Force Room.** Entered from Cage Trap through a hidden door on the east wall; a hidden exit door on the west wall leads to the Fungi Place. The room is clean and unfurnished except for an opaque undulating blue *Wall of Force* across its center, preventing access to the western half of the room. The wall of force requires a Wizard GTET L20 to dispel, or is dispelled using the scroll found at Smoke and Scroll (#37). An "X" in blue chalk is marked on the south wall.
31. **Fungi Place.** The room is entered from the Wall of Force Room through a secret door in the east wall; hidden doors in the south wall leads to Phantasm Copyist and Down Ramp. The room is filled with dust and garbage, with blackened bones and bone fragments scattered on the floor. Attached to the ceiling are nine HD4 **Hanging Fungi**.
32. **Phantasm Copyist.** The room is entered from Fungi Place through a hidden door on the north side. The room contains a thick layer of ochre dust showing several boot prints, fourteen broken clay flasks, a blank piece of parchment (aura of goodness), a broken arrow, a sliced leather belt, and a scale mail right-hand Gauntlet (AC+2). Adventurers see a phantasm (image) of a small bearded human man in a long purple hat sitting at a desk, copying a scroll.
33. **Down Ramp.** *This area varies with the Oasis which the Games Master is using this adventure product to represent.*
Koessa Ramp: A seven FT wide ramp entered from Fungi Place through a hidden door. The ramp is 90 FT long and descends 25 vertical FT to the -30 Foot Elevation. *Only the Koessa Oasis Sphinx has a -30 Elevation.*
(Any other Oasis) A seven-FT wide ramp, 45 FT long, reached from Fungi Place through a hidden door. The bottom of the ramp, ten vertical feet lower in elevation than the top, is completely filled in by sand. If Adventurers dig in the sand or remain in the area GTET 2 minutes, three HD16 **Horned Worms** come out of the sand.
34. **Scroll and Claxon.** A rolled and tied blank yellow parchment scroll sits on the floor 35 FT east of the Planter Room; the scroll is attached to a claxon device by a slender thread through the floor (find on 1d20 rolls GTET [31-Intelligence], disarm device on 1d20 rolls GTET [45-Level-Agility]). When the scroll is moved by GTET 4 inches the claxon sounds for 3 minutes, being heard in #19, #20, #28, #29, #30, #31, #35, #36, and #37. Each person is deafened (1d12 damage, 1d100*6 minutes total loss of hearing) by the claxon (save 1d20 roll GTET [33-Stamina], checked every third round).
35. **Iron Chest Stone Man.** An iron chest with a steel padlock is against the south wall; a three tumbler-combination lock is beneath a hidden (find on 1d20 roll GTET [30-Intelligence]; each tumbler has 12 digits and the correct combination is 10-8-2); written on the top is the word, *'Pandora.'* A HD11 **Stone Golem** stands in front of the chest, preventing access. When the chest is opened, three spells are activated in succession: *pain* (range 25 FT, 2 hp damage/round for 1d12 rounds, save on 1d20 roll GTET [32-Will], checked every round), *despair* (range 25 FT, save 1d20 roll GTET [33-Will], affected persons experience a deep despair lasting 1d100*1d4 minutes – surrendering to any opponent [save 1d20 GTET [30-Will] and fleeing from combat [save 1d20 GTET [32-Will]]), *foolishness* (range 30 FT, save on 1d20 rolls GTET [32-Will], for the subsequent 1d6+2 hours affected persons always take the riskiest and most foolhardy option in making any decision). Inside the chest are 2200 SP, 1320 GP, four golden idols (1120, 1830, 2380, 4100 GP), a spell scroll (Air: *Fog Bank, See Invisible, Target Missiles, Telekinesis, Waken, Breathe Poisonous Fumes, Choke, Hold in Place*), and a Priest's scroll (*Compel Truth, Create Minor Food, 1d10+3 God's Missile, Sword Blessing, Banish Disease, Banish Paralysis, Blind Undead, Deflect Magic, 1d12+2 Cure Wounds*).
36. **Planter Room.** The area in the southeast corner is filled with dense fog. The room contains ten large potted ordinary green cacti, three pots of HD4 **Carion Flowers**, a pot of **Anger Flowers**, and a pot of **Flowers of Forgetfulness**. Two HD6 **Giant Slugs** are also in the room.

Sphinx Dungeon

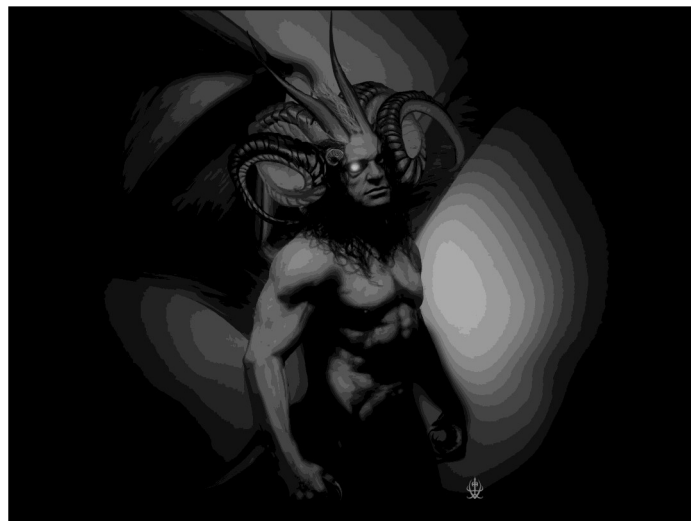
37. **Smoke and Scroll.** The passage is filled with thick fog giving very poor/limited visibility (4 FT range). Spears with poisoned tips are fixed into the floor between 5 and 15 FT east of the Planter Room, angled upward so that Adventurers walking down the passage impale themselves (1d12+2 damage, 3d100*1d6 minutes *paralysis*, save 1d20 GTET [33-Stamina]). Adventurers detect the spears on 1d20 rolls GTET [34-Intelligence], avoid the spears if undetected on 1d20 rolls GTET [36-Agility]. A rolled and tied dark blue scroll is on the floor at the end of the passage (find on 1d20 rolls GTET [34-Intelligence], a spell written in [specify a language from the GM's campaign world] dispels the *Wall of Force* at Scroll and Claxon.
- +15 Foot Elevation**
38. **Guardian Copper.** A HD10 **Copper Golem** stands at the intersection, blocking access to the stair; they only allow persons to pass who speak the password, '*Amayon.*'
39. **The Bedroom.** The room contains twelve wooden beds arranged in two rows of six. At the foot of each bed stands a HD9 **Mummy**, each wearing a steel open-faced helm, carrying a rectangular steel shield and a short spear or javelin; the **Mummies** do not permit Adventurers to pass through the room. Hidden in the straw mattresses and under wool blankets are 59 GP, 6 electrum pieces, 2 adamantine pieces, a spell scroll (Air: *Foul Wings, Lighten Load, Putrid Scent, See Invisible, Telekinesis*), a spell scroll (Earth: *Acid Slime, Detection, Disperse Magic, Open Lock, See Enchantments, 1d4+3 Steam Vent {20 rounds}*), a spell scroll (Fire: *Fire Attack 2d6+3, Fireball, Flare, See True Location, Darkness Zone*), a Priest's scroll (*Raise Dead, Reincarnate*), a Priest's (2d8 *Cure Wounds, 2d8 Cure Wounds, 1d12 Cure Wounds, 1d12 Cure Wounds*), a Priest's scroll (*Remove Blindness/Deafness, Remove Blindness/Deafness*), and a spell scroll (*Stone to Flesh, Stone to Flesh, Stone to Flesh*); the scrolls are found on 1d20 rolls GTET [30-Intelligence].
40. **Footprints.** The room is covered in black dust showing Gnome-sized tracks, but is otherwise empty.
41. **On Fire.** Fifteen FT from the south wall (centered in the north passage) is a sophisticated *programmed illusion* of jets of fire shooting out from along the west and east sides of the hall, accompanied by the illusory roaring sounds of gas jets and cracking flames, a strong burnt odor, and the realistic feel of heat. Adventurers believe the illusion unless succeeding on a 1d20 roll GTET [32-Will]; believers suffer 1d8 fire damage/ round in the upper half of the corridor.
42. **Pet Snakes.** A hidden door in the northeast corner leads to Sleeping Djinn. The room is furnished with a low wooden bench, a wooden table, several broken pieces of wood, and an empty wooden crate. A small fire in a sandpit at the northeast corner heats a small copper cauldron of stew held by a steel tripod (located directly in front of the hidden door). On the table are three pewter mugs, five pewter plates, an ordinary dagger, an ordinary mace, a 25 SP brass candlestick with lit candle, a shallow bronze bowl, and a vial of *Unholy Water*. The room is occupied by four HD9 **Spirit Naga** armed with black metal *Tridents* +2. 1d12 HD4 **Giant Rattlesnakes** are in the room and under Naga control on 1d10 rolls GTET 3. Each Sprit Naga has a *1d12 Cure Wounds Potion*, two flasks of oil, and a 1d6 explosive grenade (radius 4 FT, avoid on 1d20 roll GTET [32-Agility]).
43. **Sleeping Djinn.** The room has a layer of red dust combined with (ordinary) blue mold over three broken wooden shields, a rusted steel dagger, a mangled silver Holy Symbol (4 GP), a canteen with a hole in it, a moldy woolen cloak, an empty leather sack, and some broken glass. A HD10 **Djinn** is sleeping in the corner, he awakens when the door is opened on a 1d20 roll GTET 12.
44. **Hideous Curses.** An arched 8 FT-wide opening in the north wall leads to stairs down to the Ground Level. Ten ugly male heads are mounted in a horizontal line along the corridor north side, 4 FT off the floor; ten hideous female heads are similarly mounted on the south side (each head - auras of enchantment and evil, hp8, AC15, no actual effective magical attack, a head brought to hp0 explodes for 1d12 damage {range 8 FT, avoid on 1d20 rolls GTET [33-Agility]}). Each head curses and insults each passing Adventurer with vile and slanderous invective. Adventurers *believe* the curse(s) unless succeeding on a 1d20 roll GTET [30-Will], checked for each head. Adventurers destroying a head incur a cumulative -1 weapon penalty per head, lasting 2 hours (save 1d20 roll GTET [28-Will+{number heads destroyed}]).
45. **Vamps and Wraps.** A hidden door in the southeast corner leads to Evil Shrine. On the floor are four wooden mallets, two chipped bronze chisels, five rusted iron stakes, an awl's broken tip, four leather straps with broken buckles, a pair of moldy leather gloves, a broken sandal, and an empty clay pot. The room is occupied by six HD9 **Mummies** armed with heavy 1d8 iron chains and two HD7 **Vampires** armed with *Flails* +1.
46. **Coward's Curse.** Stairs to the west lead upward to the +30 Foot Elevation, a hidden door in the northeast corner leads to Puzzling Wall. On the north wall (by the stairs) the following words are written in Common in gold lettering six inches high: '*Your Will to find my treasures is dashed by my Will to keep what's mine. I take your Will for my own and you shall quake and fail under the gaze of my guardians.*' Adventurers *believe* the words unless succeeding on a 1d20 roll GTET [33-Will]; illiterate persons are unaffected. Affected persons have their effective Will statistic reduced 1d6 points for 1d6 days (save 1d20 roll GTET [35-Will] checked daily) and panic/run from every combat while they remain in the Oasis (save 1d20 roll GTET [32-Will], checked every combat).

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47. **Puzzling Wall.** A hidden door in the southwest corner leads to Down Shaft. Written on the east wall in Common in red glowing letters six inches tall are the words: *'I've got ten or more daughters. I've got less than ten daughters. I've got at least one daughter. If only one of these statements is true, exactly how many daughters do I have?'* When the answer, *'no daughters (or zero)'* is spoken aloud, the door to Down Shaft opens. The room is furnished with a divan, foot stool, and a carved oaken chest having four drawers (one drawer is stuck – Strength GTET 17 to open; all drawers are empty). A stuffed *Medusa's head* is mounted on the wall in the north-east corner: Adventurers entering the room face the head and look at it on 1d10 rolls GTET 3 checked for each person; Adventurers viewing the head are *transformed to stone* over 3 rounds unless succeeding on a 1d20 roll GTET [30-Stamina]. Nine HD5 **Basilisk Flies** are in the room.
48. **Down Shaft.** A square room entered from Puzzling Wall though an opening in the south wall, having a 5 FT diameter circular shaft centered in the floor leads down to First Transit and Shaft Bottom; the shaft has a moderate climbing difficulty. The room is covered in dark orange-red dust with many thick cobwebs in the corners and along the ceiling. A HD3 **Gold Mold** inhabits floor shaft on a 1d10 roll of 1, a HD2 **Shelf Fungus** is present on a roll of 2.
49. **Evil Shrine.** The room contains a jet black wooden altar against the east wall (aura of evil, aura of enchantment), four tall 2 GP bronze candlesticks with tall [lit] black candles, two marble stands supporting bowls of cold, cloudy, water (resembles bird baths), a 6 FT tall black stone statue of a jackal-headed man with a rod in his open left hand and a flail in his right fist (ruby eyes are each 23,750 GP), and a single wooden kneeler with red leather padding. Before the altar is a rectangular red rug 7 FT by 5 FT with black tassels and black edges (strong auras of evil and enchantment). On the altar are two ten-inch golden idols of jackals (11,250 GP, 14,573 GP), an 18-inch long sandalwood model of a sarcophagus (opens to show a scale ivory-carved mummy figure, 16,425 GP), three fans made of phoenix feathers (each 855 GP), a 20-inch long model boat supporting a 9700 GP 9-inch diameter ball of gold engraved to resemble the sun, two clay figures each 12 inches tall with jackal heads (aura of evil), and a long clay pipe with dark purple residue in the bowl. A good Priest, Crusader, or any person having skill at healing (Physician, Surgeon, Nurse, Beast Healer, etc.) cannot enter the room without succeeding on a 1d20 roll GTET [33-Will]; they are afflicted by a temporary 4 point reduction in their Strength statistic for 3d100 minutes.
- Any person standing on the red rug and praying to any deity except Lucifer causes the rug to transform into the open mouth of an inter-dimensional monster which attempts to suck in the offender and grind their bones (transformation requires 1 round; identify on 1d20 rolls GTET [28-Intelligence]). Affected persons avoid 3d12 crushing damage on 1d20 rolls GTET [32-Agility], they avoid being sucked into an unknown dimension (the person's Astral Cord remains intact) on 1d20 rolls GTET [33-Agility]. All other persons in the room avoid being sucked into the unknown dimension on 1d20 rolls GTET [27-Agility]. The rug reverts to its original form after 1 minute.
- The gold-and-turquoise ring obtained at Taprot's Ring is surrounded by a black aura when displayed in this room; when the ring is touched to the black statue an enchanted panel (otherwise opens on 1d20 rolls GTET [46-Level-Agility]) in the base opens to reveal a 18,050 GP hexagonal-sided 12 inch jade rod (required at Ball and Pincers {#65} to release the gold ball).
50. **Shocking Barrier.** Five FT east of the Golem at Guardian Copper, six horizontal copper wires (find on 1d20 rolls GTET [43-Level-Intelligence], disarm on 1d20 rolls GTET [40-Level-Agility]) are vertically spaced ten-inches apart; they connect to a large Leyden jar (battery) located behind the south wall. Any person touching the wires (skin contact or with conducting or metal objects) suffers 2d10+2 electrical damage (one-third damage on a 1d20 roll GTET [28-Stamina]); there is sufficient voltage to supply 8 electric shocks.
51. **Empty Sarcophagi.** A north/south corridor, 9 FT tall, an arched opening is in the west wall. Two rectangular alcoves (A and B) are to the east. Three brightly-painted, empty, wood sarcophagi are on the floor.
- 51A. **Crypts.** Sixteen wall crypts are arranged around this alcove in two horizontal lines (2 FT off the floor, 6½ FT off the floor), each crypt is sealed by a marble slab in the wall, 4 FT by 3 FT (hp80 to break). If the marble slabs are pried out (requires two persons and a 1d20 roll GTET [42-Strength1-Strength2], checked per round). All the crypts are filled with unremarkable dusty old bones, except for the *sixth*, *ninth*, and *fourteenth* crypts opened: these crypts each release a HD12 **Specter** (-4 penalty to turn/control/dominate). Inside each Specter's crypt is found a reeking, decayed humanoid body, 1d100 GP, 2d8 platinum pieces, and two additional items determined from 1d12 according to: (1) *Arrow of Slaying* (versus Devil, save 1d20 GTET [47-HD-Will]), (2) *War Axe* +2 (flaming), (3) *Helm of Iron Will* AC+12, (4) *Bracers of Grappling*, (5) *Cutlass* +2 (Chimera Bane, save on 1d20 roll GTET [44-HD-Stamina]), (6) *Sling* +1 (Flier Bane), (7) *Manual of Martial Experience* XP10,000, (8) *Cloak of Protection from Cold*, (9) *Prayer Beads* (SPM+3 for Priest, Crusader), (10) *Talisman of Protection* (AC+3), (11) 1d3 1d12 *Cure Wounds Potions*, or (12) 1d3 *Banish Poison Potions*.

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- 51B. **More Crypts.** Ten wall crypts are arranged in two horizontal lines on the south and east sides of the alcove (2 FT off the floor, 6½ FT off the floor), each sealed by a marble slab in the wall, 3 FT by 3 FT. If the marble slabs are pried out (requires two persons and a 1d20 roll GTET [44-Strength1-Strength2], checked per round), the crypts are filled with moldy, dusty, old nondescript bones, except for the *third* and *fifth* crypts opened – these each release a HD12 **Vision**. Inside each Vision's crypt is found a reeking, decayed humanoid body, 3d20 GP, 1d12 electrum pieces, 1d6 platinum pieces, 1d12 gems (diamond, turquoise, sapphire, or emerald; each valued at 1d100*1d20*25), 1d4 pieces of carved white ivory (each 925 GP), plus one object determined using 1d10 according to: (1) 1d6 vials of *Holy Water*, (2) *Liqueur of Heroism*, (3) *Salve versus Paralysis*, (4) a *Ring of Disease Immunity*, (5) a silver *Ring of Flying* (22 charges, engraved with silver wings), (6) a *Wand of Detecting* [63 charges], (7) a *Wertzel's Bracers* [Webs, 37 charges], (8) a *Telekinesis Wand* (56 charges), (9) a *Gauntlets of Hitting* [+2 TH], or (10) silver *Golem Chain*.
52. **Frightening Flies.** A hidden door to Pitfall is on the south wall. Ten feet from the northern end is a 5 FT section filled with numerous points of colored lights in motion like mad fireflies - any passing person (range 3 FT) becomes *panicked* for 1d100 minutes (save 1d20 roll GTET [32-Will]); affected persons refuse to ever go down the corridor.
53. **Pitfall.** On the south wall is a wooden wall shelf holding four leather bags (all filled with 6 pounds of ordinary sand). The floor opens in two sections along the center line (hinged at the wall; find on 1d20 rolls GTET [30-Intelligence]; disarm on 1d20 rolls GTET [45-Level-Agility]) when GTET 75 pounds weight cross the center, dropping into a 20 FT pit with 2 FT of fetid water in the bottom. The pit's sides are coated with an ordinary green fungus (slippery, apply a -6 climbing penalty).
- + 30 Foot Elevation**
- Locations #54 through #66 are accessible from the +15 Foot Elevation. Locations #67 through #75 are accessible only through the vertical shaft connecting #21 on the -15 Foot Elevation to #67.
54. **Red Top.** A rectangular area at the top of stairs, leading down to the +15 Foot Elevation. The area is covered by a thick red dust, and is empty.
55. **Bear-Trapped Bones.** A bleached HD5 **Skeleton** (hp17, AC25, immune to edged weapons) with bear-tooth traps on each foot is found on the floor 15 FT east of Red Top, tightly holding a curved silver-bladed *Scimitar* +3 (unholy, smiting). If a Priest or Crusader says a blessing over the Skeleton it remains in place after Adventurers pass (for Level*20 rounds), otherwise it gets up after 1d12 rounds and attacks the Adventurers from behind, gaining surprise.
56. **Broken Stuff.** A hidden door in the east wall leads to Four Curses. The room contains a broken bronze shield, two empty clay flasks, two war arrows, an empty leather backpack (30 pound capacity), a bent machete, and a helm with broken visor, all under a thick coating of dark red dust.
57. **Four Curses.** The entire room has the auras of evil and enchantment. A *curse* is written on each wall in Common, in large glowing gold letters nine inches high; each Adventurer capable of reading in Common reads each curse unless succeeding on a 1d20 roll GTET [30-Will], checked for each wall. Each Adventurer reading a curse believes in, and is affected by, the curse unless succeeding on a 1d20 roll GTET [32-Will]. An affected person is released from a curse after three *Banish Geas* prayers.
- On the north wall is written: '*No peace shall be yours from the pieces of my fortune. My terror shall you know all the nights of your life.*' Adventurers affected by this curse experience vivid and overpowering nightmares about their strongest fears whenever they sleep until they refuse to sleep out of fear (or become drugged). After (2*Stamina) affected nights they slip into a permanent madness (save on 1d20 rolls GTET [33-Will], checked after every sleep) interrupted by interludes of 1d100 hours of sanity every 3d100 days.
- On the east wall is written: '*By the power of what is in the dark I feed and devour your spark of the elements primeval.*' Wizards affected by this curse lose the ability to cast spells; all other affected Adventurers lose the ability to invoke enchanted items (regain on 1d20 rolls GTET [36-Will], checked daily thereafter).
- On the south wall is written: '*Fortitude have you to persevere this far, henceforth must you fear the bite, the sting, and the air.*' Adventurers affected by the is curse suffer a permanent reduction of 1 point in their Stamina statistic plus



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Continued from #57, Four Curses...develops strong allergies to airborne molds and dusts, insect stings, snake venoms, and similar substances (save on a 1d20 roll GTET [33-Stamina], checked daily for the day). The allergic reactions to even weak toxins are life-threatening (save on 1d20 rolls GTET [30-Stamina], checked per exposure).

On the west wall is written: *'Healthy you may be in your pride, but your doom is to die alone of wasting, subject to the frailties of the body the rest of your days'*. Adventurers affected by this curse apply a -2 save penalty against poisons and venoms, and a -5 penalty against any disease they are exposed to.

58. **Marching Armor.** A hidden door in the west wall leads to the Coffin of the Red Mask. The room has a 6 FT diameter circular wooden table in the center with no chairs. Two suits of levitated/animated plate armor perpetually march clockwise around the table. The first armor (Warrior L12, hp58, AC40) is sized for an average human, coated in bright yellow enamel, and consists of a steel helm (AC+3), a suit of plate mail (AC+4, greater fire resistance), steel arm protectors, steel gauntlets (AC+3, *Gauntlets of Elemental Control* - Fire), and a chainmail waistcoat; this armor carries a *Two-Handed Sword* +3 (Dwarf Bane, requires Strength GTET 19 to wield). The second armor (Warrior L14, hp65, AC50) is sized for a Dwarf, coated with red enamel, and consists of a tapered open faced helm with a spike on top AC+3 (*Helm of Understanding*), chain mail neck protection, chain mail shirt (AC+2), chain leg protectors, steel gauntlets (AC+2, adamantine spikes on each hand, *Gauntlets of Tunneling*), and steel foot protection (AC+1); this armor carries a *Dwarven War Hammer* +2 (Door Breaker) in its left gauntlet and a single-blade *Dwarven War Axe* +1 (Goblin Slaying) in its right gauntlet. The interior surfaces of the yellow plate mail and helm are coated with a tranquilizing substance (identify the contact poison on 1d20 rolls GTET [34-Intelligence], cleans with alcohol wipe, *sleep* 1d100 hours, save on 1d20 rolls GTET [33-Stamina] checked every 3 minutes of wearing). When an armor set is reduced to hp zero it falls apart into its constituent pieces, each of which may require repair prior to being used. 1d6 **Type 7B Devils** enter the room 1d20*3 rounds after combat begins.
59. **Coffin of the Red Mask.** A gold coffin surrounded by a pale purple nimbus is on an antique wood table against the west wall; the nimbus repulses any contact; the crystal key found at Living Pool dispels the nimbus (on contact), allowing the coffin to be opened. Inside the coffin are a golden crown with pearls and sapphires (the **Royal Crown**) and a golden masque (the **Priest's Masque**). The coffin is filled with a poisonous white translucent gas with a strong and unpleasant odor of vinegar (range 4 FT, released when the coffin is opened; the gas is slow to spread – fills the room after 1 minute). Affected Adventurers are *paralyzed* (persists 1d12+3 hours, save on 1d20 rolls GTET [32-Stamina]; persons whose Stamina statistic is LTET 13 die in one hour from respiratory failure –save on 1d20 rolls GTET [26-Stamina] checked every 15 minutes).
60. **Stair Steps.** Fifteen FT from the east end are four steps up and four steps back down (with commensurate rise in ceiling height). The top step is the top of a piston that descends when weight is placed on it, to set off explosive powder concealed within the steps (2 round delay). Adventurers climbing the steps place their weight on the top step, trip, and fall forward unless succeeding on a 1d20 roll GTET [30-Agility]. The explosive charge is channeled so all persons in the corridor suffer explosion and shrapnel damage according to how close they are to the explosion: the nearest 1d12+3 damage, the next nearest suffers 1d10, the third suffers 1d8, the fourth suffers 1d6, and all others each suffer 1d4 damage.
61. **Moldy Earth.** The room has a 3 FT thick layer of brown earth instead of a stone floor, growing a variety of colorful ornamental flowers; including a group of **Sleep Flowers** (range 9 FT) in the center of the room. A **Cloud Mold** grows on the north wall. A HD7 **Psychic Mold** (range 12 FT) grows on the south wall.
62. **Motion Sensor.** An opening on the south wall leads to Black Passage. Fifteen FT east of the intersection twenty pieces of slender black cord, each 28-inches long, hang from the ceiling (motion detectors, disable on 1d20 roll GTET [40-Level-Agility]) when touched/moved, with a black wood trap door in the ceiling immediately to the west (-4 to find, -4 to disarm). The cords are avoided on a 1d20 roll GTET [34-Agility] if not spotted, on 1d20 GTET [24-Agility] when spotted. When the cords detect motion the trap door opens after a two round delay, releasing a 150 pound brass globe on a pivoting wooden arm; the arm moves by gravity and a high-tension spring, rotating down and into the chest of medium or larger-sized persons underneath (3d6+3 crushing damage); avoid damage on 1d20 rolls GTET [28-Agility].
63. **Black Passage.** A twisted passage affected by a *Darkness* spell. The south leg and the second east leg have sharp black-metal knife blades embedded in the walls, the blades stick out into the passage so there is only an 18 inch gap between the walls. Adventurers run into the knives (1d6+1 damage; save versus tetanus on 1d20 rolls GTET [28-Stamina], onset after 2d12 hours). A hidden panel (-6 to find in the light, -18 to find in the dark, -7 open lock) in the ceiling at the end of the passage allows access to a 10 vertical FT shaft ending in a metal door (-10 open lock) which open to allow access to the Sphinx's exterior back area; a HD4 **Rust Mold** (range 10 FT) is found in the shaft on 1d10 rolls GTET 4.
64. **Living Pool.** The room contains a 30-inch high circular wall, 11 FT in diameter, holding a pulsating bright blue fluid with floating nodules of orange, yellow, pink, aqua, **Contin-**

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ued from #64, Living Pool...white, and black. The fluid has the consistency of watery or nearly congealed gelatin. In the pool's center is a four-tier stone fountain; each tier has a flat round shelf from which water flows to the next lower tier; an *illusion* (disbelieve on 1d20 rolls GTET [44-Will-Intelligence]) makes it appear that the top shelf holds twenty large dark blue sapphires, the second shelf holds thirty large rubies, the third shelf holds forty white and pink pearls, and the lowest shelf holds seventy large flawless diamonds.

An Adventurer entering the pool finds the pool hardens behind them and when they reach the fountain the pool hardens around their legs, immobilizing them (further movement on 1d20 roll GTET [30-Strength], checked per round). Three minutes after becoming immobilized the nodules move in and release powerful acids (1d12 acid damage/round, reducing metallic armor then reducing the person's organic components).

The pool makes a *psychic attack* against one person per round (range 18 FT); the order of preference is Warlocks, Shaman, elemental Wizards beginning with Water, Priests, Crusaders, Warriors, and Rascals. A successful attack delivers 3 points of mental damage and temporarily reduces their Intelligence statistic by 1d3 points for 3d100 minutes; save versus attack on 1d20 rolls GTET [32-Will], Dwarves apply a +2 bonus, Elves apply a +1 bonus. An Adventurer becomes permanently mindless if their Intelligence is reduced to LTET 8 (save on 1d20 rolls GTET [35-Will], checked per statistic point lost) and dies if reduced to zero.

The pool has hp130, is unaffected by weapons or by Water magic, and suffers triple damage from Fire magic. Its surface is flammable to ordinary fire (1d10 damage/round after ignition); an ordinary fire self-extinguishes on 1d20 rolls GTET 12, checked per round. The pool gives off toxic fumes when it burns at 1d4 lung damage/round (save 1d20 roll GTET [28-Stamina], checked per round).

65. **Ball and Pincers.** An opaque white quartz column is in the center of the room, 40 inches high and 15 inches across. Six curved adamantine pincers are on top, holding in place a 6 inch diameter ball of solid gold. A horizontal hexagonal-shaped hole is in the south side of the column about 8 inches from the top. The 12 inch hexagonal jade rod obtained at the Evil Shrine fits exactly into this hole. The pincers retract 30 seconds after the jade rod is slid into the hole, allowing the ball to be removed. The gold ball is used at Trichanni Sarcophagus in the Upper Sphinx Head.
66. **Cold Faces.** A hidden door to Ball and Pincers is on the north wall at the corner. Two 1900 GP white ivory masks depicting Devil faces are mounted on the walls 10 FT west of the corner where the passage turns west, one on the north side, one opposite on the south wall. When an Adventurer is between the masks they forcefully blow out sub-freezing cold air causing 2d8 cold damage (save 1d20 rolls GTET [28

-Stamina] to persons between them. Thawing out takes 1d10+4 minutes. A **Type 7C Devil** comes to investigate 2d10 minutes after the masks are activated.

67. **Tapestries.** A hidden door on the west wall in the north-west corner leads to Hot Stuff; the section of wall with the hidden door is moderately warm to the touch. An open shaft in the south side floor connects the room to Bleached Bones on the -15 FT Elevation. The room contains the splintered remains of various pieces of wood furniture, along with general trash and refuse, all covered in thick orange-red dust. A moldy tapestry depicting a flying mountain and two dragons hangs on the northern part of the west wall, a badly damaged tapestry across the south end depicts six Type 7A Devils fighting with flails in a ring surrounded by fire. The room is occupied by nine HD4 **Giant Rats** and two HD5 **Huge Spiders**. Two **Zoybim** appear from the shaft 5 minutes after Adventurers arrive.
68. **Hot Stuff.** The room is at a constant temperature of 100° F. An *illusion* (disbelieve on 1d20 rolls GTET [28-Will]) of a bronze chest appears in front of the east wall. Once Adventurers enter the room, an *invisibility spell* (requires a *Banish Spell* performed by a Priest GTET L14 to negate) hides the secret door; apply a -12 penalty to locating and opening the door again. At the same moment the room also rapidly heats up to 140°F; after one minute each Adventurer faints unless succeeding on a 1d20 roll GTET [27-Stamina+{number rounds at high heat}], checked per round of exposure {heat exhaustion}. An Adventurer who has fainted dies of heat stroke after an amount of time equal to (2*Stamina statistic).
69. **Ropes and Riddles.** A hidden door on the south wall of the east leg, 10 FT east of the corner, leads to Bivouac. Two **20 FT coils of half-inch rope** are found 25 FT south along the south leg are, they animate and wrap themselves around Adventurers approaching within 10 FT (each rope acts as a **Warrior L8**, hp12 per 5 FT segment, AC16, 1d4 constriction damage/round; hits on natural rolls GTET 18 wrap around the neck {death by strangulation after a Stamina statistic number of rounds, save 1d20 GTET [36-Stamina], checked per round}). On the south wall at the corner is written, "*A slender dagger with teeth, thrust at my heart dictates the way I'm swayed. Left I stand, and right I yield, to the twisting of the blade. What am I?*" When the answer, "*a lock,*" is spoken aloud the hidden door opens.
70. **Cryptic Disk.** A 5 FT diameter by 6 inch thick disk of amber is thickly covered by unknown hieroglyphic symbols and symbols; the disk has an aura of enchantment. In reality, the symbols are meaningless. The room also contains the disconnected bones of four human-sized skeletons, two rusted rapiers, two broken arrows, a chipped dirk, a small blue clay flask with a cork, the remains of three shattered clay flasks, a flint & steel kit, a rotting small wooden shield, and a whetstone, all buried under a thick coating of orange-red

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Continued from #70, Cryptic Disk...dust. When the cork is removed from the flask, a HD11 female elven **Vampire** materializes.

71. **Bivouac.** A hidden door to Wraith Room is located in the southeast corner. The room is occupied by three male human Dervish Warriors (**Serbesses** L9, **Domokis** L10, **Likhor Bacha** L12) who are serving a 50 year sentence by Amanyon. The room contains a rough wooden table, two field cots with bedrolls, two wooden chairs, a cask of beer, a small wooden chest containing sixteen field rations, two tall wooden candlesticks with lit candles, and three small leather sacks of personal items. On the table are three pewter mugs, a pewter platter with a cold meat dish, copper silverware, two pewter pitchers one with beer and one with water, and two ordinary daggers. The **Dervishes** do not allow Adventurers to pass; if they could be convinced (1d20 rolls GTET [50-Level-Will]) there was a chance to escape Inferno they will join the Adventurers to escape (with high loyalty).

The bags of personal items contain a variety of leather clothing and underclothes, toilet and shaving gear, 97 CP, 86 SP, 57 GP, 3 platinum pieces, six gems (sapphire 8200 GP, 9900 GP, 12,250 GP; 14,500 GP pearl, diamonds 13,000 GP, 14,750 GP), two switchblades, two armor-mending kits, a whetstone, three fine metal files, two 25 FT pieces of hemp rope, a 180 GP vial of perfume, a bottle of black ink, a compass, ten dice (3 loaded), a small checkerboard and pieces, two decks of cards (one is marked), a 47 GP flask of brandy, a small ebony flute, and two clay pipes with 20 smokes of pipeweed.

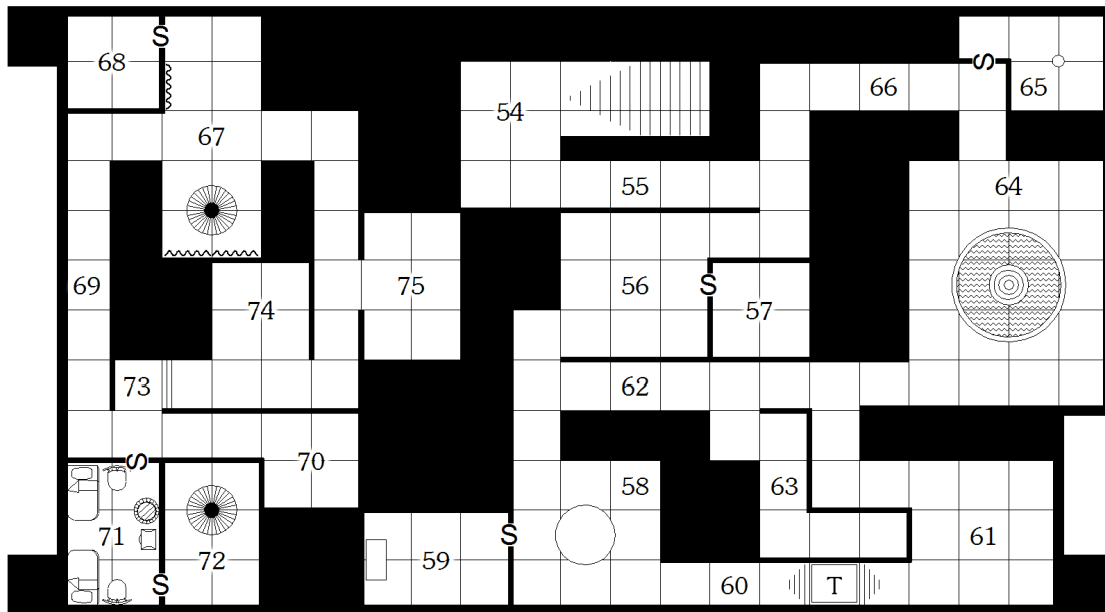
72. **Wraith Room.** A circular shaft in the center of the ceiling leads up to Duck Your Head in the Lower Sphinx Head; a metal grate is across the shaft at 6 vertical FT, held closed by an adamantite padlock (-12 open lock). The room is haunted by four HD10 **Wraiths** and has only a thick layer of orange-red dust.
73. **Hidden Bolts.** A copper bar is mounted horizontally across the passage 4 FT immediately east of the opening to the Cryptic Disk corridor. Conducted body heat causes a mechanical switch to open when the bar is grasped, releasing a *volley of eight bolts* from a compartment (-8 to find, -6 to disarm) in the east wall at the corner; each bolt hits as fired by a Warrior L9, doing 1d6 damage.
74. **Catching Fire.** The room has a shattered black marble cube in its center. The room is occupied by three HD8 **Fire Elementals**.
75. **Playing Hangman.** Five bodies hang from the ceiling in nooses, a male Gnome, female human, two male humans, and a male dwarf; all wear black knee-length tunics and black hoods. There is no treasure on the bodies. The female human, one male human, and the dwarf are each HD7 **Zombie Mages** (hp1d6+26, AC26, 1d6 rotting touch, spells:

3/day each *Invisibility*, 1d8 *Force Bolt*, 1d12 *Fireball*, 1d10 *Lighting Bolt*; 1/day each *Darkness*, *Silence*, *Confusion*, *Hold Person*, *Missile Shield*). If Adventurers leave the bodies alone the Zombie Mages release themselves from their nooses, turn *invisible*, and follow the Adventurers until their next combat (attack with surprise from the rear). The female Zombie Mage takes a *Wand of 1d12 Lightning Bolts* (28 charges) which is initially attached (invisible) to the ceiling.

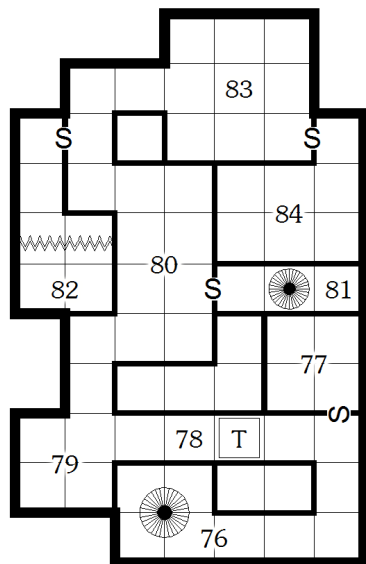
Lower Sphinx Head (see map on page 32)

76. **Duck Your Head.** A circular shaft in the center of the room leads down to the Wraith Room on the +30 Foot Elevation. The room has a continual *darkness* spell. A mechanical contraption just west of the shaft has three large axe blades mounted on pivot arms which continually spin, the arms are 18 inches above the floor. An Adventurer hears the 'swishing' sound on 1d20 rolls GTET [28-Intelligence] when they are within 5 FT of the top. An Adventurer attempting to climb out of the shaft is hit by one of blades for 1d12 damage unless succeeding on a 1d20 roll GTET [33-Agility]; the Adventurer is decapitated if their natural save roll is a 1, 2, or 3. Two sets of tracks in the dust lead east down the passage.
77. **Bees and Honey.** Two 18 inch by 10 inch slits on the east wall give access to the outdoors. The ceiling is covered by honeycomb cells and the floor is sticky with honey droppings. The room is occupied by thirty-five HD4 **Sand Bees** (hp10, AC15, Bite 1d6, Stinger hp3, *stoning* stinger – save 1d20 GTET [26-Stamina] per sting). 1d6 additional bees arrive every round on a 1d12 roll GTET 8.
78. **Expanding Barrier.** A hidden door leading to Bees and Honey is on the north wall at the corner; careful listeners (-6 to hear, whisper) hear a slight 'buzzing' sound from inside the room and feel a slight vibration through the door. A pressure plate (-8 to find, -10 disarm trap; avoid on 1d20 roll GTET [33-Agility] if undetected, GTET [25-Agility] if detected) located in the floor at the corridor center causes 3 small pellets to be released through a half-inch hole in the ceiling. The pellets react with nitrogen in the air, expanding and completely filling the passageway with a quick-hardening material somewhat like blown insulation (30 inches thick); the reaction releases heat and nearby persons suffer 1d8 heat damage (save 1d20 roll GTET [28-Stamina]).
79. **Corner Room.** The room is filled with straw, assorted trash and garbage, along with some ordinary rats which scatter when the characters arrive.
80. **Pincushion.** A hidden door in the east wall leads to Black Mask (-12 to find, -10 open lock). A hidden door on the west wall immediately north of this room leads to Gold Vault. The floor is recessed by 10 inches, the space filled by closely-spaced adamantite nails. Adventurers crossing the space *believe they will take damage* to their feet unless succeeding

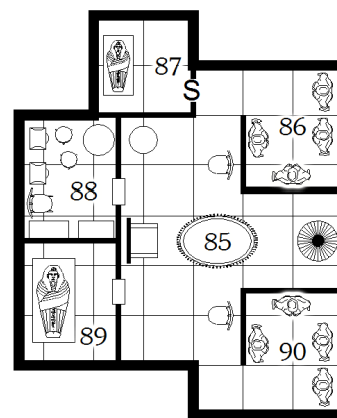
Koessa Sphinx



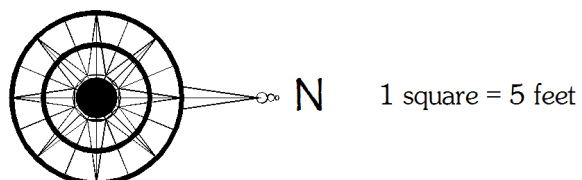
Level 2
(+ 30 feet elevation)



Lower Head



Upper Head



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Continued from #80, Pincushion... on a 1d20 roll GTET [48-Level-Will]; affected persons suffer 1d8 damage and are lamed (reduce effective Agility by 3 points, reduce movement rate by 50%, continual foot pain; save on 1d20 roll GTET [34-Stamina]) for 1d100 hours.

If the **Mummy King** (or **Queen**) remains alive, they are found here on 1d20 rolls GTET 14, along with four HD10 **Mummy Lords**. If the **Mummy King** has been killed, the room is occupied by two HD11 **Mummy Lords** and four HD8 **Mummies**. The Lords are armed with unholy *Scimitars* +2, Mummies are armed with *Spears* +1. Hidden inside the mummy wrappings are 20 SP, 19 GP, 3 electrum pieces, four opals (8800 GP, 9425 GP, 9790 GP, 11,000 GP), two pearls (1650 GP, 2650 GP), a 7225 GP diamond, four carved ivory mummy charms (340 GP, 415 GP, 630 GP, 810 GP), two wooden luck charms (not enchanted), two silver Holy Symbols to Amayon (1100 GP, 1800 GP), and a platinum *Ring of Magus Biting*.

81. **Black Mask.** An oval shaft in the ceiling leads upward to Mummy Throne in the Upper Sphinx Head. A 28,000 GP black ivory Medusa mask is fixed to the east wall, with twenty-five attached rattlesnake heads; Adventurers entering the corridor avoid looking directly at the mask on 1d20 rolls GTET [36-Will], persons looking at the mask are permanently petrified (save 1d20 rolls GTET [44-Level-Stamina]). The passage is empty except for the orange-red dust.
82. **Gold Vault.** The room has a *Wall of Force* 7 FT from the south wall. Behind the force wall are sixty 65 pound gold ingots, stacked in 6 columns 10 high. The gold has the aura of evil and enchantment; it is *cursed* so that anyone who dies with any part of the gold on their person is immediately transformed into a HD4 Ghoul (save versus curse on 1d20 rolls GTET [52-Level-Will]).
83. **Fire Down Below.** A hidden door in the southeast corner leads to Wrapped Dogs. The room has numerous small circular holes in the floor which vent an explosive gas (detected as a mild stench), causing frequent but unpredictable jets of fire to burst up from the floor. 1d10 damage fire jets occur on 1d12 rolls GTET 8, checked per person crossing the room (avoid on 1d20 rolls GTET [34-Agility]).
84. **Wrapped Dogs.** The room is filled with broken wood from furniture, an empty wooden bucket, two dented copper pots, an empty glass bottle, a broken leather strap, a badly cracked porcelain vase, and a broken metal lantern. The room is occupied by seven HD6 **Canine Mummies** (hp24, AC36, Bite 1d6 plus leprosy {save 1d20 GTET [30-Stamina] checked per bite}, Claws 1d4 plus rotting touch {save 1d20 GTET [30-Stamina] plus temporary weakness {reduce Strength 2 points/touch 1d20 hours, save 1d20 GTET [32-Stamina]}}, immune to ordinary fire, resist Fire magic on 1d20 rolls GTET 11 checked per spell; 3/day: bark causes

1d20 minutes *confusion* {save 1d20 GTET [28-Will], checked per bark}). The mummy wrappings hide 27 SP, 18 GP, 1 electrum piece, two carved ivory mummy charms (420 GP, 490 GP), three copper luck charms (not enchanted), a charm versus the evil eye (not enchanted), and four topaz (800 GP, 1050 GP, 1340 GP, 2170 GP).

Upper Sphinx Head

85. **Mummy Throne.** A circular shaft in the center of the alcove floor leads to Black Mask and the Lower Sphinx Head. Two locked metal doors on the west wall lead to Trichanni Sarcophagus and the Upper Parlor (-11 open lock per door). A hidden door on the north end leads to Yellow Sarcophagus (-10 to find, -8 open lock). The room is furnished with an ornately-carved wooden throne, gilded in gold, encrusted with jade, diamonds, sapphires, pearls, ivory (1d20 gems can be removed, each valued at {1d12*1d6}*1000 GP), an exceptionally-fine 3820 GP oval carpet depicting a man in a red cape holding a rapier and fighting a white bull, two wooden kneelers made with manticores leather, six tall bronze candlesticks each with (unlit) yellow candles, two ordinary wooden chairs, a bronze stand with a large shallow bronze bowl, a wooden book stand, and a small circular table with a wicker basket of small wizened dried apples. If the throne is examined carefully (-5 to find) small scraps of mummy wrappings are found on the seat. A mortal person sitting on the throne suffers 1d12 electrical damage per round (1d20 roll GTET [30-Strength] required before getting out of the chair).
86. **Golem Corner.** The room is occupied by two HD9 **Copper Golems** and two HD12 **Diamond Golems**. The room contains only a thick layer of orange-red dust. The golems attack if the door to the Sarcophagus room (#87) is opened; they also defend themselves.
87. *Use the first description when using this Adventure to represent Atalyk Oasis, and the second for all other Oases.*
 1. **Gomorine Sarcophagus.** The room contains a cream-colored marble slab supported on its corners by thick polished pieces of mahogany. A brightly painted yellow child-sized wooden sarcophagus sealed all around by purple wax is on the slab. When the sarcophagus lid is opened, a piece of white form-fitted wood is found on top of the case, inscribed with a *Glyph of Blindness* (range 8 FT, persist 2d100 days, save 1d20 roll GTET [30-Stamina]); when the white cover is removed a blue piece of wood is underneath with a *Symbol of Stunning* (range 8 FT, 3d12 minutes, save 1d20 roll GTET [30-Stamina]); when the blue piece is removed underneath is a green piece of wood with a *Symbol of Fear* (range 10 FT, 3d12 minutes, save 1d20 roll GTET [32-Stamina]). When the green piece is removed the sarcophagus interior is lined in purple satin with black

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Continued from #87-1, Gomorine Sarcophagus...ebony pieces supporting a white metal rod (**Gomorine Rod**) which has strong auras of evil and enchantment. The room is occupied by four HD10 **Wraiths**, which attack after the secret door is closed or when four persons are in the room. Diabolic Earl Geryon greatly desires to possess the Gomorine Rod and he will negotiate to purchase it.

2. **Yellow Sarcophagus.** The room contains a cream-colored marble slab supported on the corners by thick polished pieces of mahogany, supporting a brightly painted yellow child-sized wooden sarcophagus sealed all around by purple wax. The room is occupied by three HD10 **Wraiths** which attack 1 minute after the secret door is opened. When the sarcophagus is opened inside is a form-fitting flat piece of white wood on which is scribed a *Symbol of Stunning* (range 8 FT, 3d12 minutes, save 1d20 roll GTET [30-Stamina]). The sarcophagus is lined in purple satin with black onyx supporting a *Scepter of Greed* and a *Rod of Reincarnation* (29 charges).
88. **Upper Parlor.** The room is furnished with two upright armoires, two metal chests, a circular silver mirror 30 inches across, a white-and-purple oval floor rug, three tall brass candlesticks with (unlit) purple candles, a mahogany rocker, two oak stools, and a small circular table with a fine 1920 GP porcelain-and-ivory vase.

The first armoire sits 8 inches off the floor on four carved legs, it has a silver keyhole (locked, -8 open lock). The armoire contains two pairs of ordinary leather knee-high boots, green leather *Boots of Water Walking* (Dwarf size), orange leather *Boots of Blinding Speed* (Gnome size), black leather *Leaden Boots* (Human size), two pairs of fur-lined slippers, a pair of sandals (aura of enchantment; no special abilities), two blue woolen cloaks with a sewn badge of a silver Hart, a *Cloak of Delusion* (acting and singing talent), a *Cloak of Healing*, a *Girdle of Foolish Courage*, five well-made woolen tunics, brown leather *Greater Damage Gloves* +2 TD, a *Vest of Many Pockets* with 4 platinum pieces, a *Locket of Truthfulness*, a *Charm versus Water Magic*, and a 450 GP Bloodstone.

The second armoire sits 3 inches off the floor on six carved legs, it has a gold keyhole (locked, -8 open lock). The left door has a peg which fits into a slot in the frame; when the peg is removed it releases a string which runs underneath, taking tension off a small 2100 GP platinum flask which releases a HD2 **Black Ooze** which attempts to move inside the clothing of the nearest person. The armoire contains four elegant Elven gowns (400 GP each), two pairs of 40 GP elbow-length satin gloves (one pair are *Palming Gloves*), three pair of ladies satin slippers (one pair are *Slippers of Dancing*), a set of *Shadow Garb*, a *Hangman's Hood*, two fine

brown cloaks with silver buttons and silver trim, a lady's *Damage Absorbing Cloak*, a platinum-white gold-amber *Diva's Tiara*, a silver-onyx *Tiara of Mental Resolve*, and a silver *Chain of Slavery*. A hidden (-8 to find, -4 open lock) compartment in the armoire floor contain a *Rod versus Liches* (9 charges) and a *Wand of 1d12 Healing* (41 charges).

The first chest has a four-tumbler combination lock of ten digits; the correct combination is 3-7-4-8 (-12 open lock). The chest contains a 800 GP silver censer valued, five 375 GP pieces of incense, three long-stemmed wood pipes, a (smoking) *Pipe of Rejuvenation*, ten pouches of excellent quality pipeweed (25 smokes/pouch, 30 GP/pouch), a pouch of *Pipeweed of Stunning*, a copper *Cauldron of Plenty*, a pewter *Vessel of Endless Fog*, a leather *Mask of Good Breathing*, and an ever-burning *Daylight Lantern*.

The second chest has a steel key-opened padlock on it (-7 open lock). A smaller locked metal coffer is found inside the chest. When the chest's lid is raised after 45 seconds a mechanical timer sends ten steel bolts from a launcher in the bottom of the chest (1d4/bolt, 5 from the left side and 5 from the right, avoid on 1d20 roll GTET [34-Agility]). Inside the coffer are found a *Gorgosh's Dragon Bridle*, a *Portable Moat*, a blue leather pouch of twelve *Dragon's Teeth Seeds*, and a leather satchel containing a *Wondrous Rope Bridge*.

A 14 inch by 8 inch compartment in the floor is under the floor rug, with a *Forgetfulness* spell so that all who see it immediately forget about it (save 1d20 roll GTET [33-Will]). Inside the compartment are a *Deck of Fortune* and a *Fool's Deck*.

89. **Trichanni Sarcophagus.** The room contains a black mahogany table supporting a brightly painted sarcophagus sealed with lead (auras of goodness, enchantment). When the sarcophagus is opened a flat white metal cover across the interior is found scribed with a *Symbol of Insanity* (only affects evil persons, persists 2d100 days, save 1d20 roll GTET [34-Will]). A circular hole in the foot end of the metal exactly fits the golden ball obtained at Ball and Pincers. The cover is held in place by enchantment; a *Disperse Magic* cast by a Wizard GTET L16 is required to remove the spell. When the appropriate gold ball is inserted into the round hole it falls through and the cover is unlocked and can be removed. Under the metal piece the sarcophagus is lined in purple satin and holds the gold-bladed *Blade of Trichanni* and the glossy black *Trichanni Scabbard*. An evil person who touches the sword receives a 1d12 electric shock (save 1d20 roll GTET [33-Stamina]).
90. **Smoky Golems.** The room is occupied by four HD 7 **Quartz Golems**. The golems attack as Adventurers come out of either Trichanni Sarcophagus or Upper Parlor; they defend themselves as necessary. The room contains only a thick layer of orange-red dust.

SPHINX DUNGEON

-30 Foot Elevation

This elevation is found only in the Sphinx at the Koessa Oasis. At any other oasis the access ramp from Down Ramp (#33) leads to a collapsed tunnel filled with rocks and debris.

91. **Bony Floor.** The room floor is entirely made up of humanoid arm and leg bones aligned in rows across the width of the room, which rattle eerily when they are walked over (save versus 1d12 minutes panic on 1d20 rolls GTET [28-Will]); the room has the auras of evil and enchantment. The room is empty the first time Adventurers pass through; the second time Adventurers enter the room they meet six HD8 **Dopplegangers** transformed into the likenesses of party members, each carrying a *Dopplegard* +1 in the likenesses of their weapons. The Dopplegangers together carry 114 GP, two pearls (400 GP, 625 GP), a 1200 GP diamond, a 1900 GP sapphire, four 1d12 Potions of Healing, a *Potion of Speed*, a *Potion of Agility* +3, an enchanted silver *Mirror of Observation* [allowed the remote observation of the Adventurers], a set of *Dwarven Lockpicks*, *Spectacles of Night Vision*, *Spectacles of Kent*, two wooden pipes, four pouches of ordinary pipeweed, a 5 GP ivory luck charm (not enchanted), and a *Ring of Shapechanging* (Wyvern, 11 charges).

92. **Cursed Lantern.** An unlit rusty hooded lantern hangs from the ceiling at the T-intersection. An Adventurer who makes skin contact with the lantern becomes violently insane for 3d6*10 minutes (attacks every person/creature they see; save on 1d20 rolls GTET [46-Level-Will]).

93. **Meat and Scorpions.** A hidden door to Gaming Gargoyles is in the east wall. The room is furnished with two white oval wooden tables, a long low wooden bench, an empty upright bookcase, a vandalized wooden lectern, a wooden stand with a red marble dry sink, and a large (rather rag-tag) rectangular blue-and-white floor rug. Pieces of damaged or destroyed chairs are on the floor. A large 2850 GP tapestry of Lucifer hangs on the south wall. Two lit hurricane lanterns are attached to the ceiling by iron hooks. A circular fire pit made of piled bricks is in the center of the west wall; a fire is burning and a roast of unidentified meat is on a spit (the meat is poisonous to Dwarves, save versus death on 1d20 roll GTET [33-Stamina]).

The room is occupied by nine **Scorpion Men** (4*L4, 3*L5, 2*L6, hp1d12+25, AC20 torso, AC50 shell, 2x 1d4 Pincers, 1d6 Stinger {inject *paralyzing* poison on 1d12 rolls GTET 4, save 1d20 roll GTET [30-Stamina], Gnome apply +4 save bonus}, Infrared vision, suffers one-tenth damage from Earth magic, damage from Fire and Electricity magic are 1.25 times rolled value) performing their annual religious duty to Amayon; they wear bronze chain mail over thick yellow woolen tunics. One L6 Scorpion Man is a **Priest** who carries a *Ring of Spell Absorption* (52 charges, and a 2d8 *Lightning Bolt Staff* (34 charges). All Scorpion Men are armed with

Tridents, Short Swords, and two ordinary Darts. Together, the Scorpion Men together have: 433 SP, 169 GP, two rubies (1350 GP, 6800 GP), a 5450 GP diamond, four pieces of turquoise (95 GP, 140 GP, 225 GP, 510 GP), a 1100 GP emerald, a 2315 GP jeweled knife scabbard, a 4000 GP Dirk with emeralds in the hilt, a pestle, two *Alertness Tonics*, a pot of *Salve of Animation*, a *Farhearing Potion*, a *Gnome Death Potion* (save on 1d20 rolls GTET [34-Stamina]), five clay vials of *Unholy Water*, a *Potion of Invisibility*, 7x 1d8 *Potions of Healing*, 2x 2d8 *Potions of Greater Healing*, a glass vial of *Plant Withering Drops*, a *Shapeshifting Potion* (Fungus Beetle), a *Horn of Heroism*, a *Spade of Great Digging*, and a *Magic Hole*.

94. **Larder.** The room contains two barrels of clean water, a barrel of ale, three 40 pound sacks each of flour and salt, four 20 pound sacks of rice, two 20 pound sacks of sugar, 3 pounds of honey, a wheel of white cheese, six sides of beef, 30 pounds of dried pork, two smoked chickens, and a barrel with onions, turnips, and carrots. Underneath the barrel of ale is a shallow hole {must be moved to find} in the floor containing three wrapped scrolls: Air Wizard scroll (*Magic Arrow*, 2x *Detection*, *Deafen*, 2x *Silence Object*, 1d12 *Lightning Bolt*, *Translate Speech*, *Chain Lightning*), Earth Wizard scroll (2x *Telekinesis*, *Dispel Magical Influences*, 3x *Disperse Magic*, 2x *Remove Paralysis*, *Stone to Glass*, *Walk through Walls*), and a Priest's scroll (*Putrid Gasses*, *God's Sword*, 3x 1d8 *Cure Wounds*, 1d12 *Cure Wounds*, *Deflect Magic*, *Electric Shield*, *God's Fire*, *Hold Creature*, *Release Undead*).

95. **Transit Corridor.** A 4 FT wide corridor connecting Meat and Scorpions to Gaming Gargoyles. The hidden door at the east end opening to Gaming Gargoyles is -12 to find, -8 to open. The corridor has many large knives embedded in the wall which leave a gap of about 18 inches down the center; Adventurers suffer 1d6 9damage from brushing against the sharp blades (avoid on 1d20 rolls GTET [32-Agility]. A HD4 **Red Slime** clings to the ceiling 10 FT from the western door.

96. **Gaming Gargoyles.** A hidden door to the Passage to the Easter Hidden Stair is on the west wall in the square part of the room (-12 to find, -10 open lock). The room contains a round table with five wooden chairs, a low wood bench, an open barrel of water with tin cup attached on a string, a threadbare blue woolen rug, four tall wooden candlesticks with lit white candles, and unidentifiable remains of several other pieces of wood furniture. A metal mirror hangs on the north wall. The room is occupied by twelve HD9 **Gargoyles** (hp42, AC40, spiked clubs) who are playing cards. Under the table are two leather satchels with a total of 42 SP, 35 GP, two sapphires (450 GP, 3555 GP; one has the aura of goodness), three pieces of topaz (600 GP, 650 GP, 915 GP), a 900 GP piece of carved jade, two 20 GP animal horns, a leather

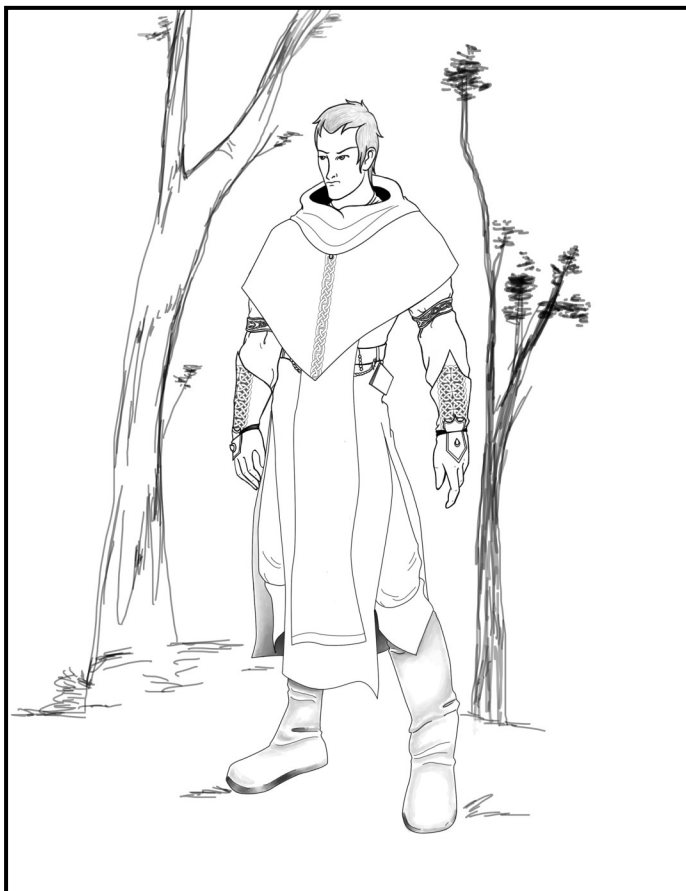
SPHINX DUNGEON

Continued from #96, Gaming Gargoyles...pouch of *Fog Dust*, a 68 GP silver-and-ivory top, four 30 GP carved ivory mummy figurines (all aura of evil), a parchment written in Infernal Cant with ordinary prayers to Amayon, a parchment with a map of the Eighth Circle of Hell, a scroll with a prayer to Samael (*Resurrection*), a 2d8 *Healing Potion* (labeled in runes, only effects Dwarfs), a *Cordial of Speed*, and a package of *Pipeweed of Coughing*.

97. **Passage to the Eastern Hidden Stair.** The 10 FT wide passageway extends in a straight line as far as the eye can see, the floor is flat, even, dry, and cool. The tunnel provides a direct route in the north-northeast direction, extends for 13 miles, and ends at marble stairs which rise 45 vertical FT into the round building housing the East Hidden Stair. Lit oil lanterns are fixed to the north wall at intervals of 100 FT. Determine whether an encounter occurs every 2 miles, determining the encountered creatures from 1d20: (1) 1d20 **Hell Rats**, (2) 1d3 **Basilisks**, (3) 1d12 **Giant Vampire Bats**, (4) 1d6 **Bomber Beetles**, (5) 1d3 **Rhino Beetles**, (6) 1d8 **Soldier Beetles**, (7) 1d4 **Spider Beetles**, (8) 1d8 **Assassin Bugs**, (9) 1d6 **Centaur of Hell**, (10) 1d6 **Coral Snakes**, (11) 1d4 **Giant Rattlesnakes**, (12) 1d6 **Medusa**, (13) 1d4 evil Priests L1d4+6 with 1d8 Warrior L1d6+8 bodyguards, (14) 1d3 evil Wizards L1d4+8 with 1d6 Warrior L1d4+10 bodyguards (adventurers), (15) 3d8 **Common Devils**, (16) 1d12 **Ordinary Devils**, (17) 1d8 **Type 7A Devils**, (18) 1d6 **Type 7B Devils**, (19) 1d6 **Type 7C Devils**, or (20) **Devil General** with 1d20 **Type 7C Devils**.
98. **Leyden Around.** A series of hidden Leyden jars are connected to 5 FT long metal plates in the floor and ceiling (with a very thin coating applied of rock-like material) 10 FT west of A99. Any Adventurer bearing substantial amounts of metal (chain mail, plate mail, breastplates, metal helm, large metal weapon) which brushes against the ceiling in passing, suffers a 1d12 arc of electricity/round. The metal is found on 1d20 rolls GTET [55-Level-Intelligence], -7 disarm trap. An Adventurer avoids the trap on 1d20 rolls GTET [34-Agility] if not detected, rolls GTET [27-Agility] if detected. Affected persons have their muscles lock up and must succeed on a 1d20 roll GTET [30-Stamina] to move, checked per round (fatal cardiac arrest on a saving roll of 1, dying after 1d12 rounds unless their heart is restarted).
99. **Naga Camp.** Hidden doors in the east wall leads to Priest's Bunk and to Priest's Altar. The room is furnished with a square wooden table, three overturned wooden chairs, an upright wooden bookcase split in the front (by an axe), four small sealed casks of water, two wooden crates with lids, a tall open empty copper cylinder, and a plain wooden box (no lock present). Two lit torches have been thrust into cracks in the south wall. The room is occupied by four HD8 male **Naga** and two HD10 female **Naga** armed with weighted nets, bolos, and *Short Swords* +3 (+1 TD). The Naga are

willing to talk with Adventurers rather than fight, especially with neutral and evil persons, but want them to rapidly move on. The Naga know about the secret rooms to the east but will not give this information away; they are friendly with the Priest at Priest's Bunk. If fighting occurs, **Khykarriune** emerges from Priest's Altar (#100) to support the Naga on 1d20 rolls GTET 13, checked per round.

On the table are five wooden plates, three pewter steins, two tall copper cups, three steel forks, a pewter pitcher of water, a 5 GP silver bottle of medium-quality white wine, a cleaver knife, a copper bowl of red grapes, a wooden bowl of large apples, and a deck of ordinary cards. The split bookcase is empty except for a handful of illegible scraps of parchment. One wooden crate holds a rounded hammer, a box of 200 iron nails, a pair of pliers, a T-square, an awl, a hand drill with four bits, a small saw, two pieces of white chalk, a 55 FT roll of string, and two chisels. The second crate holds a five-pot cook set, three copper cups, a set of cooking utensils, two pair of tongs, four hot mitts, an iron dutch oven, a sealed jar of salt, a sealed jar of flour, a pouch with a half-wheel of white cheese, and two bottles of average red wine. The wooden box contains four woolen blankets and five bed linens (infected with lice on 1d12 rolls GTET 9).



SPHINX DUNGEON

100. **Priest's Altar.** The room is furnished with a circular gold table, a tall black marble altar table against the south wall, four silver candle holders each with five thin red taper candles (65 GP, 80 GP, 80 GP, 110 GP), a red oil lamp hanging from the center of the room, a circular black rug with the Holy Symbol of Lucifer in white, and a large 800 GP silver Holy Symbol of Lucifer attached to the south wall above the altar. On the table are two gold goblets (250 GP, 280 GP) filled with a thick red liquid, two shallow silver bowls (120 GP, 140 GP), two 300 GP adamantine knives with ivory-amber inlaid hilts (auras of evil), a 50 GP solid silver rod 20 inches long, a 3000 GP 16-inch *gold idol* of a man with a vaguely mammalian head (aura of evil; when this idol is carried by a good person they continually attract giant snakes), a 58 GP gold handled round mirror, and four copper hand bells. Any follower of a sun/light deity suffers 1d8 damage entering the room (save 1d20 GTET [38-Level-Will]) and a Priest of such deities suffers 2d8 damage (save on a 1d20 roll GTET [50-Level-Will]). A compulsion prevents good persons from touching the adamantine knives (save 1d20 roll GTET [30-Will]). The room is occupied by **Khykarriune**, male human Priest L11 of Lucifer.

101. **Priest's Bunk.** The room is furnished with a four post bed with canopy, an upright locked armoire, a locked chest, a small square table with two wooden chairs, two wooden crates, a rectangular black rug, a tapestry depicting Lucifer standing in the desert hangs on the east wall, and oil lanterns are attached to iron brackets on the north and west wall. A *Cause Panic* prayer is on the door, causing neutral or good person to succeed on a 1d20 roll GTET [33-Will] to enter the room.

The armoire has a steel keyhole (-7 open lock). It contains a selection of male underclothes and knee-length socks, two royal blue robes, four brown knee-length tunics, three pairs of leather pants, two sleeveless shirts, two black leather belts with gold buckles in the shape of a jackal's head (25 GP, 32 GP), a pair of brown knee-length boots, two pairs of leather sandals, a pair of thin leather gloves, a hooded cloak with silver buttons (3 GP/button), and a walking stick.

The chest has a steel keyhole and *poison needle trap* on the lock (paralysis, persists 1d20*10 minutes, save on 1d20 rolls GTET [32-Stamina]; the needle jabs out on any failed opening attempt - avoid 1d20 roll GTET [46-Level-Agility]). The chest contains 2300 GP, 8 electrum pieces, 3 platinum pieces, two ordinary prayer books (aura of evil), a vestment robe, a Dagger in a scabbard with an empty poison reservoir, three *Arrows of Self-Attacking*, a *Dart of Hornets*, a *Handbook of Agility* +2, a *XP15,000 Manual of Priestly Experience*, a *Power Stealing Tome* (permanently removes SPM10, save on 1d20 roll GTET [50-Level-Will]), a Codicil of Potions (crafting Healing Potion, Liqueur of Haste, Poison Antidote, Cordial of Sight Restoration), a

white *Wand of Levitation* (37 charges), a pair of black leather *Gloves of Chaining*, and a pair of yellow leather *Shocking Gloves*; the white wand raises and lowers the cage at Cages and Scorpions without use of charges.

The wooden crates together contain three clay pots with dried beef jerky, two pots with dried smoked fish, a pot of honey, four pots of good-quality beer, two pots of stale crackers, a bag of apples, a bag of brown eggs, a bag of sweet onions, and four melons.

102. **Watch Mummies.** The two alcoves adjacent to Bony Floor each contain a HD8 **Mummy**; the Mummies work together to prevent good persons from passing. Their mummy wrappings together contain 27 SP, 14 GP, 1 electrum piece, three pieces of carved jade (360 GP, 455 GP, 620 GP), a 220 GP piece of amber, a 5200 GP pearl, a 10 GP carved ivory mummy charm, a copper charm against good magic (not enchanted), a copper disk engraved with Amyon's image (aura of evil), a *Charm versus Water Magic*, and a *Chain of Silence*.

103. **Cockatrice Corridor.** The west and east walls are lined for 16 feet by *Cockatrice feathers*, leaving only a 12 inch gap in the center. Adventurers are *permanently stoned* if they make contact with the feathers (avoid on 1d20 rolls GTET [34-Agility], save versus stoning 1d20 rolls GTET [30-Stamina]).

104. **Cages and Scorpions.** The room contains general trash and refuse under a light coating of orange-red dust except for the circular wire cage levitated against the ceiling (4 FT diameter, 3 FT tall); the cage can be lowered to the floor using the wand obtained at Priest's Bunk. The room is occupied by eight HD5 **Disease Scorpions** (hp35). Inside the wire cage is a large leather sack (tied closed) containing 250 CP, 180 SP, 83 GP, 12 platinum pieces, three brass vials of pure mercury (each 500 GP), eleven 6 GP plain silver rings, sixteen 40 GP plain gold rings, a gold *Ring of Strength* +2, a bronze *Ring of Many Escapes* (17 charges), a silver *Vitality Draining Ring* (-4 Stamina, cursed), a *Ring of Shape Shifting* (Bull, 41 charges), a fine 8775 GP 700 year old porcelain vase by the Elvish Master Fondorglen, a 4310 GP 420 year old urn by the Dwarf Guildmaster Jann Hallek, five 25 GP gold goblets, two wide silver cups with inset rubies each (1780 GP, 2300 GP), seven 35 GP silver plates, and two 290 GP long stem platinum (smoking) pipes inlaid with ebony and ivory.

105. **Mummy Lord Sentinels.** A HD10 **Mummy Lord** stands in each alcove on the south wall, each one is armed with a *Spear* +2 (+5 TD versus Good). The Mummy Lords work together to deny passage to good persons. Their mummy wrappings together contain 18 GP, two moonstones (80 GP, 120 GP), a 580 GP piece of turquoise, two amethysts (145 GP, 166 GP), three polished pieces of Cinnabar (135 GP,

SPHINX , OASIS POOLS, RAJAH'S PAVILLION, TOMB IN SAND

Continued from #105, Mummy Lord Sentinels...170 GP, 195 GP), two ivory good luck charms (8 GP, 13 GP, not enchanted), a 15 GP obsidian evil charm (aura of evil otherwise not enchanted), a silver-onyx-pearl *Scarab of Beetle Summoning*, a cursed bronze-silver *Amulet of Protection* (AC-15, -1 saving roll penalty), a cursed silver-ruby Pendant of Amnesia, and a *Fool's Gem*.

106. **Chimera Stable.** The room is occupied by two HD11 **Chimera**; the room is filled with general trash, refuse, and animal droppings.

Oasis Pools

The pools are 200 FT across by 40 FT deep at their deepest point. The water is cool but not cold. The water has a bitter taste with a lime aftertaste. Drinking this water causes Wizards and Shaman to have very strong headaches that interfere with their spells and prayers. A Wizard or Shaman who has imbibed this water must succeed on a 1d20 roll GTET [48-Level-Will] to cast Greater Magic, GTET [45-Level-Will] to cast Lesser Magic, and GTET [42-Level-Will] to cast Basic Magic; this effect persists for {1d6 hours*number of drinks}.

The northwest Oasis pool is infested by sand-colored HD8 **Giant Crocodiles** (invisible GTET 20 FT due to blending into the sand, at closer distances detect on 1d20 rolls GTET [28-Intelligence]). Any swimming Adventurer is attacked by 1d8 **Crocodiles** within 1d6*½ minutes of entering the water. Thirty-four **Giant Crocodiles** live in the pool; if their number is reduced to less than 30 then one additional Giant Crocodile spontaneously appears from the pool bottom every subsequent 8 hours. If Adventurers camp/sleep in the Oasis, a number of Giant Crocodiles equal to {number of Adventurers+6} attack their camp 3 hours into the second watch.

The southeast Oasis pool is occupied by sand-colored HD4 **Giant Water Moccasin Snakes** (invisible GTET 15 FT due to blending, at closer distances, detect on 1d20 rolls GTET [26-Intelligence]). The snakes have an enhanced fatal poison which takes effect in Stamina number of rounds, leading to death 1d6 rounds later; save on 1d20 rolls GTET [30-Stamina] for humans, [32-Stamina] for Elves, [34-Stamina] for Gnomes, [36-Stamina] for Dwarves. Any swimming Adventurer is attacked by 1d12 **Water Moccasin's** within 1d8*½ minutes of entering the water. Forty-four snakes live in the pool; if their number is reduced to less than 35 then one additional Water Moccasin spontaneously appears from the pool bottom every subsequent 6 hours.

Rajah's Pavilion

A large ornate and multi-colored tent standing 14 FT across, 20 FT deep, and with poles up to 9 FT high; the pavilion is made of an extremely light and tough material which packs into a bundle 4 FT long by 2 FT across, and weighing 15 pounds. The pavilion's interior is a space from another dimension built in the manner of a fine palace with marble floors, scented wood walls, and iridescent panels. The pavilion contains a large dining room with

couch seating for twenty which serves a nightly six-course banquet, twelve individual three-room suites (parlor, bath, and sleeping room) each with stout doors and locks, two meeting rooms, a large game room with tables for billiards, cards, dice, dominoes, backgammon, and chess, a small ballroom in which always plays the most beautiful and haunting of music, and an excellent snack larder with beers and ales, wines, fruit drinks, cold meats and cheeses, fine breads, and many sweet concoctions; all of the food is of the finest quality and is free of connection to Inferno. The pavilion is staffed by twenty HD3 **Invisible Servants** who provide hot meals, run baths, clean clothing and armor, and generally pick up after the occupants. See the diagram on page 53.

The pavilion is generally used to house ranking guests of the Devils or mortals visiting the Mummy King. Each bedroom has an expensive crystal bowl on the dresser; any individual who sleeps in a room without placing a gemstone of good quality (e.g. GTET 100 GP in value) into the plate is visited 1d4 hours into the night by a hooded black-robed L8 Warrior-Assassin (hp21, AC38, curved poisoned Dirk and *Scimitar +1*; *paralysis* persisting 1d20 hours, save 1d20 rolls GTET [33-Stamina] checked per hit). An offending person is awoken from sleep and faces their Assassin alone. An Adventurer determines that payment is required on 1d20 rolls GTET [44-Level-Intelligence], although they may not conclude that payment is required in gems.

Tomb in the Sand

A rectangular brown stone plaza in the sand, 45 FT long by 35 FT wide, oriented with the long side north-to-south, surrounded by a 3 FT-tall stone wall except for a 6 FT gap in the center of the north wall. A 12 FT statue of a frog-headed male humanoid stands in each plaza corner. A 15 FT long by 10 FT wide rectangular opening is in the center of the plaza, with stairs descending down into the ground from its the north side. Lit gold braziers (120 GP) stand at each corner of the opening.

All of the hidden doors in the tomb are 5 FT across by 3 FT high, occupying the bottom of the wall they are on (-10 to find, -6 open lock). Unless otherwise specified the floors are a polished brown stone tile with white grout, the walls are 7 FT tall, whitewashed, and painted with scenes of animal-headed humanoids carrying flails overseeing oppressed humans as they build a city and its monuments, and the ceilings are painted with an ochre-red stain. See the tomb maps on pages 39 and 42.

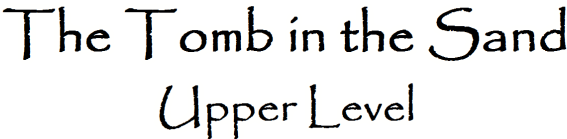
Upper Level

1. **Entry Stair.** The stairs drop 20 vertical FT over a length of 30 FT, ending at a wall with a 5 FT wide gold door (total Strength GTET 40 to open) which leads to Wrapped Spear-men. The door has a large steel keyhole (-8 open lock); a faint gong sounds for each mortal entering the through the door (save 1d20 GTET [36-Will]). Three lit bronze oil lanterns are attached to the west and east sides of the stair.

TOMB IN THE SAND

3. **Evil Altar.** A hidden door in the northeast corner leads to Pain in the Neck and beyond to Calamity Jane. The room contains a 12 FT long polished obsidian altar along the south wall, two gold urns (88 GP, 105 GP) filled with a clear liquid

(water), six tall bronze candlesticks each with a lit purple candle, a wooden book stand holding an open book written in Infernal Cant, three low leather-padded benches, a tall wooden grandfather clock with a gold face and hands, a wooden kneeler gilded in silver, and a oblong stone basin with dark purple-red stains in the bottom along with some small unidentified bones (chicken). On the altar are three wide silver bowls (18 GP, 23 GP, 27 GP), two silver candlesticks (42 GP, 50 GP) with lit orange candles, a 68 GP silver censer filled with sweet incense (12 GP), two silver wands (aura of enchantment but no intrinsic spells; 14 GP, 16 GP), a 1250 GP silver chalice with rubies, a 350 GP upright silver ankh 20 inches tall in a 100 GP silver stand, and a closed book in a black leather cover with gold lettering and gold gilded pages. A 2200 GP 4 FT-diameter gold baboon mask hangs on the wall over the altar.



TOMB IN THE SAND

Continued from #3, Evil Altar...Reading GTET three pages from the open book causes 1d20*1d8 hours of *temporary insanity* (jealous rages, save on 1d20 rolls GTET [44-Level-Will]). Adventurers who open the closed book *permanently lose their memory* of the previous 1000 days (approx. 3 years, save on 1d20 rolls GTET [48-Level-Will]).

4. **Break Through.** The room is furnished with a padded leather bench, a small round table, the broken pieces of several other pieces of wooden furniture, and an empty painted wood sarcophagus. On the floor are: pieces of three clay flasks, two ordinary arrows, an empty glass vial, four blank pieces of ripped parchment, a dented open-faced helm, and a dagger with a crack in the blade. The room is occupied by five HD6 **Giant Pythons**, each 18 to 20 FT long. The south wall is painted with a scene of an arch with a tunnel beyond leading to a room of gold; the wall within the arch is unsupported and one-quarter inch thick so that a strong kick or one hit by a large pick or weapon would break through (the wall is thin but solid, and does not detect as a hidden or secret door).
5. **Treasury Room.** A hidden door on the east wall in the southeast corner leads to Trapped Stair and the lower level. The room holds five large bronze chests, each with steel keyholes (locked, -6 open lock), four large wooden barrels, and an upright wooden armoire. A group of six staves leans in the northeast corner (one has the aura of enchantment and is used to retrieve the idol at Calamity Jane). A group of fourteen HD3 **Giant Wood Rats** (one **rat** is HD5, carrying a *poison fatal* to Dwarves and Gnomes, save 1d20 roll GTET [35-Stamina], checked per bite) comes through the door from Trapped Stair when the door is opened. Four HD10 **Lycanthropes** (Rat) in rat-form appear from the north (Break Through) 1d20 minutes after Adventurers enter. When Adventurers enter from the Trapped Stair direction the room is occupied by three **Type 7B Devils**.

The first bronze chest has an *electrical trap* on the lock (-12 identify trap, -10 disarm trap): 1d8 shock on a failed opening attempt (save on 1d2 rolls GTET [28-Stamina]); a false chest bottom (-4 to find, -4 open lock) conceals a Leyden jar. The chest contains 1400 GP, bronze *Bells of Dancing*, horn *Pipes of Snake Charming*, a pair of brown leather *Lead Boots*, white leather *Fumbling Gloves* (human sized), a blue woolen *Cloak of Attention*, and a *Backbiting War Hammer* +3.

The second bronze chest contains 3000 SP, two *Disease Draughts* (smallpox, diphtheria), a *Tonic of Armorskin* AC+10, a *Dwarven Death Potion*, three vials of *Unholy Water*, two flasks of oil, a *Blindness Draught*, and a *Liqueur of Haste*.

The third bronze chest has a *gas bladder trap* that discharges when the top is opened (range 6 FT, -6 identify trap, -8 disarm trap; bladder is in the chest top); all persons breathing the gas are paralyzed 1d100 minutes (save on 1d20 rolls

GTET [32-Stamina]). The chest contains 4000 CP, seventeen 100 GP gold rings, four 500 GP gold chalices, two jeweled ceremonial daggers with scabbards (6700 GP, 8175 GP), six 350 GP silver chains, three emeralds (2700 GP, 4520 GP, 6050 GP), eight pearls (each at 4000 GP), five topaz (each at 2500 GP), nine 1800 GP pairs of gold earrings, two silver pitchers (38 GP, 44 GP), and three gold bowls (110 GP, 155 GP, 205 GP).

The fourth bronze chest has a *poison needle trap* (-5 identify trap, -6 disarm trap) consisting of three rotating needles: a needle jabs out on 1d20 rolls GTET 7 after each attempt to open the lock (successful or not); avoid on 1d20 rolls GTET [33-Agility], affected persons have severely blurred vision for 1d100 minutes (save 1d20 rolls GTET [32-Stamina]). The chest contains a *Chain Mail shirt* AC+15 (*Armor of Attraction*), steel *Arm Guard* AC+6 (*cursed*, triple effective weight), a pair of leather *Bracers of Palsy*, a pair of red leather *Gloves of Weapon Proficiency* (*cursed*, -3 TH when using blunt weapons), a steel *Helm of All Seeing* (*cursed*, cannot be removed, wearer is *mute* while worn), a silver *Sword Biting Scabbard*, a bronze large circular *Shield of Gaze Reflection* (attracts Fire magic), a pair of steel *Foot Guards* AC+8 (*Shoes of Dancing*), a red woolen *Cloak of Scents* AC+10, and a *Tome of the Warrior's Folly* (Warrior class Adventurer loses XP15,000).

The fifth bronze chest contains a dusty antique-style bronze lamp (aura of enchantment), a 2200 GP golden harp, a 450 GP 5 pound tin of incense, four 175 GP flasks of perfume, four 35 GP 3-pound tins of pipeweed, two 200 GP flasks of aged cognac, an 1800 GP book of (lost) musical scores by the famous composer Amfortas Brochwel, two 660 GP books of flower sketches by the famous artist Fianche Rosequill, and three spell books. When the lamp is rubbed, cleaned, opened, or lit, it releases a captive HD8 **Berg Troll**.

The first spell book has a *Glyph of Stunning* on the inside cover (range 5 FT, persists 1d100 minutes, save 1d20 rolls GTET [42-Level-Will]); it contains the following Shaman magic spells: BASIC *Besting Chance*, *Confuse Weapons*, *Dominate Animal*, *Horga's Mage Block*, *Levitation*, *Mind Speech*, *Minor Sleep*, *Remove Confusion*, *Remove Panic*, *Waken*; LESSER *Aura of Heroism*, *Bar Good or Evil*, *Cloud the Mind*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, *Mind to Mind*, *Send Mage Energy*, *True Sight*; GREATER *Clone Person*, *Geas*, *Minor Time Walk*, *Reincarnation*, *Spell Permanency*, *Soul Transfer*. The second spell book contains following Fire magic spells: BASIC *Ashes*, *Command Fires*, *Consume*, *Detection*, *Detect Prying Eyes*, *Fireworks*, *Magic Grenade*, *Rage*, *See Invisible*, *Thermal Vision*; LESSER *Anti-Vision Walls*, *Blindness*, *Daylight*, *Disperse Magic*, *Exploding Glyphs*, *Mirage*, *Mesmerize*, *Protect Versus Blindness*, *Vision*; GREATER *Fire Hail*, *Fire Walk*, *Magic Timed Blast*, *Summon Djinn*.

TOMB IN THE SAND

Continued from #5, Treasury Room... The third spell book has a *Glyph of Blindness* on the inside cover (range 5 FT, persists 2d100 hours, save 1d20 rolls GTET [44-Level-Will]); it contains the rituals for *Area Shield*, *Plague of Insects*, *Avalanche*, *Transmutation*, *Area Asleep*, *Area Monsoon*, *Create Lake*, and *Crop Blight*.

The wooden barrels together contain 26,000 copper coins all with an *illusion* (disbelieve on 1d20 rolls GTET [33-Will], checked per barrel opened) to appear as platinum coins.

6. **Trapped Stair.** A 20 horizontal FT long stairway drops by 17 vertical FT. A hidden door (-12 to find, -12 open lock) at the top of the stair leads to the Treasury Room. A hidden door at the bottom leads to Ring Artifact. A pressure pad (-9 to find, -7 disarm trap) hidden in the stair 6 FT from the top causes a swinging arm to be released from the ceiling (avoid on 1d20 rolls GTET [28-Agility]) with three large sharp spikes, causing 1d10 damage.
7. **Pain in the Neck.** A hidden door at the west end leads to the Evil Altar, a hidden door at the east end leads to Mummy Guards. Just inside the west doorway is a red satin pull-cord which disappears into the ceiling; pulling the cord causes a mournful foghorn sound. An *invisible* trip cord (-16 to find, -14 disarm trap, avoid on 1d20 rolls GTET [37-Agility] if not detected, avoid GTET [27-Agility] if detected) is across the passage 10 FT from the east end, at neck height for an average human; persons running into the cord suffer 1d6 damage. When pressure is put on the trip cord it releases a bladder filled with **Rust Mold spores** through six small holes in the ceiling.

A hidden door on the north side of the corridor open to a narrow stair leads down and to the north; it drops 25 vertical FT over 17 horizontal FT. A solid rock wall is at the bottom which does not lead anywhere.

8. **Mummy Guards.** A hidden door in the southwest corner leads to Pain in the Neck and the exit, a hidden door in the southeast corner leads to Iron Sentinels and the lower level. The room contains five closed wood sarcophagi and twelve standing HD7 **Mummies**. Three sarcophagi are empty. The third sarcophagus holds a HD8 **Lycanthrope** (Wolf) armed with a *poisoned* Machete (*blindness*, 2d12 hours, save 1d20 rolls GTET [33-Stamina], checked/hit). The fifth sarcophagus holds a HD7 **Medusa** armed with an *Enraging Blade* +3 (*Long Sword*). Hidden in the satin lining of the second sarcophagus is 40 electrum pieces, a silver *Charm versus Efreet*, a sapphire *Romance Stone*, and a *Ring of Immunity to Life Draining* (42 charges). The mummy wrappings together contain: 36 GP, 3 platinum pieces, two carved ivory mummy figures (84 GP, 90 GP), two 80 GP gold charms against good (not enchanted), three 12 GP plain silver rings, five 20 GP pieces of carved jade, a 2800 GP sapphire, and four 3 GP bronze-obsidian bracelets.

9. **Iron Sentinels.** A corridor exiting through the north wall leads to a secret door to Mummy Guards. The corridor is a ramp which drops 5 vertical FT from its north end to the south end and is covered with *Oil of Slipperiness* (fall for 1d4 unless succeeding on a 1d20 roll GTET [30-Agility]). Standing along the south wall are three 7 FT tall iron statues of bird-headed male humanoids.

A 5-FT diameter circular metal hatch in the northwest corner is at the top of a 30 vertical FT shaft to Calamity Jane, the hatch is cool or cold to the touch; a hand wheel on the hatch top is kept closed by a steel chain with a steel padlock (-10 open lock). The shaft is at a constant temperature of 40°F. A **White Mold** (hp28) grows in the shaft on 1d20 rolls GTET 11. Adventurers climbing down the shaft experience a strong coughing attack from mold spores for 1d12 minutes unless succeeding on a 1d20 roll GTET [30-Stamina]. The statues animate (HD11 **Iron Golems**, hp85, AC66) and attack Adventurers when the floor hatch is opened; they also defend themselves.

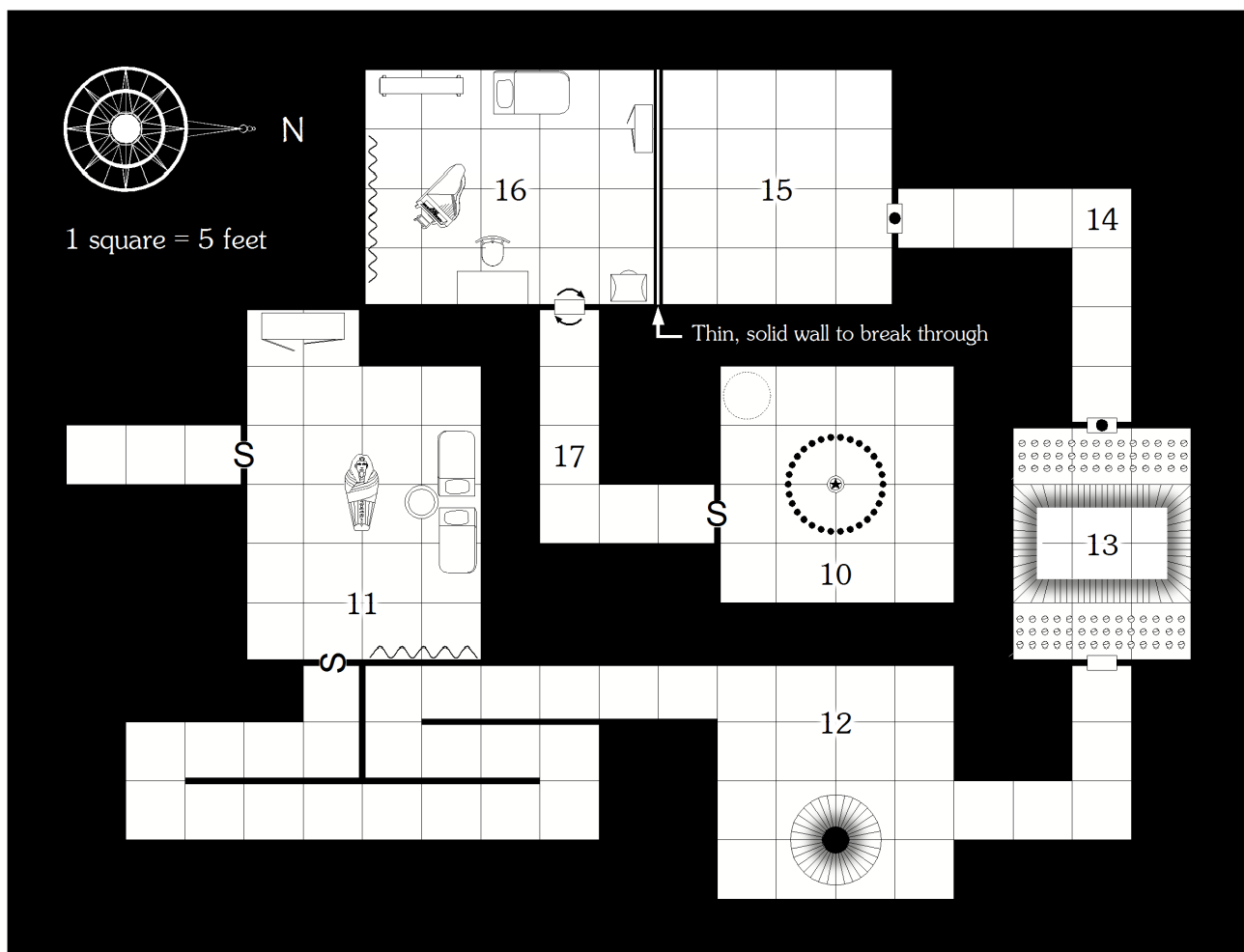
Lower Level (see map on page 42)

10. **Calamity Jane.** A vertical shaft in the ceiling leads upward to Iron Sentinels. A 14 inch tall jade idol depicting a two back-to-back Medusa (*Idol of Calamity*) sits on a 40 inch tall by 20 inch red stone pedestal in the center of the room; the pedestal is completely surrounded by an 8 FT diameter circle of floor-to-ceiling iron bars set 22 inches apart. When any iron bar is touched by the staff found at in the Treasury it and the adjacent four bars disappear for 1d20 minutes, leaving a hole large enough to retrieve the idol.
11. **Ring Artifact.** A hidden door in the southwest corner leads to the Trapped Stair. A hidden door (-15 to find, -12 open lock) in the south wall leads to a passage connecting to Clay Storks. The room is furnished with two fine divans, a small wooden circular table, and an upright armoire. Two 3 FT columns of green stone support a brightly painted wood sarcophagus in the center, closed by a bead of lead. Lit 200 GP golden lamps are attached to each wall by golden brackets. A fine 300 GP 8-FT brown-orange oval carpet is on the floor. A 920 GP 9 FT by 7 FT tapestry hangs from a 75 GP golden rod mounted on the south wall.

The armoire has silver keyhole (locked, -6 open lock). Inside are two hooded woolen cloaks, a red silk cape, five white long-sleeved tunics, three shirts, two pairs of leather pants, a leather belt, a pair of leather gloves, three pairs of knee-high leather boots, a pair of slippers, and four robes. A hidden (-9 to find, -7 open lock) compartment in the bottom of the armoire holds a silver box lined in green satin (*aversion*, must succeed on a 1d20 roll GTET [52-Level-Will] to open the box). The silver box holds the **Ring of Plurality**.

The Tomb in the Sand

Lower Level



Continued from #11, Ring Artifact...A HD10 **Mummy Lord** is inside the sarcophagus. Their mummy wrappings hold 31 GP, 5 platinum pieces, a 11,400 GP ruby, two 60 GP ordinary gold rings, a 4130 GP gold-ruby pin, and a 165 GP ivory carved mummy figure. The Mummy Lord is wearing the *Wraith Ring*, and will release the captive HD10 **Wraith** if it is losing a fight.

- 12. Clay Storks.** The room is occupied by four HD10 **Clay Golems**, 11 FT tall, humanoid bodies constructed with stork's heads; the Golems are armed with *1d8 Flails +1* (+1 TD versus Good). An 8 FT diameter hole in the center-south of the room is the top of a 32 vertical FT shaft which widens to 12 FT diameter at the bottom; a series of 1 inch holes are around the rim just under floor level (-10 to find); a copper metal chest is seen on the shaft floor (1d20 roll GTET [26-Intelligence]). A faint aroma of rotten eggs can be identified on 1d20 rolls GTET [35-Intelligence]. When GTET 20

pounds weight is placed on the shaft bottom (e.g an Adventurer standing there) streams of fire shoot from the holes to the center, the fire continues for 15 minutes before ceasing; a person trying to climb through the fire suffers 2d8 fire damage (reduce to 1d6 on 1d20 rolls GTET [35-Stamina]). Any ordinary object (rope, etc.) which passes through the fire is destroyed. The chest at the bottom of the shaft has a five tumbler lock (-12 open lock), each tumbler having 12 letters from a through l; the correct combination is f-a-i-l-e; it contains 8800 SP, 150 GP, eight platinum pieces (-12 to find), two *1d8 Healing Potions*, a flask of *fatal poison* labeled as a *Flying Potion* (save 1d20 GTET [34-Stamina], humans apply a +4 bonus), a *Dirk +1*, and a 9000 GP 15-inch gold idol depicting an Efreit. If the chest is moved, a spring-mounted plunger held down by its weight releases, starting a 10 round timer that sets off a 3d8 explosive (half damage on a 1d20 roll GTET [33-Stamina]) – Adventurers between 10 FT from the shaft bottom and the top of the shaft suffer one-third

TOMB IN THE SAND

Continued from #12, Clay Storks...damage (save 1d20 GTET [34-Stamina]). A **Type 7B Devil** arrives here by *teleportation* 1d20 minutes after Adventurers enter.

13. **Fire in the Hole.** The west and east walls are painted in murals depicting Type 7 Devils whipping a variety of naked male and female humanoids in a desert environment. The central area, 10 FT by 15 FT, is 15 FT below the edges. Sharp-tipped spikes are densely mounted in the floor of both the 5 FT-wide sections at the north and south ends of the room; Adventurers moving through the spikes suffer hp1d8 per 5 FT square (avoid on 1d20 roll GTET [28-Agility], checked per square section). The spikes on the south side are *poisoned* (*paralysis*, 1d100 minutes, avoid 1d20 roll GTET [30-Agility], save 1d20 roll GTET [32-Stamina]). A locked door (-10 open lock) on the north end leads to the Perilous Corridor; a locked door (-12 open lock) on the south end leads to a corridor connecting to 12. The room contains three HD12 **Fire Elementals**.
14. **Perilous Corridor.** A locked door (-12 open lock) at the west end leads to Sphinx and Giant; a bladder of sleep gas is located the floor and is released when the door swings off of a spring-loaded peg (-12 to find, -6 disarm trap; takes affect in 1d6 rounds per person, persists 3d100 minutes, save 1d20 GTET [33-Stamina]). A locked door at the south end (-10 open lock) leads to Fire in the Hole. Both walls are painted with murals depicting a wet, depressing, swamp. The floor is covered in black-and-white ceramic tiles; a larger green tile is located about ever 4 FT from one door to the next (avoid on 1d20 rolls GTET [23-Agility]). An Adventurer who steps on any green tile becomes encased 2 FT thick in a wet green mold (1d8 acid damage per round, half damage on 1d20 rolls GTET [32-Stamina]). The mold takes 1d6+4 rounds to remove; alcohol removes the mold in 2 rounds.



At the midpoint of the northern (east-west) segment the mural depicts a glowing-eyed *Catoblepas* on the south wall: an Adventurer looks at the Catoblepas unless succeeding on a 1d20 roll GTET [33-Will]; a person viewing the image becomes *petrified* for 3d100 hours (save 1d20 roll GTET [48-Level-Stamina]). At the midpoint of the southern (north-south) segment the mural depicts on the east wall two glowing orange-eyed **Type 7C Devils**: an Adventurer looks at the Devils unless succeeding on a 1d20 roll GTET [31-Will]; when the Devils are viewed directly they are released from the mural and materialize in the corridor (save 1d20 roll GTET [48-Level-Will]).

15. **Sphinx and Giant.** The room is occupied by a HD14 **Olympian Sphinx** and a HD15 **Giant Mummy** (14 FT tall, hp65, AC50, weapon GTET +2 required to injure, double damage from silver weapons, poisonous *breath* (once/3 rounds, range 8 FT, 1d8 damage, save 1d20 roll GTET [30-Stamina]), innate spells {1/day each: *1d10 Lightning Bolt*, *1d12 Cold Ray*, *Hold Person*, *Choke*, *Remove Air*}, 1d10 kick, armed with a 2d6+2 Giant's Club {Strength GTET 20 to wield}). The mummy has the following concealed in its wrappings: 22 GP, 6 platinum pieces, 3 electrum pieces, a 950 GP piece of carved black ivory, a copper luck charm (not enchanted), a 2300 GP silver-onyx-bloodstone pin shaped like a Pegasus, three 200 GP plain gold rings, a silver ring with a hidden (-5 to find) compartment concealing a 1d10 healing pill, and a *Dart* +2.

A bladder of sleep gas is located the floor and is released when the east door swings off of a spring-loaded peg (-12 to find, -6 disarm trap; takes affect in 1d6 rounds per person, persists 3d100 minutes, save 1d20 GTET [33-Stamina]).

16. **King's Tomb.** The room is 9 FT tall, the walls are painted in shades of ochre and the floor is covered by a deep purple (wall-to-wall) carpet. The room is entered through a door from Sphinx and Giant, and through a hidden door (pivot around the center point) in the Horrific Passage (from the inside, -14 to find, -11 open lock). The room is furnished with a long divan, writing desk and chair, a fine harpsichord (42 ivory keys each 5 GP) and bench, armoire (gold keyhole, locked, -10 open lock), and a bronze chest (padlock, -5 open lock). A 1000 GP crystal bowl filled with glass fruit (eight at 250 GP each) sits on a small round table. A purple marble slab, 6 FT by 8 FT, is mounted in the north wall inside a thin gold frame, the name of the **resident Mummy King/Queen** is engraved in hieroglyphic characters on a 20 inch by 10 inch gold plate fastened to the slab; a small gold keyhole is found in each of the four corners (-7 to find, -18 open lock). A 3200 GP tapestry hanging on the west wall depicts a Mummy wearing a crown standing on a rock looking down at a crowd of kneeling human slaves in loincloths. The room is guarded by three HD12 **Mummy Lords** armed with silver-bladed *poisoned Scimitars* +2 (2d100+20 hours *blindness*, save 1d20 GTET [32-Stamina], checked per hit). Four

TOMB IN THE SAND

Continued from #16, King's Tomb...HD9 Mummies armed with *Spears* +2 arrive 10 minutes after Adventurers enter the room. Three **Type 7C Devils** arrive 40 minutes after Adventurers enter.

The desk has four drawers, one with a silver keyhole (locked, -4 open lock). The unlocked drawers contain forty pieces of parchment, six vials of black ink, three quill pens, a 30 GP silver letter opener, a 450 GP gold seal, ten tabs of wax, two blue candles, a gold-bladed *Dirk* +2, a small leather bag of twenty-five dried chili peppers (suffer 1d3 damage, save 1d20 GTET [28-Stamina]), a Diabolic Pass for the Sixth Circle (forged, save 1d20 roll GTET [33-Will]) and two Diabolic Passes for the Seventh Circle, a pair of black linen gloves, and a 160 GP gold nugget. The locked drawer contains a sheaf of papers written in Infernal Cant; when the papers are lifted out they reveal a *Glyph of Petrification* (range 4 FT, avoid 1d20 roll GTET [32-Will], save versus stoning on 1d20 roll GTET [34-Stamina]). One of the papers (-8 to find) is a Priest's scroll (*Banish Confusion, Banish Fatigue, Banish Paralysis, Banish Paralysis, Banish Spells, Banish Spells, Blind Undead, Deflect Magic, Detoxify Poisons, Detoxify Poisons, Divine Armor AC+50, Create Major Food, Restore Sight*). A very small gold key is found under the papers that fits the locks in the corners of the marble slab in the wall.

The harpsichord bench top lifts to reveal an interior compartment. The compartment contains ninety musical scores (75 are valued at 25 GP; on a 1d20 roll GTET 17 a score is a previously-unknown piece by a famous master composer valued at 1d12*1d6*150 GP; 15 scores are original pieces by Prince Amayon valued at 5000 GP each), three books on playing the harpsichord (48 GP, 92 GP, 350 GP), a 82 GP book on playing the violin, two violin bows, and a small metal triangle (aura of enchantment) with ringer. The bottom of the compartment can be pulled out (-15 to find) to reveal a scroll attached to the underside (Fire: *Blindness, Blindness, Darkness Zone, Disperse Magic, Disperse Magic, Flame Trap, Invisibility, Invisibility, Invisibility, Night Vision, Shield versus Fire, Shield versus Fire*).

The armoire contains ten fine royal robes (500 GP each), two hooded cloaks (one is *protection versus heat*), three pairs of sandals (one allows *normal movement rate in sand*), a pair of white leather boots (*cursed; cannot move when in sand*), two leather belts with 50 GP gold buckles shaped like a cat's head (one allows a +1 TH bonus versus Devils), a girdle (AC+25 versus Devils), four pairs of leather gloves (one allows *handling of cursed items without triggering the curse*), a snake-headed walking stick (conceals a *Rapier* +1 blade), and a green leather vest (*of many pockets*).

The bronze chest has coating of contact poison (-10 to find, paralyzing 2d100 minutes, save 1d20 GTET [32-Stamina],

checked per touch). The chest contains 3800 SP. Lying on top of the coins are a 4200 GP gold-ruby-diamond scepter, two gold-platinum-diamond-pearl-turquoise crowns (12,580 GP, 18,255 GP), a 3000 GP gold chain with a 9220 GP platinum-ruby pendant, an 810 GP gold armband, a 7300 GP jeweled-hilt *Dirk* +1 (unholy) in a 4400 GP adamantine-amber-pearl scabbard, a 5500 GP gold-ruby ring, and a 4000 GP platinum-topaz-ivory pair of spectacles (aura of enchantment, no special abilities). If the coins are removed, a depression in the chest bottom is revealed, it holds a wood *Rod* +1 (1d6 damage) inlaid with ivory-onyx-turquoise-moonstone; the rod has 160 charges: a charge does 1d20 damage to mortal humanoids, 2d20 damage to corporeal Undead (e.g. Ghoul, Wight, Vampire, Mummy, etc.), and 3d20 damage to incorporeal Undead (e.g. Banshee, Ghost, Specter, Vision, Wraith, etc.).

The marble slab can be pried out of the wall using appropriate tools, it requires three persons and they succeed on 1d20 rolls GTET [60-Strength1-Strength2-Strength3], checked per round. If the four corner locks are unlocked using the gold key found in the locked desk drawer, the marble slab opens easily; it rotates down into the room along a hinge along the bottom. When the slab is opened it released contaminated air into the room, causing 1d100 minutes unconsciousness (dissipates in 1d10 rounds; save 1d20 rolls GTET [30-Stamina], checked per round until the air clears). Three HD11 **Wraiths** are also released when the slab is removed; ringing the *triangle* found in the harpsichord bench *banishes* them for 4 hours. The niche behind the slab contains a finely painted 14 FT wood sarcophagus inlaid with ten pieces of amber (each 500 GP), ten pieces of ivory (each 250 GP), twenty pearls (each 1000 GP), and twenty bloodstones (each 2000 GP); it is sealed by a bead of lead.

The sarcophagus easily pulls out of the niche, maintaining its height by *levitation*. It contains the bleached bones (aura of enchantment) of a tall humanoid dressed in a fine robe and sandals; ten 1500 GP pieces of black ivory are placed in the skull as teeth. The skeleton 'wakes up' 5 minutes after the sarcophagus is opened (HD15 **Liche**, hp80, AC60, 1d12 punch, *putrid breath* {5/day, range 4 FT, 1d100 minutes *unconsciousness*, save 1d20 GTET [34-Stamina]}, Air spells: 20 BASIC 1d6+5 *Lightning, Fog Bank, Putrid Scent, See Invisible, 1d10+3 Sonic Blast*; 15 LESSER: *Area Silence, Choke, Disperse Magic, 3d6+5 Area Hailstorm, Hold in Place, Invisibility, Remove Air, Summon Air Elemental*; 10 GREATER: *Banshee's Wail* {5 hours blind-deaf}, *Flight, Gravity Well, Toxic Fume Cloud* {fatal}, *Wall of Force*).

The inside of the Liche's robe has a hidden pocket (-10 to find) which holds a platinum *Ring of Spell Storing* (1d12 *Arrow Volley* {1d6/arrow}, *Cloud the Mind, Cloud the Mind, Disperse Magic, Disperse Magic, Gregor's Mage Drain, Hold in Place, Hold in Place, Geas, 5d20+20 Imminent*

TOMB IN THE SAND ; PYRAMIDS

Continued from #16, *King's Tomb...Mortality, New Realities, Minor Time Walk*), a gold *Reincarnation Ring*, and a silver *Ring of Id12 Healing* (68 charges).

17. **Horrific Passage.** The floor is covered in copper tiles, the walls are painted in disturbing geometric patterns of black, purple, yellow, orange, mauve, and pale green. The ceiling is covered with a red gel with many dangling red-orange filaments. A line of glowing blue comedy masks hangs on the west/south wall at 6 FT, separated by 7 FT; a line of glowing yellow tragedy masks hangs on the east/north wall at 6 FT, separated by 7 FT (paired masks). Below each comedy mask is a *Glyph of Fear* (persists 2d100 minutes, range 5 FT, avoid on 1d20 roll GTET [30-Will], save 1d20 GTET [46-Level-Will]), below each tragedy mask is a *Glyph of Stunning (unconscious 1d20 minutes then confused 1d20 minutes, range 5 FT, avoid on 1d20 roll GTET [31-Will], save 1d20 GTET [48-Level-Will])*. The masks can be removed from the wall (-4 open lock). The effect from the *glyph* (save on 1d20 roll GTET [32-Will]) inscribed on the back side of each mask is determined using 1d8: (1) a Wizard or Priest's effective SPM is reduced 2 points for the next 8 hours, (2) effective Will statistic is increased by 1 for the next 8 hours, (3) effective Agility statistic is decreased by 2 for the next 8 hours, (4) effective Will statistic is decreased by 2 for the next 8 hours, (5) apply a +2 saving roll bonus for the next 8 hours, (6) apply a -3 saving roll penalty for the next 8 hours, (7) apply a -3 penalty to opening locks and disarming traps for the next 8

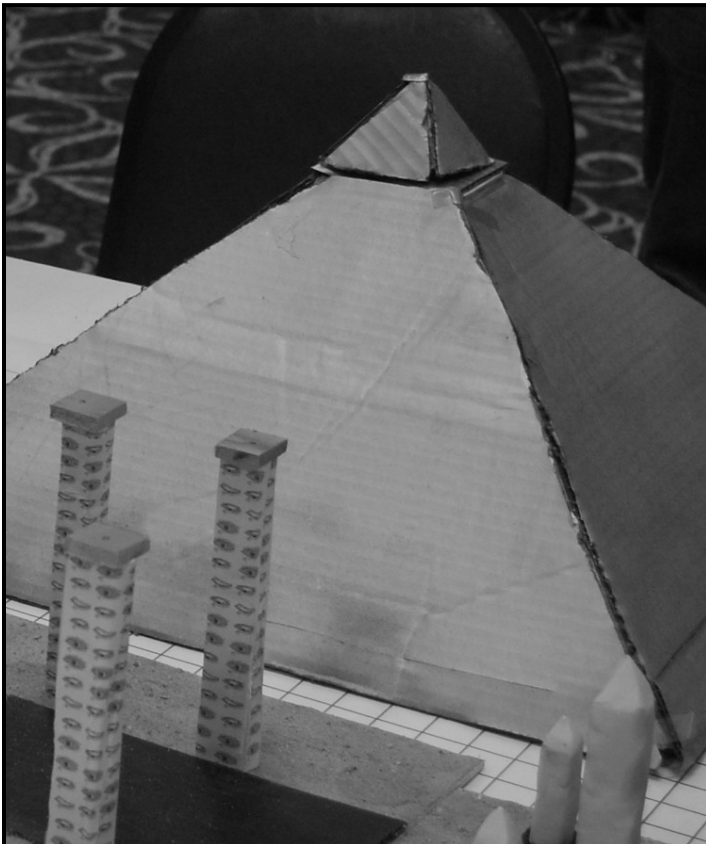
hours, (8) apply a +2 TH bonus for the next 8 hours. The north end of the passage is a hidden door (entire wall section pivots on its center line); the door is -16 to find from the passage side, -14 open lock.

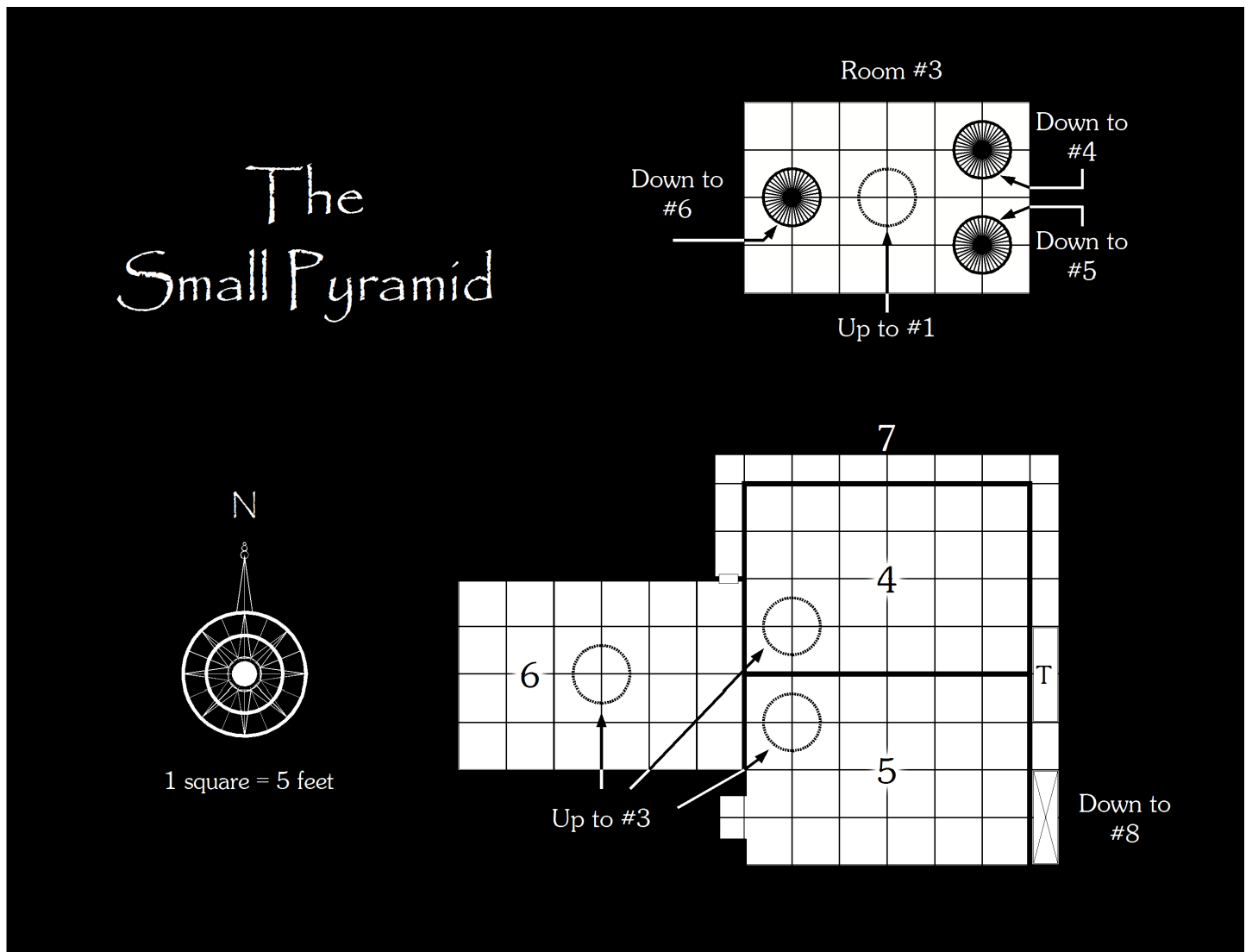
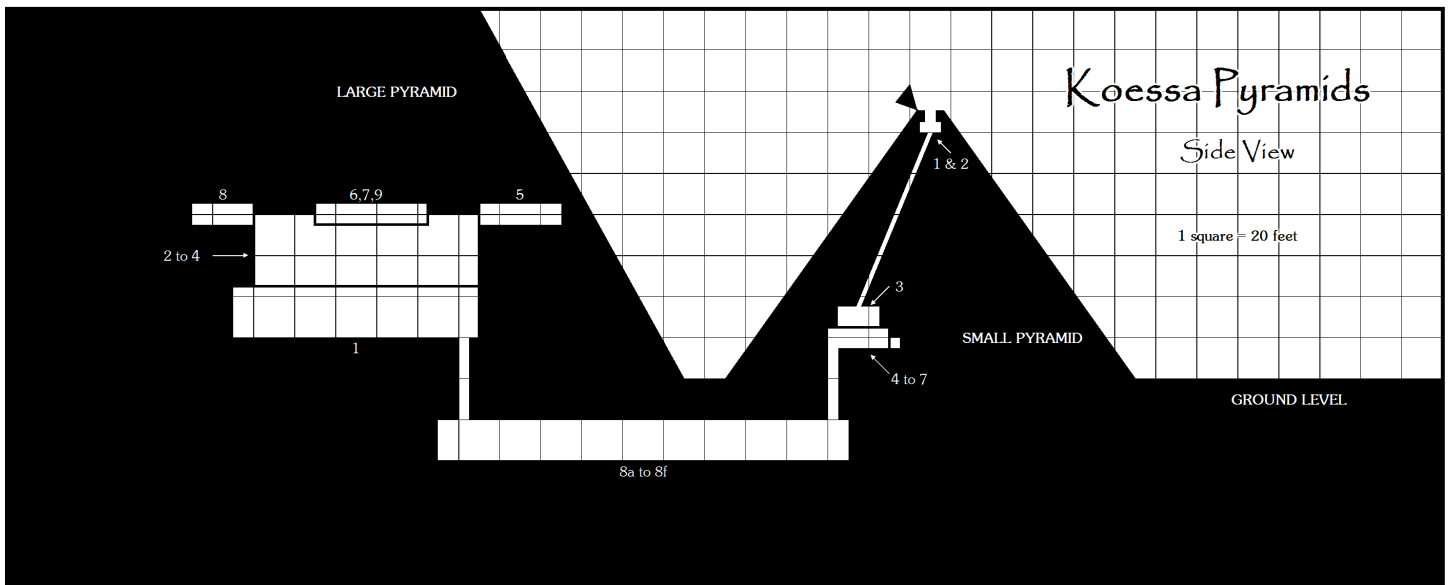
Great and Small Pyramids

Two white stone pyramids stand in the southwestern part of the Oasis, a smaller one immediately adjacent to, and north of, the larger. The smaller pyramid has a base 90 FT by 90 FT and is 140 FT tall, and the larger has a base 200 FT by 200 FT and is 230 FT tall. A space 25 FT wide separates the two, they are arranged along the same center line. The pyramids have smooth stone faces that are moderately difficult to climb; the stone is hardened and resists ordinary metal spikes and pitons. The hidden door about half-way up the south side of the Large Pyramid is one-way only (out from the inside) and be found by an external search.

Small Pyramid (see diagrams on page 46)

1. **Pop Top.** The top 10 FT of the pyramid is hinged and Adventurers can pivot it back and open to reveal an interior depression around a vertical shaft. The cover cannot be readily discerned (-22 to find from the ground, -7 to find from the top). Three locking mechanisms must be released on each of three sides [the hinge being the fourth side], they are -8 to find, -8 to open. A 'to find' roll of 1 results in a hp1d3 cut to the hand (reduce effective Agility by 1 point for the subsequent 12 hours).
2. **Shaft Surprise.** A vertical shaft, 35 FT long by 6 FT in diameter. Steel rungs fixed to the shaft break on 1d20 rolls GTET 19, checked per person, fall for hp1d4. A **Type 7A Devil** is in the shaft, armed with a *Spear +1 (poisoned, 2d100 minutes paralysis, save 1d20 rolls GTET [30-Stamina], checked per hit)*. The Devil is strapped to the rungs so that if they are killed, the corpse needs to be removed to access the shaft. The third rung is coated with a clear contact poison (1d20 minutes sleep, save 1d20 roll GTET [33-Stamina]).
3. **Three Holes.** The walls are covered in tan ceramic tiles, dark blue ceramic tiles cover the floor, the ceiling is white-washed stucco. One 6 FT diameter hole is in the floor on the west side of the room (leading down to Air Power, #6), two 6 FT diameter holes are in the floor on the east side (leading down to #4, Earth Power, and, Mermaid's Home, #5). Clouds are visible through the hole on the west side; Adventurers who listen at this hole hear the faint echoes of thunder. Swirling mists of red dust are visible through the hole in the northeast corner; Adventures who listen at this hole hear a crackling sound. The hole in the southeast corner is filled with (salty) blue water; Adventurers who listen at the hole hear the sound of crashing waves. Two **Zoybim** armed with *poisoned Scimitars +1 (paralyzed 1d20 minutes, save 1d20 roll GTET [30-Stamina])* are in this room playing

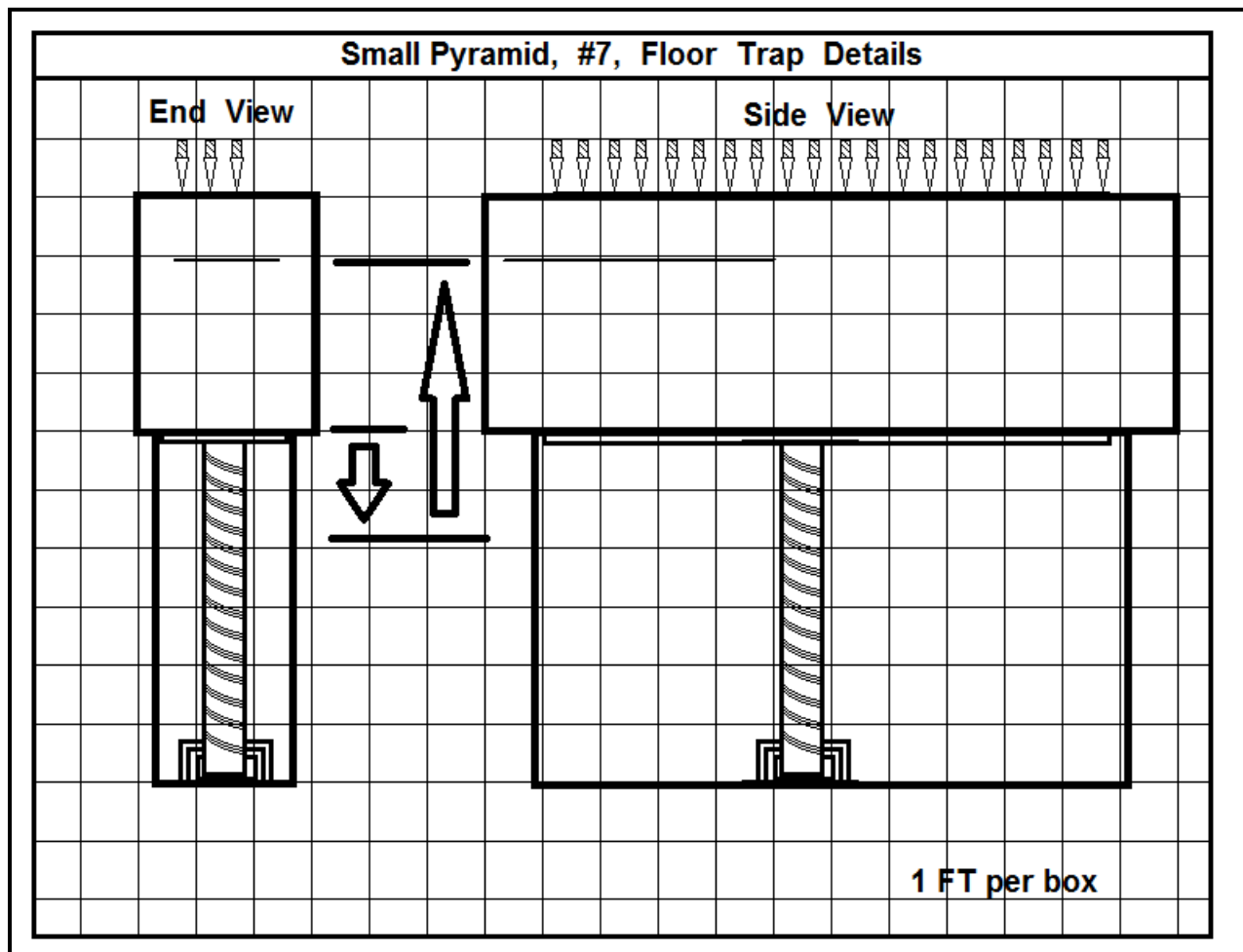




PYRAMIDS

Continued from #3, Three Holes...sea songs on fine guitars (1230 GP, 1720 GP).

4. **Earth Power.** The walls and floor are covered by red ceramic tile. A 10 inch layer of sand covers the floor. The room is filled with a *continuous dust storm* (visibility 3 FT) caused by a HD10 **Djinn** held captive by silver chains (requires enchanted weapons to break) around their wrists. Adventurers in the room suffocate on a 1d20 roll of 1, checked every round (save on 1d20 roll GTET [28-Stamina]). If the **Djinn** is released, he gives Adventurers an 18,000 silver-platinum-diamond Ring (*Ring of Spell Storing*, only contains one *Altered Realities* spell) before disappearing. Adventurers who dig sand out the southwest corner find a *Scimitar +1* (when wielded by a good Crusader: +4 TH, hp1d6 healing 3/day, restore sight 1/day).
5. **Mermaid's Home.** The room is completely filled with salty sea water, with a niche in the wall on the west side. A 16,200 GP 18-inch polished green coral statue of a Mermaid (pearl eyes) is in the niche, on a concealed pressure plate (-14 to find, -10 disarm); when the statue is removed, an 8 inch thick plug of ice forms in the opening to Three Holes (#3), preventing a swimmer from returning and leaving no air to breathe. A swimmer becomes *unconscious* after (Stamina statistic)*5 seconds (save 1d20 roll GTET [34-Stamina], checked every 5 seconds); an unconscious person drowns after 4 rounds (save 1d20 roll GTET 34-Stamina), checked every subsequent round). The ice plug immediately disappears when a weight approximately equal to that of the statue is placed in the niche. If a weight only a small amount heavier than the statue is placed in the niche, the hole remains plugged AND the water becomes infused with a fatal toxin (save on 1d20 rolls GTET [30-Stamina], checked every round of exposure) absorbed through the skin. When the statue is dry, it can summon one HD9 **Mermaid** (Priestess L8, persists 30 minutes).
6. **Air Power.** The room is filled with a continuous fog cloud, with frequent low rumbles of thunder and flashes of lightning, the visibility is 5 FT. A 3 FT by 2 FT door (-10 to find; -8 to find the latch) at floor level in the northeast corner leads to the Surrounding Passage. The walls and floor are covered in black ceramic tile. The room is occupied by three HD10 **Air Elementals**. When the last Elemental is banished, they leave behind three one-use pouches of *Ahab's Storm Dust*.
7. **Surrounding Passage.** A 3 FT by 3 FT passage entered from a door in Air Power (#6), the passage can only be



SMALL PYRAMID

Continued from #7, Surrounding Passage...transited on hands-and-knees (large creatures may not be able to transit at all). The passage wraps around the west, north and east sides of Earth Power (#4), and Mermaid's Home (#5). One pair of strong metal wires stretches across the passage at 1 FT and 2 FT height; running into the wires causes hp2 damage (-6 to find, avoid if not detected on 1d20 rolls GTET [32-Agility]); one pair of strong metal wires stretches across the passage at 1 FT and 2 FT height, running into the wires causes hp2 damage (-6 to find, avoid if not detected on 1d20 rolls GTET [32-Agility]). Any significant stressing of the wires causes a yellow gas to be released through holes in the ceiling (*confusion* 2d100 minutes, save 1d20 GTET [32-Will], checked per round exposure, gas persists 2d12 rounds). A 3 FT by 10 FT plate in the floor of the east side is mounted on a spring-driven piston, when GTET 45 pounds weight is placed on the plate it depresses 2 FT on the piston then drives upward 5 FT (taking any person on the plate with it), pinning the person in the 1 FT remaining space between the plate and ceiling. The piston then locks in the up position; with the piston up, a pit 10 FT by 6 FT deep by 3 FT wide blocks the passage. The upward movement of the piston also causes a 20 by 4 array of adamantite spikes to emerge from the ceiling (see the diagram on page 47). An Adventurer pinned on the plate suffers hp1d8+4 damage from being slammed and spiked into the ceiling. A 10 FT by 3 FT opening at the south end of the eastern leg of the passage is the top of a 40 vertical FT rectangular shaft that leads down to the Elemental Corridor (#8).

8. **Elemental Corridor.** An underground corridor connects the Small Pyramid to the Large Pyramid; the corridor is 25 vertical FT below ground, a 40 vertical FT shaft connects the north end of the corridor to the Surrounding Passage (#7) in the Small Pyramid. The north entry room has a teak wood floor and walls painted pink, with a tapestry hanging on the north wall that depicts the rain of fire over the Desert of Fire. The door to room 8A has a padlock (-5 open lock); persons listening carefully at the door hear a whistling sound; when the padlock is unlocked, it requires a total Strength GTET 26 to pull the door open.

8A. **Air Room.** The walls and floor are covered in white ceramic tile. The room is a continuous maelstrom of strong whirling winds combined with flying hailstones; unprotected persons suffer hp1/minute of exposure (avoid on 1d20 rolls GTET [28-Agility], checked per 5 minute period). A strong adamantite padlock (-10 open lock) is on the door to the Earth Room.

8B. **Earth Room.** The walls are covered in rust-colored ceramic tile. The floor is apparently covered by a layer of mud; actually, the floor is the top of a 20 FT deep layer of quicksand. Adventurers crossing the quicksand become stuck unless succeeding on a 1d20 roll GTET

[42-Strength-Agility], checked after every 1 minute. A stuck person goes under the quicksand after Strength+Agility+5 rounds; they break free on 1d20 rolls GTET [46-Strength-Agility], checked every 20 seconds. A person sucked under the quicksand dies after a number of rounds equal to their Stamina. An HD12 **Earth Elemental** with a *Giant's Club* is in the room, they are constructed with wide pads on the bottom of their legs which support them on top of the quicksand. A padlock of red metal (-12 open lock) is on the door to the Fire Room; a person placing their hand on the door feels the door is warm to the touch.

8C. **Fire Room.** The walls and floor are covered in bright red ceramic tile. The floor is 1 FT below the grade of the Earth Room, the floor area is filled with lamp oil which continuously burns. A lion's head on the north wall spouts a continuous stream of oil to replenish what burns off. Adventurers crossing the room suffer hp1d6 fire damage per round. A blue metal padlock (-12 open lock) is on the door to the Water Room; the door is mounted to open inwardly and requires a total Strength GTET 34 to make it slowly move. A hidden compartment (-10 to find, -6 open lock) in the lion's head contains a Wizard's scroll (Fire: *1d12 Fireball*, *1d12 Fireball*, *2d12 Fireball*, *2d12 Fireball*, *3d12 Fireball*).

Once the door is opened, water flows into the Fire Room out from the open Water Room door space – after 2d12*5 seconds enough water has been discharged to put out the fire. If the door is held open long enough (and the door to the Earth Room is closed) the two rooms reach equilibrium with the water level at 5 FT and slowly rising; if other doors to the west are open the equilibrium water level is lower and the overall water level rises more slowly.

8D. **Water Room.** The walls and floor are covered in dark blue ceramic tiles. The floor is 15 FT below the level of the Fire Room, covered 2 FT deep in sand, and supports a thick growth of kelp. The entire room is completely filled with water. An adamantite padlock (-14 open lock) is on the door to the Mind Room. A 2 FT diameter hole in the floor continuously pumps in warm water at 1000 gallons/minute when the room is less than completely full. The room is occupied by three HD9 **Undines**.

8E. **Mind Room.** The walls and floors are covered in light green ceramic tile. A 9 FT diameter by 4 FT pool of water is in the center of the room, the pool is occupied by a HD8 **Brain Coral**. A HD11 **Psychic Snail** clings to the ceiling. An orange metal padlock (-10 open lock) is on the door to the South Exit. If the Brain Coral is killed, a *Glyph of Confusion* appears on the door to the exit (avoid on 1d20 roll GTET [48-Level-Will],

SMALL PYRAMID ; LARGE PYRAMID

Continued from #8, Elemental Corridor, 8E, Mind Room...persists 3d100+45 minutes, save 1d20 GTET [45-Level-Will]).

8F. South Exit. A 10 FT by 3 FT rectangular shaft in the ceiling, of 35 vertical FT, connects this area to the Large Pyramid. The area has a teakwood floor, the walls are painted ochre, the ceiling is white. An 8550 GP tapestry depicting the cbuilding of a desert pyramid hangs on the east wall. The area is furnished with three white stone benches. The vertical shaft is occupied by two **Type 7B Devils**, armed with Scimitars, four 1d12 explosive grenades, two Molotov Cocktail flasks (hp1d12 fire for 1d12 rounds), and a leather sack of caltrops.

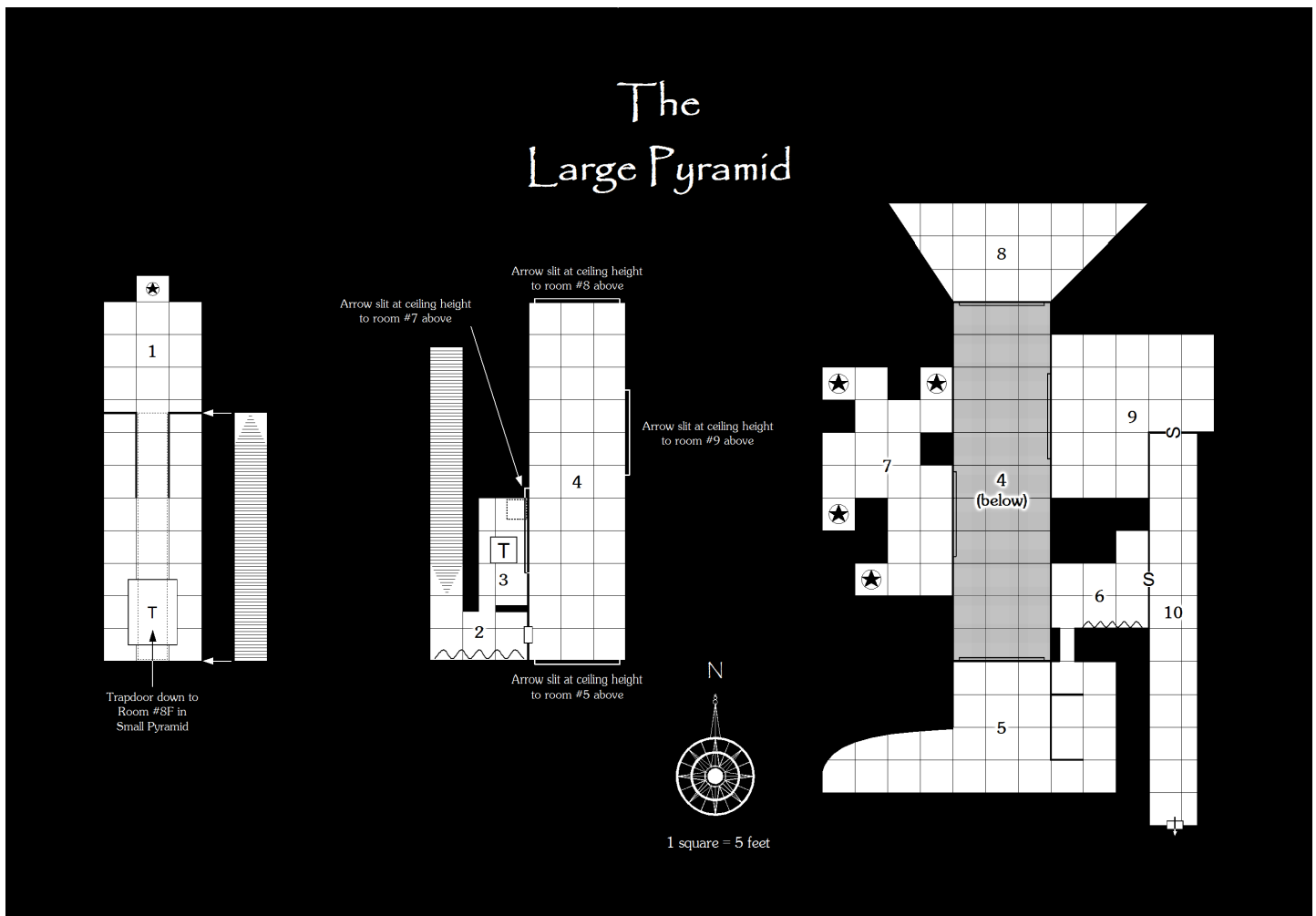
Large Pyramid

- 1. First Hall.** A 10 FT by 3 FT rectangular shaft in the floor at the south end connects to the Elemental Corridor (#8F), 35 vertical FT below. Looking north from the shaft, a floor-to-ceiling sable curtain located forward 20 FT completely blocks the view. Behind the curtain are two L-shaped stone partitions which extend from floor-to-ceiling, together they form a narrow 13 FT hallway between the south end of the

room and the north end. A thick blue carpet covers the floor in the north section. Written on the west wall in the north section are the words, "*A cat has nine lives but you do not, you will never rise again.*" Any person who reads those words (avoid 1d20 roll GTET [50-Level-Will], save 1d20 GTET [54-Level-Will]) is *affected by the curse* and cannot be resurrected, reincarnated, or cloned for the subsequent three months.

A *Glyph of Petrification* (*flesh to stone*, avoid seeing 1d20 roll GTET [32-Intelligence], save 1d20 roll GTET [30-Stamina]) is inscribed in the center of the each partition, one facing west (interior of the left partition), one facing east (interior of the right partition). An Adventurer would have to move into the 5 FT by 13 FT section(s) from the south to be in position to see the glyph.

A 4 FT by 3 FT by 5 FT-deep niche at the north end holds a 16,700 GP 20 inch jade idol depicting a rotund man with a cat's head and bull's horns; the idol sits on a pressure plate. A stairway forms the middle section of the south end ceiling, up to the north end of the two partitions. It [slowly] lowers to the floor when the idol is lifted off of the pressure plate



LARGE PYRAMID

Continued from #1, First Hall...(the stair only moves when there is no weight on the plate); the partitions seal the north end from the south end when the stairway is down and only allow persons in the north end to ascend the stairway.

2. **Very Snaky.** The room is at the top of the stairs up from First Hall. An opening in the north wall leads to #3. A door in the east wall leads to Tall Hall (-12 open lock). The floor is covered in yellow ceramic tile; the walls are covered in a dark wood paneling. A large tapestry hangs on the south wall, depicting various Type 7 Devils beheading naked male slaves; an *illusion* (disbelieve on 1d20 rolls GTET [48-Level-Will]) depicts an iron door in the wall behind the tapestry that doesn't exit. The room is occupied by three HD12 **Mummies** with **Medusa snakes** around their heads (save versus stoning on 1d20 roll GTET [32-Stamina], range 10 FT).

When the steam plug at Getting Steamed (#3) is opened steam flows into this room after 5 minutes. The steam causes hp1 damage after 8 minutes (save 1d20 roll GTET [28-Stamina], per round), hp2 damage after 11 minutes (save GTET [30-Stamina], per round), hp3 damage after 15 minutes (save GTET [32-Stamina], per round), and hp4 20 minutes and later (save GTET [32-Stamina], per round).

3. **Getting Steamed.** The floor is covered in dark green ceramic tiles, the west and east walls are painted ochre; the rear (north) wall is covered in light wood paneling. The ceiling has a mural depicting Type 7C Devils dueling with scimitars. A 4 FT by 4 FT wooden door in the center of the floor has a padlock (-5 open lock), it opens to reveal a section of floor 40 inches lower than the floor, with a 26-inch cork tightly inserted in a circular opening (determine the cork is warm to the touch on 1d20 rolls GTET [28-Intelligence]). When the cork is removed, it allows steam flow into the room; after 30 seconds, there is enough steam in the room to cause hp2 damage to unprotected persons per subsequent round (save 1d20 GTET [30-Stamina], hp4 after 3 minutes of flow). Re-inserting the plug against the steam pressure requires both a 1d20 roll GTET [33-Agility] AND a 1d20 roll GTET [35-Strength].

A 3 FT by 3 FT trapdoor is located in the northeast corner of the ceiling, concealed by an *invisibility spell*. A panel opens (-8 to find) to reveal a combination lock having 5 tumblers each numbered 1 through 12; the correct combination is 6-8-6-4-10. The trap door reveals a 5 FT vertical shaft. A 3200 GP gold-plated coffer sits on a shelf 3 FT into the shaft. The coffer has a keyhole (locked, -8 open lock). It contains: 610 SP, a silver-bladed *Dagger* +2 (Skeleton-Zombie killer on any hit save 1d20 GTET 16), a silver *Ring of Undead Detection* (range 250 FT, feeling for power {HD} on 1d20 rolls GTET [45-Level-Intelligence]), two pots of *Zombie Salve*, a pair of green leather *Gloves of Hitting* (+1, +4 versus Undead), and a *Manual of Vampire Slaying* (58 uses, range 100 FT, save 1d20 GTET [44-HD-Will]). Adventurers carefully

checking the shelf after the coffer is removed find (-10 to find) two scrolls: Wizard scroll (Shaman, *Confuse Weapons*, *Dominate Animal*, *Jaco's Mesmerize*, *Levitation*, *Mind Speech*, *Remove Panic*, *Aura of Heroism*, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*), Priest's scroll (*Amorskin AC+16*, *Create Minor Food*, *1d8 Cure Wounds*, *1d12 Cure Wounds*, *Detect Poisons*, *1d10+3 God's Missile*, *Minor Escape*, *Minor Prayer*, *Banish Confusion*, *Banish Paralysis*).

4. **Tall Hall.** This room is a 15 FT by 55 FT rectangle entered in the southwest corner from Very Snaky; the ceiling is 35 vertical FT tall. The floor is covered in thick orange carpet (highly flammable, burns 3d20 rounds at hp1d8 damage/round; smoke inhalation causes unconsciousness after (Stamina/3) rounds {save 1d20 roll GTET [30-Stamina]}). The walls are tan stucco, with a thin covering of Oil of Slipperiness (very difficult, -17 to climb); they are hardened against ordinary iron or steel spikes. The ceiling is painted with a mural depicting Lucifer's three heads. A pile of banana peels is on the floor near the north wall; an Adventurer who listens carefully hears quiet high-pitched sounds similar to those of simians, monkeys, apes, etc. Three unpeeled bananas are among the peels, each one explodes for hp1d6 (range 6 FT, avoid 1d20 roll GTET [26-Agility]) after being handled. A new peel or grenade is added to the pile on 1d20 rolls GTET 17, checked every minute; a grenade is tossed on 1d20 rolls GTET 15.

Four horizontal slits (cut outs) are located near the top of the wall, each one is 13 FT long by 5 FT tall (e.g. the bottom of the slit is at 30 FT); these give entry to the rooms above. A slit on the west wall, 15 FT from the southwest corner gives access to location West Archer (#7). A slit on the north wall gives access to Banana Peel (#8), a slit on the east wall, 13 FT south from the northeast corner gives access to East Archer (#9). A slit on the south wall gives access to Bad Armor (#5). Adventurers in this area take arrow fire from the slits at the top of the west and east walls beginning 1d8 rounds after they enter the room.

1d12 minutes after the monkey in Banana Peel is released from its cage three HD14 **Mummy Lords** enter through the door from Very Snaky. The Lords are armed with Double-Bladed War Axes, a Crossbow each, and two 1d12 explosive grenades each. Their wrapping together contain: 61 CP, 92 SP, 11 GP, three platinum pieces, a 180 GP piece of amber, a 9300 GP ruby, a 12,200 GP sapphire, a 200 GP carved quartz figure of a mummy, two clay dog's heads, a leather sack containing ten six-diced ivory dice, a *Ring of Invisibility* (15 minutes, 38 charges), a *Wand of Oil of Slipperiness* (one pint, 53 charges), and a small leather hymnal to Lucifer written in Infernal Cant.

LARGE PYRAMID

5. **Bad Armor.** An irregular room with a curved section to the northwest and a twisting passage leading to (#6) in the southwest corner. The floor is covered in black tile, the walls are painted green, the ceiling has copper squares. Two sets of plate mail stand against the south wall, both sized for a Dwarf, a long-handled Battle Axe rests in the gauntlets of each suit. The



armor has an aura of enchantment, but no special properties. The axe held by the eastern suit is +2 TH when wielded by an evil Dwarf; the axe held by the western suit is +2 TH when wielded by a neutral Dwarf. A small hole in the floor under the left foot of the eastern suit holds a 15,500 GP diamond. A small hole in the floor under the right foot of the western suit holds a gold Ring of Prayer Storing (5x 1d10 Cure Wounds, 5x Banish Blindness, 5x Banish Paralysis, 3x 2d8 Cure Wounds). Two Type 7B Devils and a HD10 Mummy enter from Ball and Chain, 10 minutes after Adventurers enter the room.

An armor rack stands in the curved section; it holds a visored -Helm (cursed, Helm of Blindness), chain mail Shirt (cursed, Armor of Attraction), steel arm protection (cursed, AC-10), steel leg protection (cursed, AC-10), studded leather Gauntlets (cursed, AC-6, Gauntlets of Fumbling), and knee-high blue leather boots (cursed, AC-6, Lead Boots). Each armor piece is sized to fit a small or slender Human.

6. **Ball and Chain.** A hidden door (-16 to find, -10 open lock) in the south wall opens to Side Out. A tapestry hanging on the west wall depicts a corridor with six dungeon jail cells. Adventurers find three pairs of iron ball-and-chains (aura of enchantment) on the floor; mortals wearing the balls are immune to the effects of the tapestry, but reduce their effective Agility by 6 points while worn; on 1d20 rolls GTET 18 the ball cannot be removed once it is donned. Adventurers viewing the tapestry are drawn inside and trapped in one of the cells, until they are all filled (avoid looking on 1d20 rolls GTET [48-Level-Will], save 1d20 GTET [50-Level-Will]). Burning the tapestry releases all of the creatures trapped inside; they suffer hp1d10 fire damage as they exit. A 15,200 GP oil portrait of Prince Amayon hangs on the wall behind the tapestry. Two Type 7C Devils enter the room through the

hidden door 15 minutes after Adventures arrive in this room.

7. **West Archers.** An irregular room, the floor is covered in a thick brown carpet, the walls are painted bright yellow, and the ceiling is painted orange. An 8½ FT tall statue of a bird-headed humanoid stands in the northwest niche; a hidden compartment (-8 to find) is empty. A 9 FT tall green stone statue (aura of enchantment) depicting a frog-headed humanoid stands in the center-north niche; a mortal who touches (skin contact) this statue is only able to croak for their speech (e.g. unintelligible) for the subsequent (35-Will) days (save 1d20 GTET [46-Level-Will], checked per touch). A 7 FT tall tan stone statue (aura of enchantment) of a cat-headed humanoid stands in the northeast niche; a mortal who touches (skin contact) this statue gains the ability to always land on their feet for a period of days equal to their Agility statistic (no damage for falls under 50 FT). An 8 FT turquoise-colored statue depicting a crocodile-headed humanoid (aura of enchantment) stands in the southeast niche; a mortal touching this statue (skin contact) has their skin transform to that of a reptile (save 1d20 roll GTET [35-Stamina]) for a period of (36-Stamina) days (repulses other mortals, -10 penalty to their reactions). Mortals also gain the ability talk to/ understand reptiles for the same period.

The room is occupied by four HD10 Mummies armed with poisoned Dirks +1 (weakness, reduce effective Strength by 5 points for [30-Stamina] minutes, save 1d20 roll GTET [30-Stamina]) and Short Bows +2 (10x 1d6 War Arrows, 15x Rot Arrows {1d4, same effect as a Mummy's touch, save 1d20 GTET [28-Stamina]}, 3x Sleep Arrows {sleep 3d20 minutes, save 1d20 GTET [32-Will]}). Each Mummy can fire from the slit once per round. When Adventurers are climbing into the room, a TH roll GTET 14 indicates a hit against the eyes (avoid 1d20 roll GTET [34-Agility]; effect per 1d8: {1,2,3} blinded 1d100+10 minutes, {4,5,6} blinded 1d100+20 hours, {7} blinded 1d100+6 weeks, {8} permanently blinded in one eye). The mummy wrapping together contain: 72 CP, 55 SP, 34 GP, a glass vial of Unholy Water, a dried-out human eye, four 14 GP silver needles, two platinum arrowheads, a 825 GP amethyst, a 2150 GP piece of turquoise, a 5000 GP black pearl, a Ring of Frosty Breath (62 charges), a 22 GP silver luck charm with no special properties, and a platinum disk engraved with the arms of Lucifer (aura of evil).

8. **Banana Peel.** A trapezoidal room with the short end along the slit and the longer end to the east and read of the room. The floor is covered in parquet tile, the walls are painted yellow, the ceiling dark brown. A HD3 Chimpanzee is found in an iron cage suspended from the ceiling by a thick iron chain, so that the cage floor is 5 FT off the ground; the chimp is dressed in a blue-white striped shirt and wears a white beret. Within easy reach is a bin of bright yellow bananas hanging on the wall; new bananas fall into the bin

LARGE PYRAMID

Continued from #8, Banana Peel...through an 8 inch hole in the wall every minute. If the chimpanzee throws a banana at an Adventurer, it is a normal banana on 1d20 rolls GTET 8, and a 1d12 explosive grenade (range 6 FT, avoid 1d20 roll GTET [28-Agility]) otherwise. The floor is splattered with dried chimp feces. A copper chest in the back of the room has a padlock (-6 open lock); it contains a pair of woolen pants, a leather tunic, black leather belt, pair of light leather gloves, black leather shoes, and a cloth beret; all sized for a Dwarf. Moving the chest (requires total Strength GTET 29) reveals a vertical hole in the floor which contains a *Double-Bladed War Axe* (+3 when wielded by a neutral person, +1 when wielded by a good person. The axe is *neck cleaving* on TH rolls GTET 17 when wielded by a neutral person {save 1d20 GTET [34-Agility]}; *self-healing hp1d12* when wielded by a neutral person (4/day); and *confers Infrared vision* while being wielded).

The chimpanzee is actually **Noridath Greenboggan**, male Dwarf, 87 years, Master Miner. Noridath is wearing a *Choker of Unchanging* to prevent his return to his native form, and a *Ring of Confusion* that clouds his mind and prevents him from communicating with Adventurers. A person with *true sight* will recognize that he is *shapechanged*.

9. **East Archer.** An irregular room; a hidden door (-17 to find, -12 open lock) to Side Out is on the west wall. The room has white tile floors, black painted walls, and an ochre ceiling. The room is furnished with two stuffed chairs and a divan which sits across the hidden door. An Arabian-looking copper lamp sits on the floor beneath the divan.

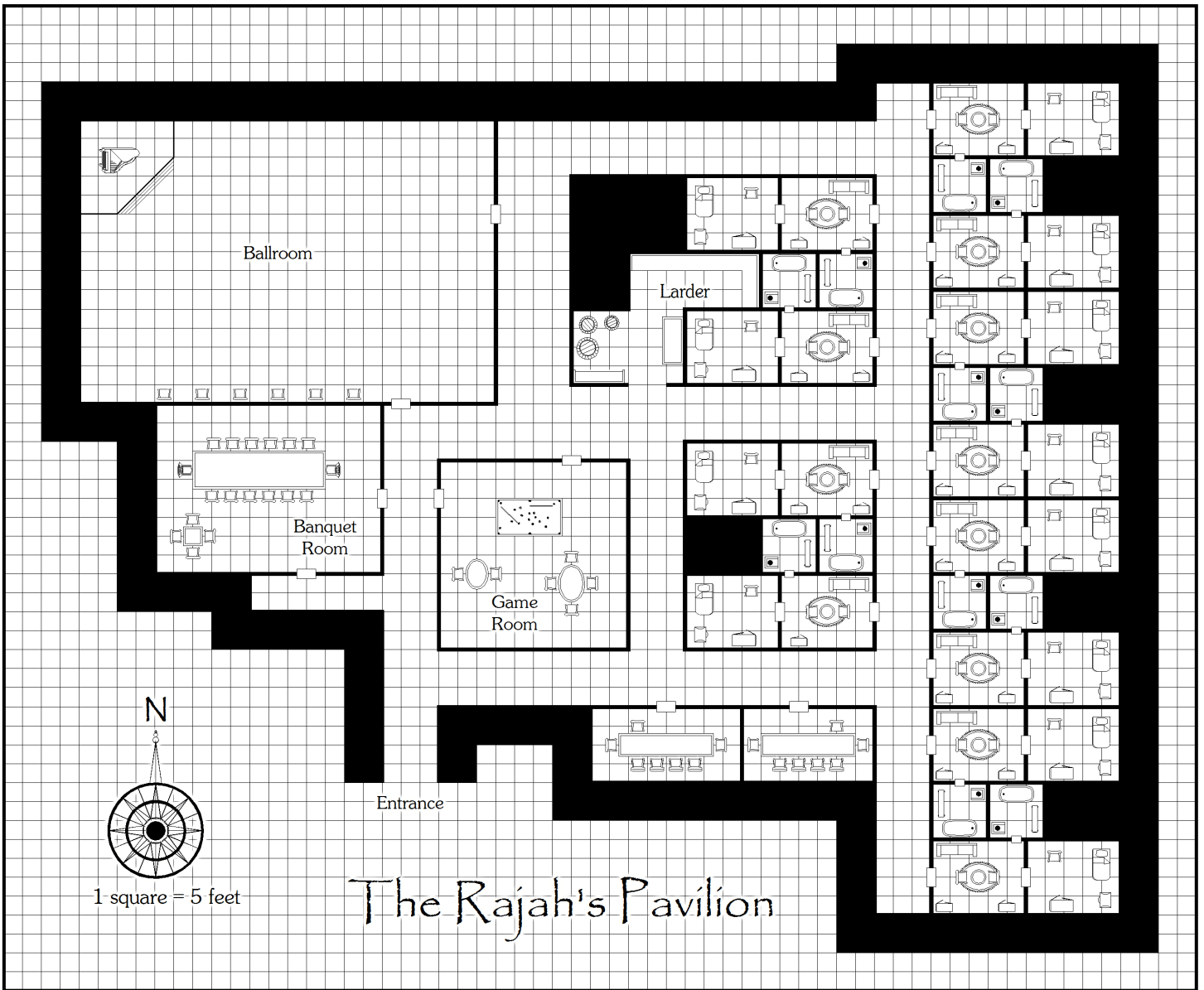
The room is occupied by four HD10 **Mummies** armed with *Heavy Maces* +1 and *Short Bows* +2 (10x 1d6 War Arrows, 15x *Rot Arrows* {1d4, same effect as a Mummy's touch, save 1d20 GTET [28-Stamina]}}, 3x *Sleep Arrows* {*sleep* 3d20 minutes, save 1d20 GTET [32-Will]}). Each Mummy can fire from the slit once per round. When Adventurers are climbing into the room, a TH roll GTET 14 indicates a hit against the face or head (avoid 1d20 roll GTET [34-Agility];

effect per 1d8: {1,2} damage only; {3,4} ear damage, 1d20 hours deafness, save 1d20 roll GTET [32-Stamina]; {5,6} mouth damage, 1d20 hours muteness, save 1d20 roll GTET [32-Stamina]; {7} eye damage, 1d20 hours blindness, save 1d20 roll GTET [30-Stamina]; {8} concussion, 1d8 hours unconsciousness, save 1d20 roll GTET [30-Stamina] PLUS subsequent 1d20 hours confusion, save 1d20 roll GTET [30-Stamina]). The mummy wrapping together contain: 82 CP, 101 SP, 41 GP, 8 platinum pieces, a 80 GP piece of white ivory, a 122 GP black ivory whistle, two ordinary 50 GP silver rings, a *Ring of Water Breathing*, a 1100 GP piece of carved green jade, a 3200 GP diamond, a silver-bladed Dirk (+2 when wielded by an Elf), and a *Lockpick* +2.

When the Mummies are defeated, a HD14 **Succubus** appears on the divan. Her gaze *mentally dominates* the strongest Adventurer present (range 15 FT, avoid eyes on 1d20 rolls GTET [47-Level-Will], save 1d20 GTET [50-Level-Will]) checked per round; she can have two simultaneous dominations), preferring (in order) Wizards, Shaman, Priests, Warlocks, and Crusaders. She immediately orders the dominated person(s) to guard her against his companions. When the lamp is rubbed, the room is immediately filled 4½ FT high with copper coins; the weight traps Adventurers in place (to break free requires a 1d20 roll GTET [38-Strength], checked per round; a 30 minute rest period is required if not freed after a number of attempts equal to the Adventurer's Stamina statistic. The coins prevent the hidden door from being found, or, if found, the weight prevents it from opening.

10. **Side Out.** This 10 FT wide corridor is floored with grey ceramic tiles, and the walls are painted to depict rows of Type 7C Devils. The corridor is 60 FT long from west to east, 8 FT tall. The corridor is entered through hidden doors from Ball and Chain, and East Archer; the doors are -12 to find from the corridor side, -10 open lock. A 4 FT by 4 FT hidden door is at the west end of the corridor, hinged at the top (-8 open lock). The door is a one-way door that leads OUT to the surface of the Large Pyramid; Adventurers going through the door cannot return through it (*wall of force*).





KOESSA ENCOUNTERS

Random Encounters in the Oasis

If the Games Master elects to use random encounters in the oasis, make an encounter check after every exit from an oasis building (separate from the roll to determine whether the Mummy King/Queen are present). While outside of buildings, make an encounter check every 30 minutes while moving about and every 4 hours while stationary. When an encounter is indicated, determine the specific encounter using 1d10 and 1d20 and the table below:

1d20	1d10 roll 1 to 6	1d10 roll 7 to 10
Roll (row)	Description	Description
1	3d20 Spiny Cactus	1d4 Wraiths
2	3d20 Flaming Cactus	1d4 Specters
3	2d20 Giant Scorpions	1d3 Visions
4	2d20 Hell Rats	1d4 Mummy Lords
5	1d20 Giant Rattlesnakes	1d6 Type 6C Devils
6	1d8 Gila Monsters	1d6 Type 6E Devils
7	1d8 Giant Iguana	1d10 Type 7A Devils
8	1d6 Monitor Lizards	1d8 Type 7B Devils
9	1d3 Komodo Dragons	1d6 Type 7C Devils
10	1d10 Mummies	1d4 Type 7D Devils
11	1d6 Centaurs of Hell	1d6 Type 8A Devils
12	1d12 Harpies of Hell	1d4 Type 8B Devils
13	2d8 Infernal Hounds	1d6 Etvaras
14	1d6 Infernal Minotaur	1d6 Assura
15	1d8 Evil Crusaders, Ld6+8	1d4 Romatyas
16	1d8 Evil Wizards (Fire), Ld8+8	1d4 Ladatajas
17	1d10 Evil Priests, Ld8+8	1d4 Oduru
18	1d10 Ordinary Devils	1d3 Hulden
19	1d12 Common Devils	Roll Twice
20	1d8 Zoybim	Roll Three Times

Random Encounters inside the Sphinx

If the Games Master elects to use random encounters while Adventurers are in the Sphinx, make an encounter check every 20 minutes while Adventurers move about the area, and every 3 hours while Adventurers are stationery. Determine the specific encounter result using 1d10 and 1d20 and the following table:

1d20	1d10 roll 1 to 6	1d10 roll 7 to 10
Roll (row)	Description	Description
1	2d20 Tiny Bats	1d8 Zoybim
2	2d20 Giant Bats	1d8 Type 7A Devils
3	1d12 Vampire Bats	1d8 Type 7B Devils
4	1d6 Giant Musk Beetles	1d6 Type 7C Devils
5	1d4 Metallic Beetles	1d4 Type 7D Devils
6	1d3 Furry Death Beetles	1d6 Mummies
7	1d10 Giant Blister Beetles	1d4 Mummy Lords
8	1d12 Giant Rot Beetles	1d6 Vampires
9	1d20 Copperhead Snakes	1d4 Vampire Lords
10	2d8 Giant Rattlesnakes	1d4 Banshee
11	1d20 Giant Ferrets	1d3 Iron Golems
12	1d6 Basilisks	1d3 Stone Golems
13	2d20 Giant Killer Bees	1d8 Gila Monster
14	1d12 Doppelgangers	2d20 Explosive Fungus
15	1d3 Earth Elementals	1d8 Hanging Fungus
16	1d3 Fire Elementals	1d6 Garm
17	1d12 Wights	1d10 Black Annis
18	1d12 Ghouls	1d3 Chimera
19	1d12 Skeletal Warriors	1d3 Cockatrice
20	1d8 Uber Skeletons	3d20 Hell Rats

DENIZENS OF KOESSA

Cheleg Istavan; female Cercopes; **CLASS**: Wizard (Earth): **LVL** 10 [next 21,900 XP]; **Age**: 44 yrs; **Social** Professional; **Moral**: Good; **STATISTICS**: AGIL21 INT 20 STAM 14 STRNG 13 WILL22; **hp** 18; **Healing**: 1hp/4 hours; **SPM**+7; **Racial Abilities**: Infrared Vision, Know Underground Direction, Blend with Stone (3/day, observe 1d20 GTET [33-Intelligence]); **Limitations**: Hand Free to cast spell, Limit 20 LBS iron on body to cast spells; **Languages**: Common, Cercopes, Arcanan, Infernal Cant, Foreign Language; **Reading**: YES; **Religion**: YES Lucifer; **Weapon Proficiencies**: Dirk, Staff, Short Sword, Rapier, Short Bow, Dart; **Weapons**: None; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **TH Bonus**: +1 Dirk-Rapier-Staff-Crossbow; **TD Bonus**: 0; **1d20 Missiles**: Short11 Medium13 Long15 Extreme18; **Armor Worn**: None; **Spells**: Basic (FREE 14): 1d6+4 (Acid), 1d4 Acid Slime 1d6 rounds, Bog Down 20x20 FT, Detection, Hole, Open Lock, Remove Paralysis, +1d6+4 AC Rockskin, 1d6 Rotting Hand, Slippery Surfaces 25x25 FT, 1d4+4 Steam Vent {ground}, Temporary Window 3x3 FT, Telekinesis; Lesser (FREE 10): 2d6+4 Attack (Acid), 1d6+4 Attack (Cold, Fire, Electricity), hp2d6 Body of Stone, Breathe Poisonous Fumes, Create Feast, Create Quicksand 25x25 FT, Dark Sight, Hold in Place, Paralyzing Hand, +3 Singing Swords, Summon Giant, +2 TD Terra's Wrath; Greater (FREE 4): 2d6+4 Attack (Cold, Fire, Electricity), Command Gravity, Gaze of Stone, 4d12 Meteor Cluster 50x50 FT, Permanent Mute, Summon Earth Elemental, Walk through Solids; **Carry Weight** 160 LBS, **Lift Weight** 490 LBS, **1d20 Negate Surprise**: 7; **1d20 Detect Active Spells**: -5 (1d20 Element 3, 1d20 Category 4); **1d20 Detect Active Prayer**: 8; **1d20 Free Climb**: Easy-6 Moderate1 Difficult7 Impossible13; **1d20 Gear Climb**: Easy-11 Moderate-4 Difficult2 Impossible8; **Grapple Throw**: 52 FT; **1d20 Grapple**: 8-15FT 4 16-30FT 12 31-45FT 20 46FT+ 29; **1d20 Move w/Stealth**: Cover 2 Normal2 Open8 Impossible16; **1d20 Climb w/Stealth**: Cover 7 Normal7 Open13 Impossible21; **1d20 Open Lock**: Simple2 Moderate4 Difficult12 Very Difficult20; **1d20 Break Lock**: Common15 Strong21; **1d20 Search Area**: Simple-7 Moderate2 Difficult11 Impossible15; **1d20 Search Door-Trap**: Simple-5 Moderate5 Difficult14 Impossible19; **1d20 Disarm Trap**: Simple-3 Moderate8 Difficult18 Impossible23; **1d20 Picking Pockets**: 8; **1d20 Appraise Value**: Armor4 Art6 Tapestry7 Gems2 Jewelry3 Goods6 Weapons8; **1d20 Detect Enchant on Item**: 5/False Positive: 16; **1d20 Identify Enchant Item**: Alchem6 Weapon7 Armor7 Clothing6 Jewelry7 Ring4 Wand6 Tool7 Book4 Other6; **Listening**: Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door**: Whisper17 Normal12 Shout7; **Gear**: None; **Appearance**: 4 FT 2 inches tall with a long grey ponytail, slender frame, two gold teeth, and wears an eye patch over her left eye; she is dressed in dark green ankle-length robe with a rope belt and black slippers; she has a 2200 GP gold ring on her left hand and two 1000 GP silver-opal rings on her right hand, along with a 6650 gold-ruby pendant; **Knowledge and Abilities**: Tarot Cards, Devil and Demonology, History, Engineering, Snares; **Other**: Believes in fortune telling and divination; **Location**: Dimensional Trap, Obelisk, Room 10.

Domonkis; male Human; **CLASS**: Warrior (Dervish): **LVL** 10 [next 4500 XP]; **Age**: 43 yrs; **Social** Peasant; **Moral**: Evil; **STATISTICS**: AGIL17 INT14 STAM18 STRNG17 WILL15; **hp** 21; **Healing**: 1hp/6 hours; **SPM**+3; **Racial Abilities**: Balance and Acrobatics +1. Problem Solving +1; **Languages**: Common, Infernal Cant, (foreign language); **Reading**: YES (foreign language only); **Religion**: NO; **Combat Abilities**: Simultaneous 3 Foes (-3 TH), Humanoids +2, Long Sword-Staff-Spear +1, -4 TH not proficient; +1 First Blow; **Called Criticals**: 10/day (-3 TH); **TD Bonus**: +1; **1d20 Missiles**: Short7 Medium9 Long11 Extreme14; **AC**: 68 (-11 damage); **Weapon Proficiencies**: Dirk, Long Sword, Scimitar, Rapier, War Hammer, War Axe, Staff, Spear, Short Bow, Long Bow, Javelin, Sling, Flail; **Weapons**: Silver-Bladed Scimitar +3 (Limb Cleaving, roll GTET 18, save MOD AGIL), Sling (8x Shot +1, 25x Shot), Curved Dirk with Gold Hilt; **Armor Worn**: Padding, Open Helm (AC+10), Leather Neck Guard, Chain Mail Shirt AC+10, Leather Arm Guard, Studded Leather Gauntlets AC+10, Studded Leather Leg Guards AC+4, Small Wood Shield AC+6; **Carry Weight** 200 LBS, **Lift Weight** 600 LBS, **1d20 Negate Surprise**: 9; **1d20 Free Climb**: Easy-2 Moderate5 Difficult11 Impossible17; **1d20 Gear Climb**: Easy-7 Moderate0 Difficult6 Impossible12; **Grapple Throw**: 68 FT; **1d20 Grapple**: 8-15FT7 16-30FT12 31-45FT17 46FT+22; **1d20 Move w/Stealth**: Cover2 Normal5 Open11 Impossible19; **1d20 Climb w/Stealth**: Cover7 Normal10 Open16 Impossible24; **1d20 Open Lock**: Simple2 Moderate7 Difficult13 Very Difficult19; **1d20 Break Lock**: Common11 Strong17; **1d20 Search Area**: Simple-1 Moderate7 Difficult14 Impossible20; **1d20 Search Door-Trap**: Simple1 Moderate10 Difficult18 Impossible23; **1d20 Disarm Trap**: Simple3 Moderate10 Difficult18 Impossible26; **1d20 Picking Pockets**: 12; **1d20 Appraise Value**: Armor2 Art9 Tapestry12 Gems8 Jewelry12 Goods13 Weapons6; **1d20 Detect Enchant on Item**: 13/False Positive: 17; **1d20 Identify Enchant Item**: Alchem17 Weapon12 Armor14 Clothing17 Jewelry17 Ring18 Wand19 Tool16 Book19 Other18; **Listening**: Whisper 20 FT Normal 60 FT Shout 300; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Appearance**: Stands 5 FT 4 inches with long blonde hair, green eyes, a thin moustache, and a weak chin; scars are on his right cheek and above his left eye; he wears white desert robes over his armor; he wears a 900 PG ivory pendant carved in Lucifer's image on a leather thong around his neck; **Other**: Very concerned with his honor, never breaks his given word; **Location**: Found inside the Sphinx.

DENIZENS OF KOESSA

Eildon; male Dwarf; **CLASS**: Warrior: LVL 11 [next 41,868 XP]; **Age**: 62 yrs; **Social** Professional; **Moral**: Evil; **STATISTICS**: AGIL17 INT12 STAM16 STRNG19 WILL14; **hp** 24; **Healing**: 1hp/4 hours; **SPM**+4; **Racial Abilities**: Infrared Vision, Know Underground Direction; **Languages**: Common, Dwarvish, Goblinoid, (Foreign Language); **Reading**: YES (Dwarvish, Common); **Religion**: YES/Lucifer; **Weapon Proficiencies**: Dirk, Longsword, Staff, Club, Flail, Short Bow, Crossbow, Spear, Polearm, Trident, War Hammer, War Axe, Cutlass, Rapier; **Weapons**: Dirk, pair Daggers of Piercing, Longsword +2, Spiked Mace +1; **Combat Abilities**: Simultaneous versus 3 Foes (-3 TH), Humanoids +2, -4 TH not proficient; +1 First Blow; **TH Bonus**: +1 Dirk-Hammer-Axe; **TD Bonus**: +2; **1d20 Missiles**: Short11 Medium13 Long15 Extreme18; **Armor Worn**: open face Helm AC+15, Breastplate AC+5, leather Arm Covers, chainmail Waistcoat AC+2, steel Gauntlets AC+5, leather Leggings; **Carry Weight** 180 LBS, **Lift Weight** 1400 LBS, **1d20 Negate Surprise**: 12; **1d20 Free Climb**: Easy0 Moderate7 Difficult13 Impossible19; **1d20 Gear Climb**: Easy-5 Moderate2 Difficult8 Impossible14; **Grapple Throw**: 60 FT; **1d20 Grapple**: 8-15FT -1 16-30FT 7 31-45FT 13 46FT+22; **1d20 Move w/Stealth**: Cover 3 Normal7 Open14 Impossible21; **1d20 Climb w/Stealth**: Cover9 Normal13 Open19 Impossible27; **1d20 Detect Stealthy**: 17; **1d20 Open Lock**: Simple-7 Moderate1 Difficult9 Very Difficult16; **1d20 Break Lock**: Common6 Strong12; **1d20 Search Area**: Simple-5 Moderate4 Difficult13 Impossible17; **1d20 Search Door-Trap**: Simple-4 Moderate6 Difficult15 Impossible20; **1d20 Disarm Trap**: Simple1 Moderate10 Difficult15 Impossible20; **1d20 Picking Pockets**: 15; **1d20 Appraise Value**: Armor-4 Art10 Tapestry13 Gems4 Jewelry6 Goods13 Weapons5; **1d20 Detect Enchant on Item**: 11/ **False Positive**: 18; **1d20 Identify Enchant Item**: Alchem14 Weapon8 Armor7 Clothing11 Jewelry9 Ring7 Wand16 Tool7 Book14 Other13; **Listening**: Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Knowledge and Abilities**: Mining, Gambling, Musician (Harp, Lyre); **Gear**: 4x oil flasks, 1d12 shrapnel grenade, Potion of Ogre Strength, 2x 1d12Healing Potions; **Appearance**: Stands 4 FT 5 inches with short red hair and a chest-length red beard, he has a 475 GP gold ring in each ear and wears a 1200 GP gold-amber Unholy Symbol of Lucifer on a 200 GP silver neck chain over his armor; **Other**: hates Wizards; **Location**: Sphinx, Room #22.

Gundelan; male Human; **CLASS**: Priest: LVL 16 [next 73,097 XP]; **Age**: 61 yrs; **Social** Professional; **Moral**: Evil; **STATISTICS**: AGIL14 INT20 STAM20 STRNG16 WILL21; **hp** 24; **Healing**: 1hp/6 hours; **SPM**+6; **Racial Abilities**: Problem Solving +1, Acrobatics +1; **Limitations**: Hand Free to perform Prayers; **Languages**: Common, Infernal Cant; **Reading**: YES; **Religion**: YES/Lucifer; **1d20 Reincarnate**: -2; **1d20 Raise the Dead**: 0; **1d20 Bar Undead**: HD-5; **1d20 Drive Back Undead**: HD-3; **1d20 Destroy Undead**: HD+2; **Lay on Hands**: 1d6 (5/day); **Weapon Proficiencies**: Dirk, Heavy Mace, Long Sword, Scimitar, Cutlass, Two-Hand Sword, Cudgel, Short Bow, Long Bow, Crossbow, Staff, War Hammer, Flail, Spear, Bolo; **Weapons**: Dirk, Heavy Mace +2, silver-bladed Scythe +3 (+5 TD versus Good), 2x Bolo, Cudgel; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **TH Bonus**: +1 Dirk-Mace-Staff; **TD Bonus**: +1; **1d20 Missiles**: Short11 Medium13 Long15 Extreme18; **AC**: 45 (-7 damage); **Armor Worn**: open Helm AC+5, chain mail Neck Cover, scale mail Armor AC+6, steel Gauntlets AC+8, steel Leg Protection, leather Foot Guards; **Prayers**: Devotion (Free 17): Animate Bones, Armorskin AC+28, Bar Creature, Command Animals, Commune with Spirits, Compel Truth, Create Minor Food, 1d8 Cure Wounds, Detect Good and Evil, Detect Poisons, 1d8+6 God's Bolt, God's Fist, 1d10+3 God's Missile, God's Sword, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, See Undead, Speak to Animals, Sword Blessing, Waken, Walk through Fire; Mystery (Free 15): Animate Body, Banish Confusion, Banish Disease, Banish Fatigue, Banish Paralysis, Banish Spells, Blind Undead, Deflect Magic, Detoxify Poisons, 10x10 2d8+2 God's Fire, God's Serpent, 1d12 Cure Wounds, Hold Undead, Knock Out, Know Enemy, Create Major Food, Minor Disintegration, Restore Sight, Restore Hearing, Walk on Water; Majesty (Free 11): Body Restoration, Commune with Deity, Creature's Form, 6d12+6 God's Martyr range 26 FT (fatal to self), God's Might Warrior, Enhanced Body, Extraordinary Escape, 2d10+6 Mass Heal, Reflect Attacks; **Carry Weight** 190 LBS, **Lift Weight** 1600 LBS, **1d20 Negate Surprise**: 10; **1d20 Detect Active Prayer**: -8 (identify category 1, identify prayer 7); **1d20 Detect Active Enchant**: -4 (identify category 11, identify spell 19); **1d20 Free Climb**: Easy-6 Moderate1 Difficult7 Impossible13; **1d20 Gear Climb**: Easy-11 Moderate-4 Difficult2 Impossible8; **Grapple Throw**: 64 FT; **1d20 Grapple**: 8-15FT -7 16-30FT 1 31-45FT 7 46FT+ 16; **1d20 Move w/Stealth**: Cover 2 Normal2 Open8 Impossible16; **1d20 Climb w/Stealth**: Cover 7 Normal7 Open13 Impossible21; **1d20 Detect Stealthy**: 13; **1d20 Open Lock**: Simple-10 Moderate-2 Difficult6 Very Difficult13; **1d20 Break Lock**: Common13 Strong19; **1d20 Search Area**: Simple-13 Moderate-4 Difficult7 Impossible11; **1d20 Search Door-Trap**: Simple-12 Moderate-2 Difficult7 Impossible12; **1d20 Disarm Trap**: Simple-7 Moderate4 Difficult14 Impossible19; **1d20 Picking Pockets**: 11; **1d20 Appraise Value**: Armor4 Art6 Tapestry12 Gems6 Jewelry8 Goods9 Weapons8; **1d20 Detect Enchant on Item**: 5/ **False Positive**: 16; **1d20 Identify Enchant Item**: Alchem6 Weapon7 Armor7 Clothing6 Jewelry7 Ring4 Wand6 Tool7 Book4 Other6; **Listening**: Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: 2x oil flasks, 2x 1d10 Healing Potions, Oil of Slipperiness, Siren's Lute, Charm versus Water Magic, Choker of Strangulation, Cordial of Drunkenness, 4x vials Unholy Water, Physic of Lycanthropy Reversal, Ring of Influence, Ring of Shapeshifting (Unicorn), Rod of Smiting (36 charges), Magic Bag (1200 pound capacity, has 850 GP in it), Priest scroll (1d12 Cure Wounds (3x), Create Water (2x), Immunity to Disease, Detoxify Poisons (2x), Break Curse, God's Brimstone, Greater Invulnerability, God's

DENIZENS OF KOESSA

GUNDALAN, continued

Smite); **Appearance**: Stands 5 FT 9 inches with short hazel hair and a dyed-red goatee, he has grey eyes and a small cheek brand; he wears a cloak and 3055 GP silver-ruby-jade Unholy Symbol of Lucifer on a 300 GP silver chain over his armor; **Knowledge and Abilities**: Birds, Swimming and Diving, Sculpture, Unholy Music and Hymns, History of Hell; **Location**: Found in the Sphinx, room #22.

Jowyan; male Human **Age**: 50 yrs; **CLASS**: Priest: **LVL 15** [XP next Lvl]; **Social** Nobility; **Moral**: Neutral; **STATISTICS**: AGIL 14 INT 20 STAM 18 STRNG 16 WILL 21; **hp** 22; **SPM**+5; **Racial Abilities**: Acrobatics and Balance +1, Problem Solving +1; **Languages**: Common, Religious, Elvish, Infernal Cant, Foreign Language; **Reading**: YES; **Religion**: YES Anuruck (Romanny Sect); **Weapon Proficiencies**: Dirk, Maces, Hammer, Bow, Crossbow, Staff, War Axe, Spear, Throwing Star, Club, Short Sword; **Weapons**: None; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **TH Bonus/Penalties**: +1 Long Sword-Spear-Mace, +2 Staff; **TD Bonus**: 0; **1d20 Missiles**: Short6 Medium8 Long10 Extreme13; **Armor Worn**: None; **Prayers**: Devotion (FREE 16): AC+18 Armorskin, Bar Creature, Command Animals, Compel Truth, Create Minor Food, 1d6 Cure Light Wounds, Detect Poisons, 1d10+1 God's Missile, God's Sword at 5 rounds, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, +4 Sword Blessing; Mystery (FREE 12): Aura of Calm, Banish Confusion, Banish Disease, Banish Paralysis, Banish Spells, Blind Undead, Detoxify Poisons, AC+30 Divine Armor, 2d12+2 God's Strike {lightning}, 1d10+2 Heal Wounds, Know Enemy, Minor Banish Infernal, Restore Sight; Majesty (FREE 6): +4 Aura of Heroism, Break Curse, Creature's Form, 2d8+4 Cure Serious Wounds, God's Mighty Warrior 2x Warrior L14, Extraordinary Escape; **Carry Weight** 190 LBS, **Lift Weight** 470 LBS, **Healing**: 1hp/4 hours; **1d20 Negate Surprise**: 7; **1d20 Detect Active Enchant**: 2; **1d20 Detect Active Prayer**: automatic (Devotion 1, Mystery 4, Majesty 7); **Lay on Hands** 1d6hp at 5/day; **1d20 Bar the Undead**: HD-7; **Drive Back Undead**: HD-4; **Destroy Undead**: 1+HD; **1d20 Reincarnation**: -1; **1d20 Raise the Dead**: 2; **1d20 Free Climb**: Easy-4 Moderate3 Difficult9 Impossible15; **1d20 Gear Climb**: Easy-9 Moderate-2 Difficult4 Impossible10; **Grapple Throw**: 64 FT; **1d20 Grapple**: 8-15FT 2 16-30FT 10 31-45FT 18 46FT+ 27; **1d20 Move w/Stealth**: Cover2 Normal3 Open9 Impossible17; **1d20 Climb w/Stealth**: Cover7 Normal8 Open14 Impossible22; **1d20 Open Lock**: Simple-1 Moderate2 Difficult7 Very Difficult15; **1d20 Break Lock**: Common12 Strong18; **1d20 Search Area**: Simple-12 Moderate-3 Difficult6 Impossible10; **1d20 Search Door-Trap**: Simple-10 Moderate0 Difficult9 Impossible14; **1d20 Disarm Trap**: Simple-8 Moderate3 Difficult13 Impossible18; **1d20 Picking Pockets**: 13; **1d20 Appraise Value**: Armor-8 Art1 Tapestry4 Gems3 Jewelry5 Goods4 Weapons4; **1d20 Detect Enchant on Item**: 5/False Positive: 20; **1d20 Identify Enchant Item**: Alchem4 Weapon3 Armor3 Clothing4 Jewelry4 Ring3 Wand4 Tool4 Book3 Other6; **Listening**: Whisper 20 FT Normal 60 FT Shout 300; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: None; **Appearance**: Stands 5 FT 6 inches with short black hair worn closely shaved with a Mohawk, he has blue-grey eyes; he wears a blue cloak over a white tunic and black leather pants with ankle-high black leather boots and a grey leather belt (600 GP gold lion's head buckle); he has a 700 GP copper-amber Holy Symbol to Annuruck on a 100 GP silver neck chain; he has a 5610 GP gold locket (his wife's picture) pinned to his tunic, has a 500 GP gold ring on his right hand, and a 320 GP silver-amethyst ring on his left hand; **Knowledge**: Court Etiquette, Chariots, Small Boats, Animal Training, Surgery; **Quest**: Recover emerald 'Eye of Eiry' from Circle 6; **Location**: Dimensional Trap, Obelisk, Room 10.

Khykarriune; male Human; **CLASS**: Priest: **LVL 11** [next 32,582 XP]; **Age**: 53 yrs; **Social** Craftsman; **Moral**: Evil; **STATISTICS**: AGIL14 INT16 STAM18 STRNG15 WILL17; **hp** 24; **Healing**: 1hp/6 hours; **SPM**+6; **Racial Abilities**: Problem Solving +1, Acrobatics/Balance +1; **Languages**: Common, Elvish, Dwarvish, Centaur, Infernal Cant; **Reading**: YES (all known); **Religion**: Lucifer; **1d20 Reincarnate**: 2; **1d20 Raise the Dead**: 4; **Lay on Hands**: 1d6 4/day; **1d20 Detect Active Prayers**: 0 (Identify Category 6, Identify Prayer 14); **1d20 Detect Active Spells**: 2 [not identify]; **1d20 Bar Undead**: HD-1; **1d20 Drive Back Undead**: HD+1; **1d20 Destroy Undead**: HD+6; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **Called Criticals**: 6/day (-3 TH); **TD Bonus**: 0; **1d20 Missiles**: Short7 Medium9 Long11 Extreme14; **AC**: 32 (-5 damage); **Weapon Proficiencies**: Dirk, Heavy Mace, Short Bow, Crossbow, Throwing Star, Dart, Scimitar, War Hammer, Javelin; **Weapons**: Mace +3 (crushes limb on natural roll of 20, triple damage versus good dragons), 2x silver daggers +1; **Armor Worn**: chain mail AC+12 under black vestments, steel gauntlets, open steel helm AC+6; **Carry Weight** 180 LBS, **Lift Weight** 1500 LBS, **1d20 Negate Surprise**: 10; **1d20 Free Climb**: Easy-2 Moderate5 Difficult11 Impossible17; **1d20 Gear Climb**: Easy-7 Moderate0 Difficult6 Impossible12; **Grapple Throw**: 60 FT; **1d20 Grapple**: 8-15FT-3 16-30FT5 31-45FT11 46FT+20; **1d20 Move w/Stealth**: Cover2 Normal5 Open11 Impossible19; **1d20 Climb w/Stealth**: Cover7 Normal10 Open16 Impossible24; **1d20 Detect Stealthy**: 17; **1d20 Open Lock**: Simple-4 Moderate4 Difficult12 Very Difficult17; **1d20 Break Lock**: Common11 Strong17; **1d20 Search Area**: Simple-5 Moderate4 Difficult13 Impossible19; **1d20 Search Door-Trap**: Simple1 Moderate7 Difficult13 Impossible19; **1d20 Disarm Trap**: Simple1 Moderate7 Difficult14 Impossible21; **1d20 Picking Pockets**: 13; **1d20 Appraise Value**: Armor-1 Art9 Tapestry12 Gems5 Jewelry8 Goods13 Weapons4;

DENIZENS OF KOESSA

KHYKARRIUNE, continued

1d20 Detect Enchant on Item: 11/False Positive: 15; **1d20 Identify as Enchanted:** Alchem17 Weapon6 Armor4 Clothing11 Jewelry17 Ring16 Wand17 Tool16 Book19 Other18; **Listening:** Whisper 20 FT Normal 60 FT Shout 300; **1d20 Listen through Door:** Whisper18 Normal13 Shout8; **Gear:** 1d12 Potion of Healing, 2d8 Potion of Greater Healing, 2x vials Unholy Water, Poison Antidote, Tonic of Armorskin AC+20, 3x flasks of oil, Prayer Scroll (*God's Fire, God's Missile Volley, Hold Creature (2x), Mass Hold*), Prayer Scroll (*Break Geas, Breathe Vacuum, Cure Serious Wounds (2x), Deflect Prayers (2x), God's Smite*); **Prayers:** Devotion (Free 13): *Animate Bones, Armorskin AC+23, Blur Sight, Commune with Spirits, Compel Truth, Create Minor Food, 1d6 Cure Wounds, Detect Poisons, 1d8+6 God's Bolt, 1d10+3 God's Missile, Immunity to Disease, Know Creature, Minor Escape, Minor Prayer, Mute, Reveal Hidden, See Undead, Walk through Fire*; Mystery (Free11): *Animate Body, Aura of Belief, Banish Confusion, Banish Disease, Banish Fatigue, Banish Paralysis, Banish Spells, Deflect Magic, Detoxify Poisons, Element Shield, 10x10 2d8+2 God's Fire, God's Hammer, 2d12+2 God's Strike, 1d12 Cure Wounds*; Majesty (Free 7): *Body Restoration, 25x25 4d8+6 God's Brimstone, Invulnerability, Kill*; **Appearance:** Stands 5 FT 2 inches with long grey hair and braids in the back, he has blue-grey eyes and a thick grey beard; he is wearing long black vestments over his armor; he wears a dark blue cloak and 4100 GP gold-ivory-turquoise Unholy Symbol to Lucifer over his armor; **Other:** Khykarriune prefers not to fight and when the secret door to his area is opened he demands that Adventurers not enter or disrupt his prayers and meditation; if Adventurers enter he uses *God's Missile Volley* to discourage them; if more than two persons enter he uses *Mass Hold*; **Location:** Found in the Sphinx, -30 FT Elevation, Room 100.

Likhor Bacha; male Human; **CLASS:** Warrior (Dervish); **LVL 12** [next 14,300 XP]; **Age:** 37 yrs; **Social** Gentry; **Moral:** Neutral; **STATISTICS:** AGIL17 INT17 STAM20 STRNG19 WILL17; **hp** 24; **Healing:** 1hp/3 hours; **SPM**+5; **Racial Abilities:** Problem Solving +1, Acrobatics/Balance +1; **Languages:** Common, Infernal Cant, (foreign language); **Reading:** YES; **Religion:** YES (Chihaaken, Goddess of Floods and Destruction); **Weapon Proficiencies:** Dirk, Long Sword, Short Sword, Staff, War Hammer, War Axe, Short Bow, Long Bow, Crossbow, Throwing Stars, Spear, Javelin, Halberd, Heavy Mace, Cutlass, Spiked Club; **Weapons:** Short Spear, Short Sword +3 (Dwarf Bane, +7 save versus Earth magic), Dirk, Short Bow (10 arrows); **Combat Abilities:** Simultaneous versus 3 Foes (-3 TH), Humanoids +2, -4 TH not proficient; +1 First Blow, Opponents apply a -1 penalty to hit (parry skill), proficient at boxing and martial arts; **Called Criticals:** 12/day (-3 TH); **TD Bonus:** +2; **1d20 Missiles:** Short6 Medium8 Long10 Extreme13; **AC:** 61 (-10 hp); **Armor Worn:** Steel Cap with leather sides and Ostrich plume (AC+6), Chain Mail Neck Guard, Breastplate, Backplate AC+8, Steel Gauntlets AC+6, Chain Waistcoat, Studded Leather Leg Guards, medium Bronze Shield AC+8; **Carry Weight** 220 LBS, **Lift Weight** 650 LBS, **1d20 Negate Surprise:** 7; **1d20 Free Climb:** Easy-4 Moderate3 Difficult9 Impossible15; **1d20 Gear Climb:** Easy-9 Moderate-2 Difficult4 Impossible10; **Grapple Throw:** 76 FT; 1d20 Grapple: 8-15FT4 16-30FT8 31-45FT15 46FT+20; **1d20 Move w/Stealth:** Cover2 Normal3 Open9 Impossible17; **1d20 Climb w/Stealth:** Cover7 Normal8 Open14 Impossible22; **1d20 Open Lock:** Simple2 Moderate7 Difficult12 Very Difficult20; **1d20 Break Lock:** Common9 Strong15; **1d20 Search Area:** Simple-6 Moderate3 Difficult12 Impossible16; **1d20 Search Door-Trap:** Simple-4 Moderate6 Difficult13 Impossible18; **1d20 Disarm Trap:** Simple-2 Moderate9 Difficult19 Impossible24; **1d20 Picking Pockets:** 12; **1d20 Appraise Value:** Armor2 Art11 Tapestry13 Gems5 Jewelry7 Goods11 Weapons3; **1d20 Detect Enchant on Item:** 10/False Positive: 20; **1d20 Identify Enchant Item:** Alchem10 Weapon8 Armor9 Clothing14 Jewelry11 Ring14 Wand16 Tool9 Book13 Other12; **Listening:** Whisper 20 FT Normal 60 FT Shout 300; **1d20 Listen through Door:** Whisper18 Normal3 Shout8; **Appearance:** Stands 6 FT 1 inch with short black hair, he has blue eyes, a thin black beard, and a skull tattoo on his cheek; he wears a grey desert robes and a 7820 GP platinum-pearl-ruby Holy Symbol of Chihaaken (down-faced arrow over waves) over his armor; **Knowledge and Abilities:** Escape Artist; **Location:** Inside the Sphinx.

Maraniarak (Koessa) or **Hakkerlane** (Atalyk), **Mummy King**, male Human Mummy, 1207 years, Warrior L10, Wizard L6 (Air, Earth, Shaman), **Moral** Evil, **STATS** Agility 16 Intel 19 Stamina 19 Strength 22 Will 24, Health 68, Special Power Modifier +3, **AC** 38, immune ordinary wood weapons, one-tenth damage non-enchanted ferrous (iron) weapons, one-quarter damage weapon+1, **Lift/Carry** 2200/400 pounds, **Languages** Common, Infernal Cant, Demonic, Centaur, Minotaur, (4 foreign languages), **Racial Abilities** Infrared vision, Ultraviolet vision, detect invisible-phased-displaced at 100 FT, one-tenth damage Electricity/Fire magic, immune Earth magic, blends into desert (-10 detect stealthy), **Attacks:** Punch 1d12, Strangle 2d8, Kick 1d4; **Special Attacks:** Rotting Touch hp1d10 (6/day, finger/toe per touch, save 1d20 GTET [32-Stamina]; *Cure Disease* etc. fails on 1d20 rolls GTET 6), Disease Touch (leprosy, save 1d20 GTET [26-Stamina]); **Special Abilities:** *summon Skeletons* (3/day, 2d20, HD2), *summon Zombies* (2/day, 2d12, HD3), *summon Mummies* (1/day, 1d20, HD9), commands 100 HD undead at 100 FT, commands 500 HD giant rats etc. at 300 FT, walks through any wall in Ezrabah; **Weapon Proficiencies** Dirk, Machete, Cutlass, Club, Mace (scepter), War Hammer, Long Bow, Spear, Javelin, Halberd, Polearm, Sling, Whip, **TH Modifier** +0, **Defense Modifier (Opponent)** -0, **Damage Modifier** +4,

DENIZENS OF KOESSA

MUMMY KING/QUEEN, continued,

1d20 Detect Active Spells 9, **1d20 Detect Active Prayers** 15, **1d20 Moving with Stealth** 9 (3 desert, 6 underground), **1d20 Detect Stealthy** 11, **1d20 Negate Surprise Attack** 8, **Identify Enchanted Object** 13, **1d20 Free Climb** easy 5 moderate 12 difficult 17 very difficult 23, **Listen** whisper 40 FT speech 120 FT shout 600 FT, **1d20 Listen at Door** [loud -3] whisper 16, speech 11 shout 6, **Gear:** *Sandals of Levitation*, *Ring of Fiery Breath* (47), *Ring of Magic Missiles* (1d8, 50 FT, 58); **Weapons** *Soulstriker Scepter* (evil artifact {see Inferno: Treasury} may appear as an ordinary wood rod, disbelieve 1d20 GTET [34-Will]), **Armor** none; **Spells:** BASIC 1d6+4 *Attack (Acid, Electricity)*, *Audibles*, *Bog Down* 20x20 FT, *Call Breezes*, *Dominate Person*, *Fog Bank*, *Horga's Mage Block*, *Jaco's Mesmerize*, *Minor Sleep*, *Putrid Scents*, +1d6+4 *AC Rockskin*, *Slippery Surfaces* 25x25 FT, 1d8+4 *Sound Blast*, 1d4+4 *Steam Vent* {ground}, *Unhearing Ears*, *Vertigo* (FREE 10); LESSER 2d6+4 *Attack (Acid, Electricity)*, 1d6+4 *Attack (Cold, Fire)*, *Area Deafen* 20x20 FT, *Area Silence* 20x20 FT, *Arrow Volley* 1d8 at hp1d3, *Choke* {to unconsciousness}, *Cloud the Mind*, *Control Winds*, *Create Quicksand* 25x25 FT, *Disperse Magic*, *Fear the Reaper*, *Gregor's Mage Drain*, 3d6+4 *Hailstorm* 20x20 FT, *Hold in Place*, *Paralyzing Hand*, *Remove Air* 20x20 FT, *Stun*, *Summon Air Elemental*, *Summon Giant* (FREE 6), **Familiar** Rehomet (HD4 Skeletal Cat, hp25, AC40, bite 1d4, 2x claw 1d3, disease/save 1d20 GTET [28-Stamina]), **Description:** An emaciated bipedal male humanoid 6'2" tall, wrapped in layers of glossy and shimmering gold color linen strips; his features are generally obscured by bandages but he appears to have a strong chin, prominent and large nose, and deep eye sockets. He wears a colorful hood-like head-dress with blue, yellow, and red horizontal stripes and a gold circlet over the outside with an upright cobra mounted to it; he wears gold sandals and around his neck is a gold chain and ankh (something like a cross with the top segment replaced by an oval or circle), **Initial Location:** The Oasis of Koessa or the Oasis of Atalyk on the Seventh Circle of Hell, in the Throne Room of the Obelisk Tower. Hidden inside his body wrapping are: 48 GP, *Gergale's Charm* (mental protection), a *Choker of Tongues*, one *Earring of Telepathy*, pouch *Ahab's Storm Dust*.

Morfarch; male Half-Elf; **CLASS:** Priest; **LVL** 12 [next 17,674 XP]; **Age:** 111 yrs; **Social** Craftsman; **Moral:** Evil; **STATISTICS:** AGIL15 INT18 STAM19 STRNG16 WILL17; **hp** 23; **Healing:** 1hp/6 hours; **SPM**+7; **Racial Abilities:** Low Light Vision, Outdoor Navigation, Reduced Lost; **Limitations:** Hand Free to perform Prayers; **Languages:** Common, Elvish, Giantish, Dopeleganger, Infernal Cant; **Reading:** YES (Common, Elvish, Infernal Cant); **Religion:** YES/Lucifer; **1d20 Reincarnate:** 0; **1d20 Raise the Dead:** 2; **1d20 Bar Undead:** HD-2; **1d20 Drive Back Undead:** HD+0; **1d20 Destroy Undead:** HD+5; **Lay on Hands:** 1d6 (5/day); **Weapon Proficiencies:** Dirk, Heavy Mace, Staff, Club, War Hammer, Rapier, Cutlass, Spear, Javelin, Long Bow, Blow Gun; **Weapons:** Mace +3 (+2 TD), steel tipped Quarterstaff, curved Dirk, Long Bow with 20 War Arrows; **Combat Abilities:** -4 TH not proficient; +1 First Blow; **TH Bonus:** +1 Dirk-Rapier-Staff-Crossbow; **TD Bonus:** 0; **1d20 Missiles:** Short11 Medium13 Long15 Extreme18; **AC:** 38 (-5 damage); **Armor Worn:** steel Cap AC+3, leather Neck Protection, chain mail Armor AC+10, chain mail Arm Protection AC+4, steel Leg Protection; **Prayers:** Devotion (Free 14): *Armorskin* AC+26, *Blur Sight*, *Command Animals*, *Command Minor Undead*, *Compel Truth*, *Create Minor Food*, 1d10 *Cure Wounds*, *Detect Poisons*, 1d8+7 *God's Bolt*, 1d4+3 *God's Fist*, *God's Sword*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Sword Blessing*, *Waken*; Mystery (Free 12): *Aura of Calm*, *Banish Confusion*, *Banish Spells*, *Blind Undead*, *Deflect Magic*, *Element Shield*, *God's Hammer*, *God's Serpent*, 2d8 *Cure Wounds*, *Hold Undead*, *Inflict Panic*, *Know Enemy*, *Minor Regeneration*, *Restore Sight*, *Restore Hearing*, *Walk on Water*; Majesty (Free 8): *Creature's Form*, 2d8+7 *Cure Wounds/3 persons*, *God's Might Warrior*, *Grand Crusade*, *Mass Animate*; **Carry Weight** 190 LBS, **Lift Weight** 1600 LBS, **1d20 Detect Active Prayer:** -4 (identify category 4, identify prayer 9); **1d20 Detect Active Spells:** -2 (not identify); **1d20 Negate Surprise:** 11; **1d20 Free Climb:** Easy-2 Moderate5 Difficult11 Impossible17; **1d20 Gear Climb:** Easy-7 Moderate0 Difficult6 Impossible12; **Grapple Throw:** 64 FT; **1d20 Grapple:** 8-15FT -3 16-30FT 5 31-45FT 11 46FT+ 20; **1d20 Move w/Stealth:** Cover 2 Normal5 Open11 Impossible19; **1d20 Climb w/Stealth:** Cover5 Normal10 Open18 Impossible26; **1d20 Open Lock:** Simple-6 Moderate2 Difficult10 Very Difficult18; **1d20 Break Lock:** Common15 Strong21; **1d20 Search Area:** Simple-8 Moderate1 Difficult10 Impossible14; **1d20 Search Door-Trap:** Simple-7 Moderate3 Difficult12 Impossible17; **1d20 Disarm Trap:** Simple-2 Moderate7 Difficult17 Impossible22; **1d20 Picking Pockets:** 13 **1d20 Appraise Value:** Armor7 Art16 Tapestry17 Gems8 Jewelry11 Goods16 Weapons8; **1d20 Detect Enchant on Item:** 9/False Positive: 16; **1d20 Identify Enchant Item:** Alchem10 Weapon12 Armor15 Clothing15 Jewelry9 Ring8 Wand6 Tool14 Book11 Other13; **Listening:** Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door:** Whisper18 Normal13 Shout8; **Gear:** 2x oil flasks, 2x 1d10 *Healing Potions*, *Potion of Invisibility*, *Boots of Chaining*, *Gloves of Sloth*, *Pearl of Infrared Vision*, *Charm versus Air Magic*, *Magic Hole*, *Priest scroll (God's Missile (3x), God's Sword, God's Serpent, Bind Undead (2x), Inflict Panic)*; **Appearance:** Stands 6 FT 3 inches with long blonde hair cropped into a ponytail, he has grey-gold flecked eyes, and a thick blond moustache; black unholy symbols are drawn on his forehead in ashes; he wears a dark green cloak and a 4965 GP gold-ivory-onyx-amethyst Unholy Symbol of Lucifer on a 600 GP gold neck chain over his armor; **Knowledge and Abilities:** Art History, Wine Making, Wilderness Survival; **Location:** Found in the Sphinx, room #22.

DENIZENS OF KOESSA

Noridath Greenboggan; male Dwarf; **CLASS**: Warrior: LVL 4 [next 16,671 XP]; **Age**: 87 yrs; **Social**: Craftsman; **Moral**: Neutral; **STATISTICS**: AGIL15 INT19 STAM17 STRNG17 WILL13; **hp** 22; **Healing**: 1hp/6 hours; **SPM**+6; **Racial Abilities**: Infra-red Vision, Determine Depth and Direction Underground; **Languages**: Common, Dwarvish, Gnomish, Cercopes; **Reading**: YES (Dwarvish, Common); **Religion**: YES/; **Weapon Proficiencies**: Dirk, Long Sword, War Axe, War Hammer, Javelin, Sling, Rapier; **Weapons**: None; **Combat Abilities**: Simultaneous versus 2 Foes (-3 TH), Humanoids +1,-4 TH not proficient; +1 First Blow; **TH Bonus**: +1 Dirk-War Axe-War Hammer; **TD Bonus**: +1; **1d20 Missiles**: Short11 Medium13 Long15 Extreme18; **AC**: 2 (no damage modifier); **Armor Worn**: None; **Carry Weight** 200 LBS, **Lift Weight** 1700 LBS; **1d20 Negate Surprise**: 7; **1d20 Free Climb**: Easy6 Moderate13 Difficult19 Impossible24; **1d20 Gear Climb**: Easy2 Moderate8 Difficult14 Impossible19; **Grapple Throw**: 68 FT; **1d20 Grapple**: 8-15FT 4 16-30FT 12 31-45FT 18 46FT+ 27; **1d20 Move w/Stealth**: Cover 6 Normal13 Open18 Impossible26; **1d20 Climb w/Stealth**: Cover12 Normal19 Open24 Impossible33; **1d20 Detect Stealthy**: 14; **1d20 Open Lock**: Simple-1 Moderate1 Difficult11 Very Difficult19; **1d20 Break Lock**: Common11 Strong18; **1d20 Search Area**: Simple-1 Moderate9 Difficult19 Impossible23; **1d20 Search Door-Trap**: Simple0 Moderate11 Difficult20 Impossible25; **1d20 Disarm Trap**: Simple3 Moderate14 Difficult24 Impossible30; **1d20 Picking Pockets**: 17; **1d20 Appraise Value**: Armor9 Art18 Tapestry17 Gems9 Jewelry11 Goods12 Weapons8; **Listening**: Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: wearing a *Choker of Unchanging* and a *Ring of Confusion* (clothing is found in a nearby chest); **Appearance**: He is found shapedchanged into a 2 FT 4 inch Chimpanzee wearing a silver choker around his neck and a silver-pearl ring on his left hand; his native form stands 4 FT 4 inches tall with medium-length red hair streaked with grey and a waist-length dark red beard with streaks of white; his eyes are light grey; he has tattoos on the backs of both hands; he is naked when returned to his native form; **Knowledge and Abilities**: Master Miner, Tool Smith, Dwarven Ballads, Pigeon Keeper; **Location**: Large Pyramid, Room 8.

Orlaith; female Human; **CLASS**: Priestess: LVL 9 [next 61,611 XP]; **Age**: 46 yrs; **Social**: Peasant; **Moral**: Evil; **STATISTICS**: AGIL17 INT18 STAM15 STRNG13 WILL16; **hp** 19; **Healing**: 1hp/6 hours; **SPM**+4; **Racial Abilities**: Problem Solving +1, Acrobatics +1; **Languages**: Common, Infernal Cant; **Reading**: YES; **Religion**: YES/Lucifer; **1d20 Reincarnate**: 6; **1d20 Raise the Dead**: 9; **1d20 Bar Undead**: HD+1; **1d20 Drive Back Undead**: HD+3; **Destroy Undead**: HD+8; **Lay on Hands**: 1d6 (4/day); **Weapon Proficiencies**: Dirk, Heavy Mace, Staff, Rapier, Short Bow, Flail, War Axe, Polearm; **Weapons**: Dirk, Heavy Mace, Steel-Tipped Quarterstaff +1 (+2 TD), Short Bow with 20 War Arrows; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **TH Bonus**: +1 Dirk-Mace; **TD Bonus**: 0; **1d20 Missiles**: Short11 Medium13 Long15 Extreme18; **AC**: 35 (-5 damage); **Armor Worn**: leather Hood, Breastplate AC+7, chain mail Arm Protection, scale mail Gauntlets AC+10; **Prayers**: *Devotion* (Free 11): *Command Animals*, *1d6 Cure Wounds*, *Detect Undead*, *1d8+4 God's Bolt*, *God's Fist*, *God's Sword*, *Know Creature*, *Minor Escape*, *Minor Prayer*, *Mute*, *Reveal Hidden*, *Sword Blessing*, *Waken*, *Walk through Fire*; *Mystery* (Free 9): *Aura of Belief*, *Banish Paralysis*, *Banish Spells*, *Create Major Food*, *1d10 Cure Wounds*, *Deflect Magic*, *Detoxify Poisons*, *God's Serpent*, *Inflict Panic*, *Knock Out*; *Majesty* (Free 5) *Aura of Heroism*, *Creature's Form*, *Kill*; **Carry Weight** 160 LBS, **Lift Weight** 1300 LBS, **1d20 Detect Active Prayer**: 2 (identify category 5, identify prayer 11); **1d20 Detect Active Spell**: 5 (not identify); **1d20 Negate Surprise**: 7; **1d20 Free Climb**: Easy-3 Moderate4 Difficult10 Impossible16; **1d20 Gear Climb**: Easy-7 Moderate-1 Difficult5 Impossible12; **Grapple Throw**: 52 FT; **1d20 Grapple**: 8-15FT -3 16-30FT 5 31-45FT 11 46FT+ 20; **1d20 Move w/Stealth**: Cover 2 Normal4 Open11 Impossible19; **1d20 Climb w/Stealth**: Cover7 Normal10 Open16 Impossible25; **1d20 Detect Stealthy**: 15; **1d20 Open Lock**: Simple-3 Moderate-1 Difficult8 Very Difficult16; **1d20 Break Lock**: Common15 Strong23; **1d20 Search Area**: Simple-5 Moderate5 Difficult15 Impossible19; **1d20 Search Door-Trap**: Simple-4 Moderate7 Difficult16 Impossible21; **1d20 Disarm Trap**: Simple1 Moderate12 Difficult22 Impossible27; **1d20 Picking Pockets**: 11; **1d20 Appraise Value**: Armor9 Ar14 Tapestry17 Gems12 Jewelry13 Goods16 Weapons10; **1d20 Detect Enchant on Item**: 12/False Positive: 16; **1d20 Identify Enchant Item**: Alchem14 Weapon11 Armor9 Clothing15 Jewelry17 Ring14 Wand11 Tool17 Book17 Other13; **Listening**: Whisper 30 FT Normal 90 FT Shout 450; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: Potion of Protection against Blindness, 2x 1d12Healing Potions, 10 Skeleton Seeds, 80 GP ivory pipe, 6x pipeweed, Glasses of Cataracts, set Dwarven Lock Picks, Ring of Oath Fulfilling, 3x Poison Antidote, Priest scroll (*Detoxify Poisons* (2x), *God's Bolt* (2x), *Night Vision*, *Enhance Protection*, *2d8 Cure Wounds* (4x), *Minor Regeneration*), 4x Torch, flint&steel; **Appearance**: She stands 5 FT 1 inch tall with very long brown hair, the tips are dyed bright red, her eyes are green, she has a short scar on her forehead; she wears long green robes over her armor along with a 6720 GP platinum-pearl-opal Unholy Symbol of Lucifer; **Knowledge and Abilities**: Vocal (chant, singing), Reptiles, Poisoner; **Location**: Sphinx, Room #22.

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Philomena; female Gnome; **CLASS**: Wizard (Shaman): **LVL** 15 [next 56,000 XP]; **Age**: 92 yrs; **Social** Craftsman (Slave); **Moral**: Evil; **STATISTICS**: AGIL21 INT19 STAM14 STRNG13 WILL22; **hp** 18; **Healing**: 1hp/4 hous; **SPM**+6; **Racial Abilities**: Speak with Animal (canine, feline, raven, falcon, eagle), Low Light Vision; **Limitations**: Hand free to cast spells, Limit 20 LBS iron on body to cast spells; **Languages**: Common, Gnome, Dwarfish; **Reading**: YES; **Religion**: NO; **Weapon Proficiencies**: Dirk, Bow, Cutlass, Scimitar, Staff, Spear, Short Bow, Light Mace, Flail; **Weapons**: None; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **TH Bonus/Penalty**: +1 Cutlass-Dirk-Machete-Rapier-Bow-Scimitar; **TD Bonus**: 2; **1d20 Missiles**: Short8 Medium10 Long12 Extreme14; **Armor Worn**: None; **Spells**: Basic (FREE 16): 1d6+4 Attack (Force), -3 Confuse Weapons, Detection, Dominate Person, Horga's Mage Block, Jaco's Mesmerize, Levitation, Illusion, Mind Speech, Remove Confusion, Minor Sleep, Remove Panic, Waken; Lesser (FREE 12): 2d6+4 Attack (Force), 1d6+4 Attack (Acid, Cold, Fire, Electricity), Arrow Volley 1d8 at hp1d3, +3 Aura of Heroism, Cloud the Mind, Disperse Magic, Fear the Reaper, Gregor's Mage Drain, Hold in Place, Send Mage Energy, Stun, True Sight; Greater (FREE 6): 2d6+4 Attack (Acid, Cold, Fire, Electricity), Clone Person, Geas, 5d20+20 Imminent Mortality, Minor Time Walk, Spell Permanency, Sleep Zone 25x25 FT; **Carry Weight** 160 LBS, **Lift Weight** 520 LBS, **1d20 Negate Surprise**: 5; **1d20 Detect Active Enchant**: -8 (1d20 Recognize Element 2, 1d20 Recognize Category 2); **1d20 Detect Active Prayer**: 6; **1d20 Free Climb**: Easy-11 Moderate-4 Difficult2 Impossible8; **1d20 Gear Climb**: Easy-16 Moderate-9 Difficult-3 Impossible3; **Grapple Throw**: 52 FT; 1d20 Grapple: 8-15FT 5 16-30FT 13 31-45FT 21 46FT+30; **1d20 Move w/Stealth**: Cover2 Normal2 Open8 Impossible16; **1d20 Climb w/Stealth**: Cover7 Normal7 Open13 Impossible21; **1d20 Open Lock**: Simple2 Moderate2 Difficult8 Very Difficult16; **1d20 Break Lock**: Common15 Strong21; **1d20 Search Area**: Simple-11 Moderate-2 Difficult7 Impossible11; **1d20 Search Door-Trap**: Simple-9 Moderate1 Difficult10 Impossible15; **1d20 Disarm Trap**: Simple-7 Moderate4 Difficult14 Impossible19; **1d20 Picking Pockets**: 8; **1d20 Appraise Value**: Armor3 Art5 Tapestry6 Gems-2 Jewelry-1 Goods6 Weapons7; **1d20 Detect Enchant on Item**: 4/False Positive: 20; **1d20 Identify Enchant Item**: Alchem3 Weapon4 Armor6 Clothing7 Jewelry3 Ring5 Wand 4 Tool7 Book1 Other5; **Listening**: Whisper 30 FT Normal 90 FT Shout 450 FT; **1d20 Listen through Door**: Whisper17 Normal2 Shout7; **Gear**: None; **Appearance**: Stands 3 FT 8 inches tall with short dark brown hair, a pigtail hanging on her left side, her eyes are dark blue; she has a platinum stud in her left ear and a lightning tattoo on the back of her right hand; she is wearing a hooded ankle-length grey robe with red geometric patterns, and black shoes; **Knowledge and Abilities**: Storytelling, Lying, Card Playing, Hagglng, Forgery, Musician; **Other**: former slave, separated from her husband Valponius (Rascal L18) during fighting on the Sixth Circle; helps Adventurers until an opportunity arises to steal their treasure then leaves; **Location**: Dimensional Trap, Obelisk, Room 10.

Serbesses; male Human; **CLASS**: Warrior (Dervish): **LVL** 9 [next 8542 XP]; **Age**: 37 yrs; **Social** Peasant; **Moral**: Neutral; **STATISTICS**: AGIL19 INT13 STAM17 STRNG17 WILL14; **hp** 21; **Healing**: 1hp/6 hours; **SPM**+4; **Racial Abilities**: Problem Solving +1, Acrobatics +1; **Languages**: Common, Infernal Cant, Minotaur, Goblin, (foreign language); **Reading**: NO; **Religion**: YES/Lucifer; **Weapon Proficiencies**: Dirk, Long Sword, Two-Handed Sword, Cutlass, Rapier, Scimitar, Staff, Heavy Mace, Short Bow, Crossbow, Spear, War Axe; **Weapons**: War Axe +2, Leather Bandolier (3 Dirks), d12 Spiked Mace +3 (Wizard Bane, reflects Air magic); **Combat Abilities**: Fight 3 simultaneous foes, +1 Long Sword-Staff-Spear, +2 versus Humanoids, -4 TH not proficient; +1 First Blow; **Called Criticals**: 9/day; **TH Bonus**: 0; **TD Bonus**: +1; **1d20 Missiles**: Short7 Medium9 Long11 Extreme14; **AC**: -6 hp damage reduction; **Armor Worn**: Steel Cap with Leather side AC+4, Leather Armor AC+8, Breastplate AC+4, Studded Leather Arm Guards, Leather Gloves, Studded Leather Leg Guards, Steel Foot Guards, medium rectangular Bronze Shield AC+10; **Carry Weight**: 200 LBS, **Lift Weight** 450 LBS, **1d20 Negate Surprise**: 6; **1d20 Free Climb**: Easy-5 Moderate2 Difficult8 Impossible14; **1d20 Gear Climb**: Easy-10 Moderate-3 Difficult3 Impossible9; **Grapple Throw**: 68 FT; 1d20 Grapple: 8-15FT9 16-30FT17 31-45FT25 46FT+34; **1d20 Move w/Stealth**: Cover2 Normal2 Open8 Impossible16; **1d20 Climb w/Stealth**: Cover7 Normal7 Open13 Impossible21; **1d20 Open Lock**: Simple2 Moderate9 Difficult17 Very Difficult25; **1d20 Break Lock**: Common11 Strong17; **1d20 Search Area**: Simple1 Moderate10 Difficult19 Impossible23; **1d20 Search Door-Trap**: Simple3 Moderate13 Difficult22 Impossible27; **1d20 Disarm Trap**: Simple5 Moderate16 Difficult26 Impossible31; **1d20 Picking Pockets**: 9; **1d20 Appraise Value**: Armor1 Art14 Tapestry13 Gems10 Jewelry13 Goods16 Weapons8; **1d20 Detect Enchant on Item**: 15/False Positive: 16; **1d20 Identify Enchant Item**: Alchem18 Weapon12 Armor14 Clothing18 Jewelry18 Ring18 Wand18 Tool16 Book18 Other16; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: 2x Oil Flask, pouch 11x matches, Switchblade, small metal pry bar; **Appearance**: Stands 5 FT 8 inches with short brown hair, brown eyes, and a thin brown beard; he wears brown desert robes over his armor along with a 6200 GP gold-turquoise-amber Unholy Symbol of Lucifer; **Other**: sentenced to 50 years of keeping intruders out of the Sphinx by Amayon; **Location**: Inside the Sphinx.

Vivinna, female Elf in her mid 20's (shapechanged); **True Form**: HD 14 Type 7C Devil, **STATISTICS**: hp70, **AC**: 34 (-4 damage); **Weapon/Armor/Gear**: None; **Appearance**: Stands 5 FT 11 inches with long silver-blond hair gathered into three ponytails, her eyes are grey, she has a mole on her chin and a birthmark on the left side of her neck; she is dressed in a tight-fitting white tunic and white shorts with grey slippers; her figure is slender, she has a smaller bust line and wide hips; **Location**: found in the Sphinx, room #23.

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Yothel; male Human; **Age**: 31 yrs; **CLASS**: Warrior: **LVL** 9 [18,000 XP next Lvl]; **Social** Gentry; **Moral**: Good; **STATISTICS**: AGIL 19 INT 12 STAM 20 STRNG 16 WILL 15; **hp** 24; **SPM**+2; **Racial Abilities**: Acrobatics and Balance +1, Problem Solving +1; **Languages**: Common; **Reading**: YES; **Religion**: YES/Anuruck; **Weapon Proficiencies**: Dirk, Long Sword, War Axe, Spear, Pole Arm, Lance, War Hammer, Flail, Cutlass, Scimitar, Throwing Knife, Short Bow; **Weapons**: None; **AC**: 3; **Armor**: None; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **Called Criticals**: 9/day at -3TH; **TH Bonus/Penalties**: +1 Long Sword-Staff-Spear, +2 versus Humanoids, Strike vs 3 Foes at -3TH; **TD Bonus**: 0; **Missiles**: Short7 Medium9 Long11 Extreme14; **Armor Worn**: None; **Carry Weight** 190 LBS, **Lift Weight** 516 LBS, **Healing**: 2hp/4 hours; **1d20 Negate Surprise**: 8; **1d20 Free Climb**: Easy-3 Moderate4 Difficult10 Impossible16; **1d20 Gear Climb**: Easy-8 Moderate-1 Difficult5 Impossible11; **Grapple Throw**: 64 FT; **1d20 Grapple**: 8-15FT 10 16-30FT 18 31-45FT 26 46FT+ 25; **1d20 Move w/Stealth**: Cover2 Normal4 Open10 Impossible14; **1d20 Climb w/Stealth**: Cover7 Normal9 Open15 Impossible23; **1d20 Open Lock**: Simple2 Moderate9 Difficult17 Very Difficult25; **1d20 Break Lock**: Common12 Strong18; **1d20 Search Area**: Simple2 Moderate11 Difficult20 Impossible24; **1d20 Search Door-Trap**: Simple4 Moderate14 Difficult23 Impossible;28 **1d20 Disarm Trap**: Simple6 Moderate17 Difficult27 Impossible32; **1d20 Picking Pockets**: 11; **1d20 Appraise Value**: Armor2 Art15 Tapestry14 Gems11 Jewelry12 Goods15 Weapons14; **1d20 Detect Enchant on Item**: 15/**False Positive**: 15; **1d20 Identify Enchant Item**: Alchem21 Weapon20 Armor20 Clothing21 Jewelry21 Ring21 Wand21 Tool20 Book21 Other19; **Listening**: Whisper 20 FT Normal 60 FT Shout 300; **1d20 Listen through Door**: Whisper18 Normal13 Shout8; **Gear**: None; **Appearance**: Stands 5 FT 11 inches, with a bald head, blue-green eyes, small thick brown beard, with tattoos on his left shoulder and on his right palm; he is wearing a dark yellow shirt, black pants, a black belt, and knee-high boots; **Knowledge**: Falconry, Poisonous Plants, Field First Aid, Tracking, exceptional rider; **Quest**: Kill Dirslasus (Circle 5 Devil) for causing the insanity of his wife, Faustinna; **Location**: Dimensional Trap, Obelisk, Room 10.

Zobaravrim; male Elf; **CLASS**: Rascal: **LVL** 13 [next 74,000]; **Age**: 283 yrs; **Social** Craftsman; **Moral**: Neutral; **STATISTICS**: AGIL 19 INT 13 STAM 16 STRNG 15 WILL 14; **hp** 20; **SPM**+5; **Racial Abilities**: Low Light Vision, Navigate by Stars, 50% less likely become lost, Persuasion +1; **Languages**: Common, Elvish, 1 foreign; **Reading**: YES; **Religion**: YES Saorla, Elvish Goddess of the Night and Stars; **Weapon Proficiencies**: {no long weapons} Dirk, Rapier, War Hammer, War Axe, Short Sword, Cutlass, Scimitar, Long Sword, Short Bow, Long Bow, Crossbow, Bolt Thrower (hand), Flail, Club, Light Mace, Heavy Mace; **Weapons**: None; **Combat Abilities**: -4 TH not proficient; +1 First Blow; **Called Criticals**: 11/day at -3TH; **TH Bonus/Penalty**: + Saber, +1 Bows, +2 Rapier, +1 Throwing, +2 using 2 Dirks, Strike vs 3 Foes at -2, Two Hand Weapon -2; **TD Bonus**: 0; **1d20 Missiles**: 6Short 8Medium 10Long 13Extreme; **Armor Worn**: {Not permitted heavy armor or GTR medium shield} None; **Carry Weight** 180 LBS, **Lift Weight** 490 LBS, **Healing**: 1hp/4 hours; **1d20 Negate Surprise**: 4; **1d20 Free Climb**: Easy-7 Moderate0 Difficult6 Impossible12; **1d20 Gear Climb**: Easy-12 Moderate-5 Difficult1 Impossible7; **Grapple Throw**: 60 FT; **1d20 Grapple**: 8-15FT 10 16-30FT 18 31-45FT 26 46FT+ 35; **1d20 Move w/Stealth**: Cover2 Normal2 Open8 Impossible16; **1d20 Climb w/Stealth**: Cover7 Normal7 Open13 Impossible21; **1d20 Open Lock**: Simple-2 Moderate3 Difficult6 Very Difficult14; **1d20 Break Lock**: Common13 Strong19; **1d20 Search Area**: Simple-6 Moderate3 Difficult12 Impossible16; **1d20 Search Door-Trap**: Simple-4 Moderate6 Difficult15 Impossible20; **1d20 Disarm Trap**: Simple-2 Moderate9 Difficult19 Impossible;24 **1d20 Picking Pockets**: -1; **1d20 Appraise Value**: Armor1 Art6 Tapestry5 Gems2 Jewelry3 Goods6 Weapons13; **1d20 Detect Enchant on Item**: 11/**False Positive**: 20; **1d20 Identify Enchant Item**: Alchem10 Weapon12 Armor13 Clothing11 Jewelry12 Ring13 Wand11 Tool12 Book13 Other12; **Listening**: Whisper 40 FT Normal 120 FT Shout 600; **1d20 Listen through Door**: Whisper15 Normal10 Shout5; **Gear**: None; **Appearance**: Stands 6 FT 6 inches with short silver-blond hair, his eyes are dark grey, he wears 100 GP silver loops in each ear; he is clean-shaven; he has six fingers on his left hand; he is wearing a metallic silver short sleeve shirt, dark black leather pants, knee-high blue leather boots, and a hooded blue cloak (*Heat Protection*); **Knowledge**: Fishing, Disguise; **Location**: Dimensional Trap, Obelisk, Room 10.

KOESSA BESTIARY

The creatures listed below are not described in either the *Portal to Adventure* RPG rule book, or *Inferno: Bestiary*, Second Edition. Games Masters should refer to those sources for all other creatures, or to equivalent sources.

Caberiri. Appears as light red-brown or red-tan skinned humanoids 3 FT to 3½ FT in height. They have large round heads with thin pointed ears, small forehead, large round yellow eyes under thick bushy brown eyebrows, thin short nose, wide mouths with thin dark red lips, and a flat chin. Male Caberiri are bald, as are one-third of women. Caberiri have a dark red tint to their fingernails and toenails, with slender necks, wide shoulders and chests. Caberiri women often have large busts, narrow waists, wide rounded hips, and short legs for their heights. Males often wear leather vests over knee-length hooded robes dyed bright colors; females dress in light-colored long-sleeve shifts worn under sleeveless thigh-length dresses with brightly-dyed shoes. Caberiri of both genders love large ornate hats. Males usually wear a single earring in the left ear; women generally wear ornate armbands, bracelets, and rings, and are especially fond of silver metal. A Caberiri is a Priest or Wizard on 1d20 rolls GTET 13, the type determined by 1d8: (01-04) Earth, (05) Air, (06) Fire, (07) Priest, (08) Shaman. Typical statistics are: HD1d3+2, hp1d8+14, Agility 1d6+11, Intelligence 1d8+12, Stamina 1d6+9, Strength 1d6+9, Will 1d10+10, AC1d6+4+(armor), SPM +1 bonus when Wizard.

Greater Sand Worm, HD18, hp1600, AC120, Bite 10d10 {swallow whole, avoid 1d20 GTET [33-Agility]}, Rolling Crush 5d12 {avoid 1d20 GTET [27-Agility]}, immune to all Earth Magic, immune to all Basic Magic spells and Devotion-category prayers, resists all Lesser Magic spells and Mystery-category prayers on 1d20 rolls GTET 8, blends into a desert environment 1d20 GTET 6. Description: an ochre-orange worm between 90 FT and 140 FT in length and 9 FT and 18 FT in diameter, the front end is almost entirely a large circular mouth; four large eyes are located on stalks which can tuck back inside the mouth; it has from 10 to 20 appendages/tentacles around its mouth which are each between 6 FT and 12 FT long. Glowing orange patches up to 8 FT in diameter are located along its body spaced every 15 FT to 20 FT. Its hide is very thick and rough, scraping contact can cause hp1d4 damage (avoid 1d20 roll GTET [28-Agility]). Persons near its mouth (range 25 FT) can be overcome by the stench of its breath (1d100 minutes unconsciousness, save 1d20 GTET [32-Stamina], checked every minute).

KOESSA TREASURY

The items listed below are not described in either the *Portal to Adventure* RPG rule book or in *Inferno: Treasury*. Games Masters should reference those sources for specifics about all other treasure and enchanted items found in Koessa, or should refer to equivalent sources.

Dopplegard. Typically appears as a well-crafted Longsword or Scimitar, often inlaid with moonstone, amethysts, polished jade, or pink pearls, although it could appear as any weapon between 2 FT and 6 FT in length. A Dopplegard is an evil-oriented weapon that transforms into any edged, piercing, or blunt weapon upon the wielder's command (wielder must be evil), the transformation taking 1 round. Each form of the weapon does the base damage that is typical for that form. All forms of the Dopplegard have the same attack and damage bonus. Determine the weapon bonus using 1d100: (01-42) no TH or TD bonus; (43-62) +1 TH, +0 TD; (63-73) +1 TH, +1 TD; (74-80) +2 TH, +1 TD; (81-88) +2 TH, +2 TD, (89-94) +3 TH, +1 TD; (95-98) +3 TH, +2 TD; (99-100) +3 TH, +3 TD.

Ring of Plurality. *Cursed item* (cannot be removed after donning, save 1d20 GTET [52-Level-Will], checked daily). The Ring appears as a large gold ring (sizes itself to the wearer) inlaid with a diamond, a sapphire, and a piece of polished obsidian. **Primary Ability:** Every dawn the wearer rolls 1d6 to determine their alignment for the day: (1-2) Good alignment, (3-4) Neutral alignment, (5-6) Evil alignment. The wearer's alignment cannot be changed by any external enchantment once it is determined for the day. When the wearer is **good**, 1d6 Cure Wounds (5/day), 2d8 Cure Wounds (3/day), Banish Disease (2/day). When the wearer is **neutral**, 2d8 Fireball (2/day), 1d12 Lightning Bolt (2/day), Invisibility (15 minutes, 2/day), 1d6 Cure Wounds (3/day). When the wearer is evil, 2d8 Cause Wounds (3/day), Cause Disease (2/day), Hold Person (2/day), Cause Pain (2/day). **Secondary Abilities:** Detect Alignment (range 25 FT, continuous), Alter Aura (continuously causes the wearer to be perceived as neutral by any method of detecting alignment), Bar Good and Evil (2/day, affects the opposite of the current alignment), Friends (1/day), Minor Escape (1/day). **Penalty:** A permanent split personality develops on a 1d100 roll of 100, checked daily (save 1d20 GTET [55-Level-Will]), the good personality continually struggles against the evil personality, each taking over in stressful situations as determined by 1d6 (1-3, good, 4-5 evil). **Background:** Created 1385 years ago by the Shaman and Sage, Oran Three Hands, a follower of Naunet, Goddess of Chaos, who believed that all persons have all of the alignments in their character and that it was unhealthy to allow one alignment dominate the others.

KOESSA TREASURY

Wraith Ring. The ring appears as a heavy silver ring (sizes to the wearer) with ivory skeletal fingers gripping an oval-cut diamond, the inner surface has four inlaid ivory skulls. **Primary Ability:** The wearer can force an incorporeal Undead (e.g. Banshee, Ghost, Wraith, Specter, Vision, Shadow, etc.) into the ring on 1d20 rolls GTET 5 (range 30 FT; save 1d20 roll GTET [25-HD], limit 5 capture attempts/day). The captive Undead can be released from the ring at any time by the wearer. A captive Undead is released spontaneously on 1d100 rolls of 100, checked daily at dusk. Only one Undead is confined at a time. **Secondary Abilities:** The wearer detects all Undead (range 100 FT), knows all Undead (per *Know Creature* prayer), and is immune to the special touch attacks of the Undead. The wearer can damage incorporeal Undead with any weapon (including those without silver blades), ignoring any special weapon restrictions (e.g. silver blade, gold blade, enchanted blade). *Commune* with incorporeal Undead (mental contact, range 30 FT, 3 minutes, 3/day, Undead may refuse contact). Special damage to any Undead of 2d20 (1/day with weapon hit). Become incorporeal (with all gear), 1/month, 30 minutes duration. **Penalty:** when an Undead is confined in the ring, the wearer is perceived as evil by all enchanted means of detecting alignment (the ring does not alter actual alignment). Some cultures/races/religious groups may react to the ring as being an evil artifact. Background: This ring was created 830 years ago by Tostig Gordanneus (the Black Liche) in the Fastness of Death. The brother/sister team of Icorigas and Neadha (Crusaders) destroyed Tostig 90 years later. They gave the Ring to the Order of the Brothers of the Silver Moon, who protected it for 62 years. Subsequently, the female Vampire Juddith Marikanna dominated Brother Aldonnal and forced him to steal the Ring for her.



Koessa Models at the 2015 North Texas RPG Convention

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