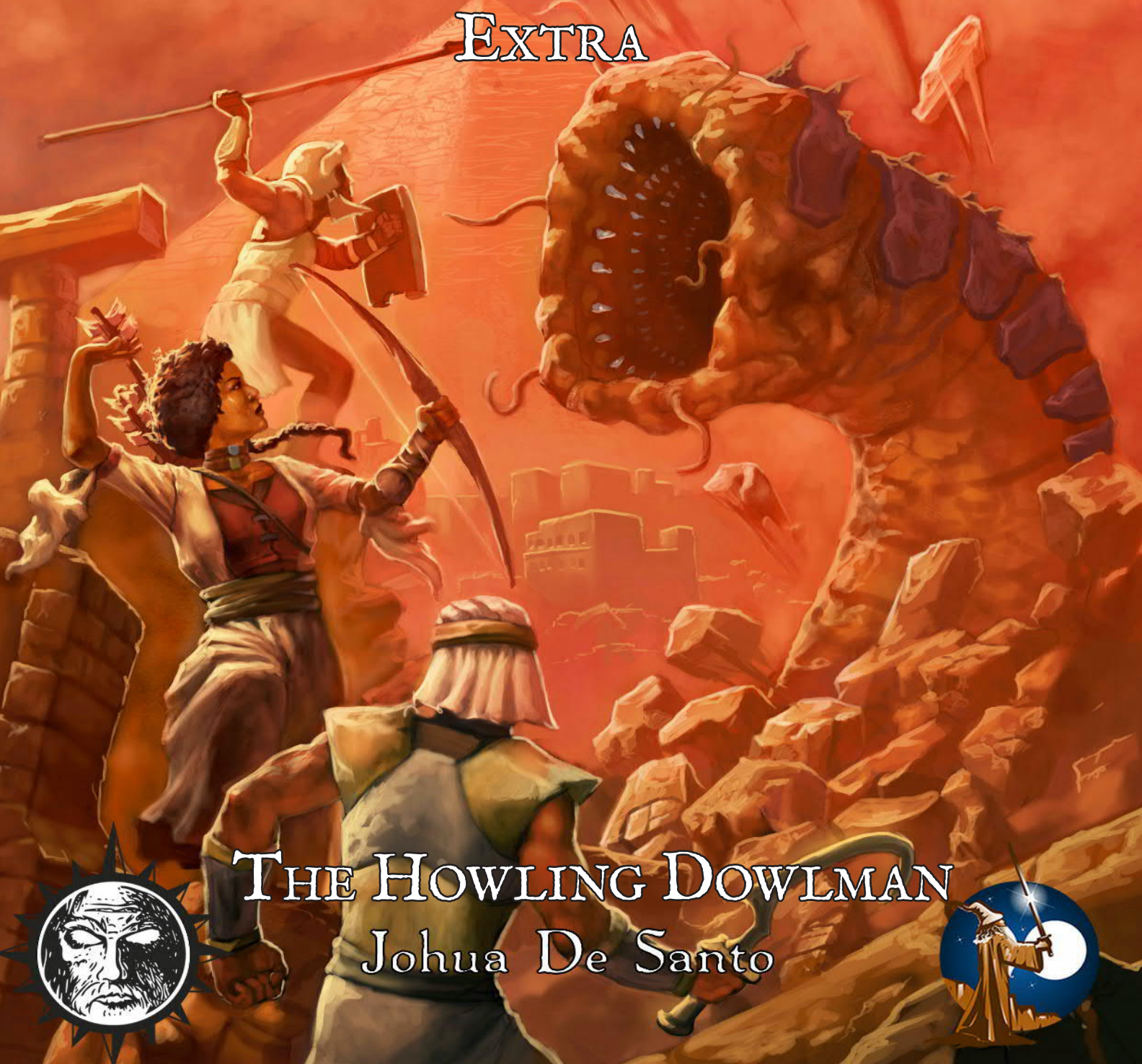




Pyramid of the Lost King

EXTRA



THE HOWLING DOWLMAN
Johua De Santo





THE HOWLING DOLMAN

Words: Johua De Santo

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Background & Lore

To the west of Basq, lost in the blowing sands of the Saragubi lay an ancient Dolman of flint. Few have seen this momonment of abnormally cold stone in the baking sun, and fewer yet can agree to were the Dolman exactly stands. Some believe that it is a cursed place, subjected to the magical calamity that sundered the world at the end of the war between the N'zi and the Usarm. Others believe that the hot sun and endless sands confuse the hapless caravan masters who witness it. One thing that everyone who has seen the dolemen can agree on though is the ghostly howl that nearly always emanates from the Dolman like the raspy whistling whistles from a bottle.

The Salvage Master Bromli Half-Foot is said to have lost his left foot in the dolemen, others say that the great ants of the Salt Pillers built it to honor their greatest queen, while other claim it as a N'zi gate to the Outside only half-closed. In the end, no one truly knows what the

Dolman is only that it is rumored and whispered about by those who have traveled westward toward the Salt Pillers.

In truth, the Dolman is a relic from one of the many realities, timelines, and dimensions that were folded into the Lands of Usarm during the calamity. Awash with the energies of that great event it moves and hopes throughout the western reaches of the Desert, carrying within it a prize and danger that no one truly understands.

Designer's Note:

The Saragubi Desert Map in Pyramid of the Lost King does not feature a hex grid nor is it to any scale. The "world map" is meant only to tell you what is generally where. With this in mind, it is suggested that finding the Dolman is left to the GM as either a mandatory find or in replacement to an encounter from the Upper Narrows encounter tables.





Approach

The Dolman always appears partially buried in sand to about half way up its sides and rear. However, the majority of Area 1 looks clear and open no matter the Dolman's direction or angle of the wind. The stones of the Dolman are incredible cold, should anyone touch the stones while bare handed or wearing metal they must survive a Saving Throw (with -2 modifier if wearing metal gloves) or suffer a -2 to all attack and dexterious actions for 12 hours.

1. The Stoop

Cold flag stone peaks up from the surface of the sand. Close inspection reveals that what little sand is on the stones is hovering about one inch from the surface of the rock. A Detect Magic spell will uncover three runes on either rock wall and the flagstone. Anyone who steps on the ground here is lifted as if by a levitation spell (floor rune) and either violent pushed back for 1d4 dmg (wall rune A) on a roll of 1-5 or hit by a beam of fire for 2d6 dmg (wall rune B).

2. The Doorway Unseen

While it appears to be a dead end, the stone that bars entrance to the Dolman is in fact slightly out of phase with the rest of reality at any given moment. Any play-

er can easily pass through the wall experiencing a sensation much like running a finger through thick syrup. There is a 3 in 6 chance when passing through that a player may become sickened by the out-of-sync phasic resonance of the stone. If this occurs the afflicted player must make a Saving Throw or be sickened for 1d4 turns.

3. The Dolman's Secret

In interior of the Dolman is a small 15 by 20 room. Inside a hag watches over a large spherical object that floats in the rear of the area projecting every hue in the spectrum softly. The had is Auntie, an ancient and

malivent being who like her sister Granny is obsessed with the ancient technologies and magics of the Us-arm and N'zi. If detected, Auntie won't bother with pleasantries, attacking the players outright with all her magic and power.

AUNTIE: HD 4; HP 28; AC 4 [15]; Atk Claws (2d8), Bite (1d6); MV 12/18 Flying; SV 14;

AL C; CL/XP 5/240; SPC Death Gaze - 3x/day Whoever the Hag gazes on must succeed a Saving Throw or die, Flight

TREASURE: The small sphere is a helm globe one of two needed to command and pilot a magical air ship (See Pyramid 1-7). The hag herself has little of value, but several silver coins featueng a semi-bald man worth 2 gp are found on her.

