



The Sarcophagus Legion

Sultan Mehmet rules his desert kingdom with absolute power, save for the trackless wastes of the interior where the authority of his army and bureaucrats holds no sway. The nomadic dervishes that call this inhospitable sea of sand their home recognize no authority greater than the warlord who leads their individual band. Sultan Mehmet is viewed with contempt by these barbarians, and the instruments of his rule are attacked whenever the opportunity presents itself. The two people are effectively at war, and have been for centuries.

Recently, Sultan Mehmet's beautiful wife Syriana fell into the grasp of the dervishes when the caravan with which she was traveling came under attack. Now, her desperate and humiliated husband has turned to courageous and resourceful adventurers to see to it that she is returned safe and unharmed.

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



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Advanced Adventures

The Sarcophagus Legion

By Andrew Hind



An OSRIC™ module designed for
4-6 adventurers of levels 2-4



Expeditious Retreat Press

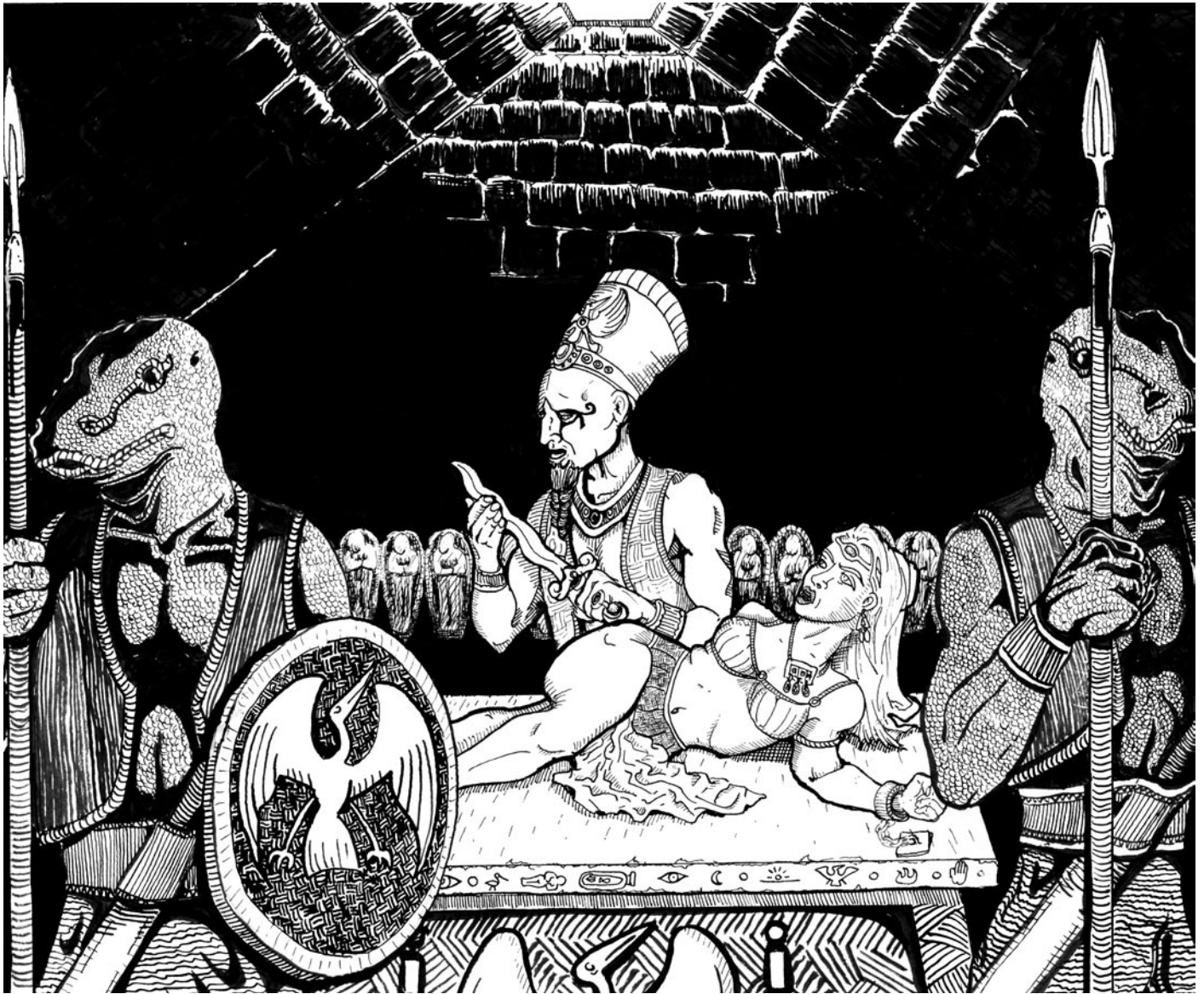
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ADVANCED ADVENTURES MODULE #7

The Sarcophagus Legion

by Andrew Hind

AN ADVENTURE FOR CHARACTER LEVELS 2-4



Author: Andrew Hind
Cover Artist: Bradley K. McDevitt
Interior Artist: John Bingham
Editors: Joseph Browning and Suzi Yee
Layout: Joseph Browning

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The Sarcophagus Legion

Background: Sultan Mehmet rules his desert kingdom with absolute power, save for the trackless wastes of the interior where the authority of his army and bureaucrats holds no sway. The nomadic dervishes that call this inhospitable sea of sand their home recognize no authority greater than the warlord who leads their individual band. Sultan Mehmet is viewed with contempt by these barbarians, and the instruments of his rule are attacked whenever the opportunity presents itself. The two people are effectively at war, and have been for centuries.

Recently, Sultan Mehmet's beautiful wife Syriana fell into the grasp of the dervishes when the caravan with which she was traveling came under attack. Now, her desperate and humiliated husband has turned to courageous and resourceful adventurers to see to it that she is returned safe and unharmed.

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

The Sarcophagus Legion is an adventure designed for 4-6 PCs of levels 2-4, though the GM may alter the encounters as he sees fit to make the adventure suitable for parties of different size and experience. Though as always a mix of character classes is ideal the services of a wizard, cleric, and thief are highly recommended for the successful completion of the module.

Notes for the Gamemaster

There's more to the story than meets the eye, and certainly much more than Sultan Mehmet would like revealed to his newly hired intrepid adventurers.

Recently, the royal seers made a startling discovery amongst burning goat intestines. They divined that the Sultan's fifth wife, Syriana, was the reincarnation of the last queen of the Pharaohic period, Nefertiri. This news represented both a threat and an opportunity. In the first case, should the young woman become aware of her heritage, and perhaps more importantly should it become known to the oppressed people who increasingly look back to halcyon days of the desert kingdom for pride, she may emerge as a threat to the Sultan's rule. This naturally caused the royal seers much consternation.

But there was also an opportunity to be had here. Mehmet listened with rapt attention as his eunuch mages related how an ancient ritual would use a single drop of pharaoh's blood to animate a mummy. What then would happen if a royal was completely exsanguined? Would not an entire legion of the dead be given renewed life? It would answer the Sultan's problems. With an entire army of the undead, he could crush the dervishes that bedevil his kingdom and then turn his conquering army upon his neighbors. He could rebuild the empire of old.

Syriana was therefore quickly placed in chains and was being escorted from the Sultan's summer palace to his royal court when the caravan was attacked by dervishes. Seeing his plans unravel, Mehmet desperately engages the services of adventurers to return his wife.

Setting the Stage: An Audience with Sultan Mehmet

Sultan Mehmet is a disfigured man whose mind is almost as warped as his misshapen body. His head is a mass of tumors that is only partially hidden by the silk scarves he wears draped over his bulbous scalp and down to his shoulders. He is extremely hard of hearing (one ear is completely enveloped by the sickly growths and the other is shaped like a cauliflower) and so constantly yells in a voice that is surprisingly high pitched and effeminate for a man that stands over 6' tall and who is so round that he travels almost exclusively by sedan borne by eight struggling slaves.

In temperament he is crude and easily angered, and enjoys abusing his many wives and countless slaves. Mehmet's favorite dinner entertainment consists of a show he calls the feast of eyes, wherein a criminal or simply a courtier who has displeased his majesty is dragged in chains before the assembled guests and beset upon by a starved vulture. Mehmet cheers when the bird plucks out the victims eyes, and roars with laughter when the now-sightless victim begins stumbling blindly about the room. Anyone who voices displeasure at the spectacle is instantly made a second act in the gruesome show.

When he meets with the PCs, he says the following:

"It was good of you to accept my invitation. This is a matter of some importance, and I need your particular skills, your courage. My wife, or rather my fifth wife, Syriana, was part of a caravan that came under attack by dervishes and I'm afraid she was taken captive. I'd like her back. She's a trifle, but she's my trifle and the thought of her being abused by those barbarians makes me ill. Worse, by handling my woman they insult my honor. So I ask you to return my wife to me and rescue her from the depraved clutches of her captors. Your reward will be significant, I assure you."

If the PCs accept the offer, Sultan Mehmet offers to outfit the party for desert travel and assigns them a guide to take them to where her caravan was overwhelmed. From there, it's hoped that the PCs can pick up the trail. If the PCs are reluctant to work for such a crude and obviously immoral man as Mehmet, point out that Syriana's life hangs in the balance. Dervishes are known to abuse female captives and, when at last they've had their pleasure with them, stake them out in the desert to watch as the glaring sun boils their skin. It's a fate no civilized being would wish even upon an enemy.

Random Desert Encounters

The desert is unbroken save for the occasional dried wadi. As one would expect in the desert, heat and thirst are dangers as real as that prevented by any monster. PCs will have to husband their supply of water and take precautions to protect themselves from the heat.

The wastes are desolate and there is only a 10% chance of a random encounter. Check for wandering encounters three times per day: once at morning, once at night, and once more during pre-dawn. If an encounter occurs, roll 1d10 on the table below to determine its nature.

1-2	Ghoul
3-4	Hyena
5-6	Jackals
7	Lurker Below
8	Giant poisonous snake
9	Ruined monument of the Pharaohs
10	Inanimate skeletons uncovered by a sandstorm

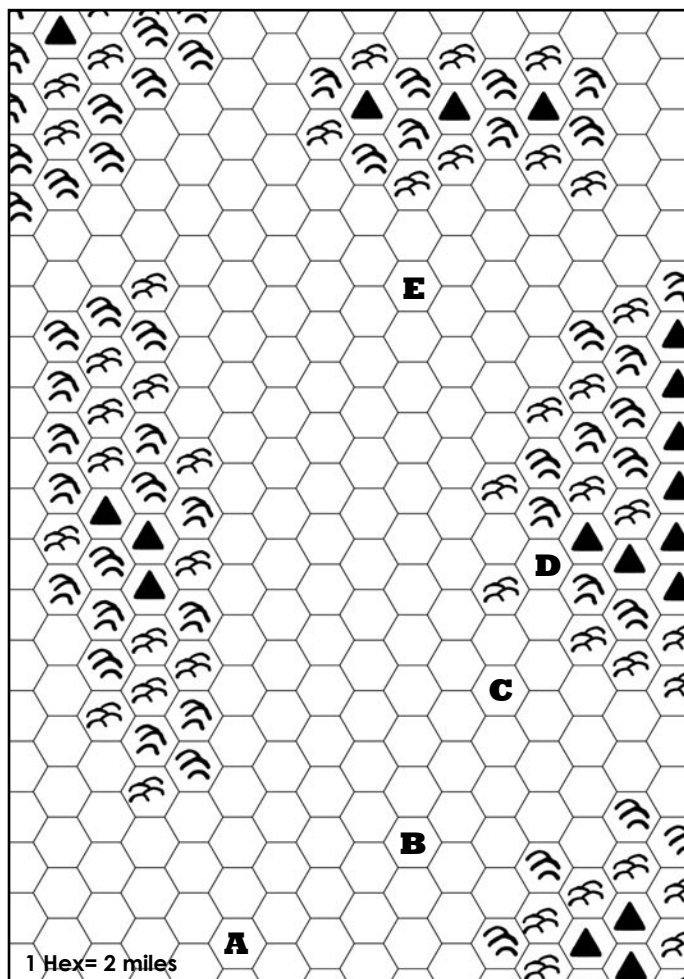
1-2 GHOULS: Ghouls(1-3); SZ M; MV 30 ft, AC 6, HD 2, HPS 10, 9, 8, ATK 3 (1-3/1-3/1-6), Special: Paralyzation, AL CE

These ghouls are seen at a distance. They are cloaked in dirty, sweat-stained robes while their faces and extremities are wrapped with discolored bandages. They shuffle slowly through the sand. The ghouls pass themselves off as lepers cast out into the desert, which is a plausible explanation for sickly stench that clings to their bodies. When they get close to the party--and preferably when they've lulled the PCs in a false sense of security--the ghouls spring their attack.

3-4 HYENA: Hyena; SZ M; MV 60 ft, AC 7, HD 3, HPS 11, ATK 1 (2-8), AL N

A lone hyena, its ribs jutting painfully through skin stretched taut over bones and clearly on the verge of starvation, attacks the party. A mount or a small or clearly vulnerable character (ie

The Interior Desert



alone, asleep, or unarmed) is the animal's preferable choice, but the animal is starving and won't discriminate if a particularly opportune target doesn't present itself.

5-6 JACKALS: Jackals (2-8); SZ S; MV 60 ft, AC 7, HD 1-4 HPS, HPS 4, 4, 3, 3, 2, 2, 1, 1, ATK 1 (1-2), AL N

A pack of 2-8 jackals trail the PCs, always keeping them in sight and flitting about the edge of the campfire at night. Players may grow suspicious of the tenacity of the jackals or the way they closely observe every action they make, but there is nothing particularly untoward about the canines. As opportunistic scavengers, the jackals are simply trailing the PCs to feed off their refuse. Only if an obvious opportunity presents itself (such as an incapacitated character being left unattended) will they attack humanoids.

7 LURKER BELOW: Lurker Below; SZ L; MV 5 ft, AC 6, HD 10, HPS 65 ATK 1 (1-6), Special: surprise on a 1-4 on d6, automatic damage to all creatures within its grasp, victims smother in 2-5 rounds, AL N

This ancient creature is essentially a desert-dwelling version of a lurker above. If the creature is killed, 3 **+2 arrows** are found imbedded in its hide.

8 GIANT POISONOUS SNAKE: Giant Poisonous Snake; SZ L; MV 15 ft, AC 5, HD 4+2, HPS 20 ATK 1 (1-3 plus poison), AL N

The party disturbs an obscenely large sidewinder snake that quickly lashes out in anger. The snake typically feeds on smaller prey such jackals and rabbits, so doesn't press an attack against human-sized opponents. However, a Halfling certainly makes a tempting meal....

9 RUINED MONUMENT OF THE PHARAOHS: A crumbled pillar juts from the sand, a lonely sentinel of an empire long departed. The stone is carved with hieroglyphics that, if somehow deciphered, reveal the pillar to be an ancient waymarker. A stone sphinx which once rested atop the pillar lies partially buried in the sand. Standing 3-feet tall, the sphinx has been worn by centuries of sandstorms but remains a fine testament to ancient craftsmanship. It's fashionable among nobles today to own authentic specimens of these sphinxes and to display them near the entrances to their villas for all to see, since it means they are wealthy enough to hire a good adventuring party to retrieve them one from the wastes. If the PCs could return the statue to civilization, it would earn them 500gp.

Planned Desert Encounters

The following encounters occur when the PCs reach the appropriate area on The Interior Desert map.

A. DESERT MASSACRE

The PCs are escorted by a dozen lancers to the scene of the caravan attack, located several days ride north of Mehmet's palace. After having directed the adventurers to the spot, the lancers wish them good luck, wheel about, and race back across the desert sands.

Dozens of fat vultures, too heavy from gorging on the dead, stand sentinel over the dessicated corpses of camels, horses, and humans. Jackals hover around the edges of the deathly scene, creeping in to steel morsels of meat whenever the opportunity presents itself.

The jackals pose no threat to the PCs, but the vultures are large, mean-spirited, and territorial. In order for the PCs to investigate the scene, they'll need to drive the birds off. This requires killing at least eight of their number.

Vultures (30): SZ S; MV 10 ft on ground, 180 ft flying, AC 8, HD 1-4 HPS, HPS 2 each, ATK 1 (1-2), AL N

The bodies have been stripped of their belongings, even their clothes, so there is no treasure to be found here. The tracks left by the departing dervishes can clearly be made out heading north towards the cursed dwarven mine known as the Black Plume. Rangers making a successful Track roll can make out the prints of a woman (Syriana) attempting to flee the scene and eventually being taken over by a horseman. What's particularly interesting is that her feet were shackled together as she fled, indicating she was a prisoner during her time with the caravan.

B. SANDSTORM!

A dark cloud rolls across the desert floor, seemingly in slow motion but in fact moving at a pace that makes it impossible to outrun. Within 1d10+10 minutes the storm overtakes the characters, dealing 1 point of damage each hour or 1-4 points to anyone with exposed flesh. In addition, after 10 rounds, characters and their mounts must make a Save vs. Death or begin to suffocate as sand fills their nose and mouth. Characters who think to wrap a rag or scarf around their faces need not make a save.

Movement during the sandstorm is at half the normal rate, and risk an 80% chance of getting lost unless they call a halt. Parties that are lost change the direction of their travel randomly and then move in that direction for the distance their movement indicates.

In 1-6+1 hours, the sandstorm abates as suddenly as it arrived.

C. Buried Alive

The characters came upon the remains of the dervish party. Dead horses and men, partly covered by sand, skin scoured from flesh, lay stretched out upon the desert. Already, scorpions have descended upon the corpses, feasting on flesh and crawling into mouths. Two pairs of footprints, one very large and one very small, led away from the ghastly scene.

There are a total of 9 corpses. Each one carries a scimitar, elaborately decorated buckler (worth 5gp each), flask of water, 2 days rations, and an assortment of coins (1d10 silver, 1d4 gold). Disturbing the corpses in any way, including to loot, causes them to animate as zombies.

Zombies (9): SZ M; MV 15 ft, AC 8, HD 2, HPS 9, 9, 8, 7, 7, 6, 6, 5, ATK 1 (1-8), AL N

These zombies are tougher to turn than standard zombies (turn as wights) and regenerate 1 hp per round. Characters should note that the scorpions cling to the zombie's flesh during the fight, but scurry away as soon as the undead are destroyed. Those characters rolling under their Intelligence (Clerics receive a +2 bonus to the roll) know that scorpions are symbols of death and were likely responsible for both animating and empowering the zombies.

Separating the scorpions from their hosts deprive the zombies of their unusual durability, and they thereafter save as normal and lose their necrotic healing. There are 1-3 scorpions per zombie, and have 1 hp and AC 5.

barren desert before finally founding a silver mine along the sheer surface of Mount Qusa and began boring into the heart of this ancient, spire-like mountain. As decreed by their God, they worked tirelessly, driving their bodies past exhaustion in the single-minded pursuit of wealth. Brimstone-tainted smoke from the ever-lit hellfire forges clung around the mountain in a cape of choking darkness, and so Mount Qusa became known as Black Plume.

The dwarves of Black Plume were guilty of worse than just the sin of greed. Few in number, they simply couldn't extract the silver fast enough to meet the approval of their demanding deity. A larger work force was needed, and to that end they turned to slave labor, purchasing slaves from the dervishes in the area. Dozens who disappeared during raids on isolated caravans and communities wound up toiling and eventually dying within the soot-choked mines.

A year ago, tunneling broke through into a system of natural caves. Shortly thereafter, a large derro war-party emerged from the gloom to contest dwarven advances into their territory. The battle was short but sharp, and though the dwarves fought with skill and desperation, their bodies had been exhausted from years of ceaseless mining and they were greatly outnumbered. The outcome was never in doubt.

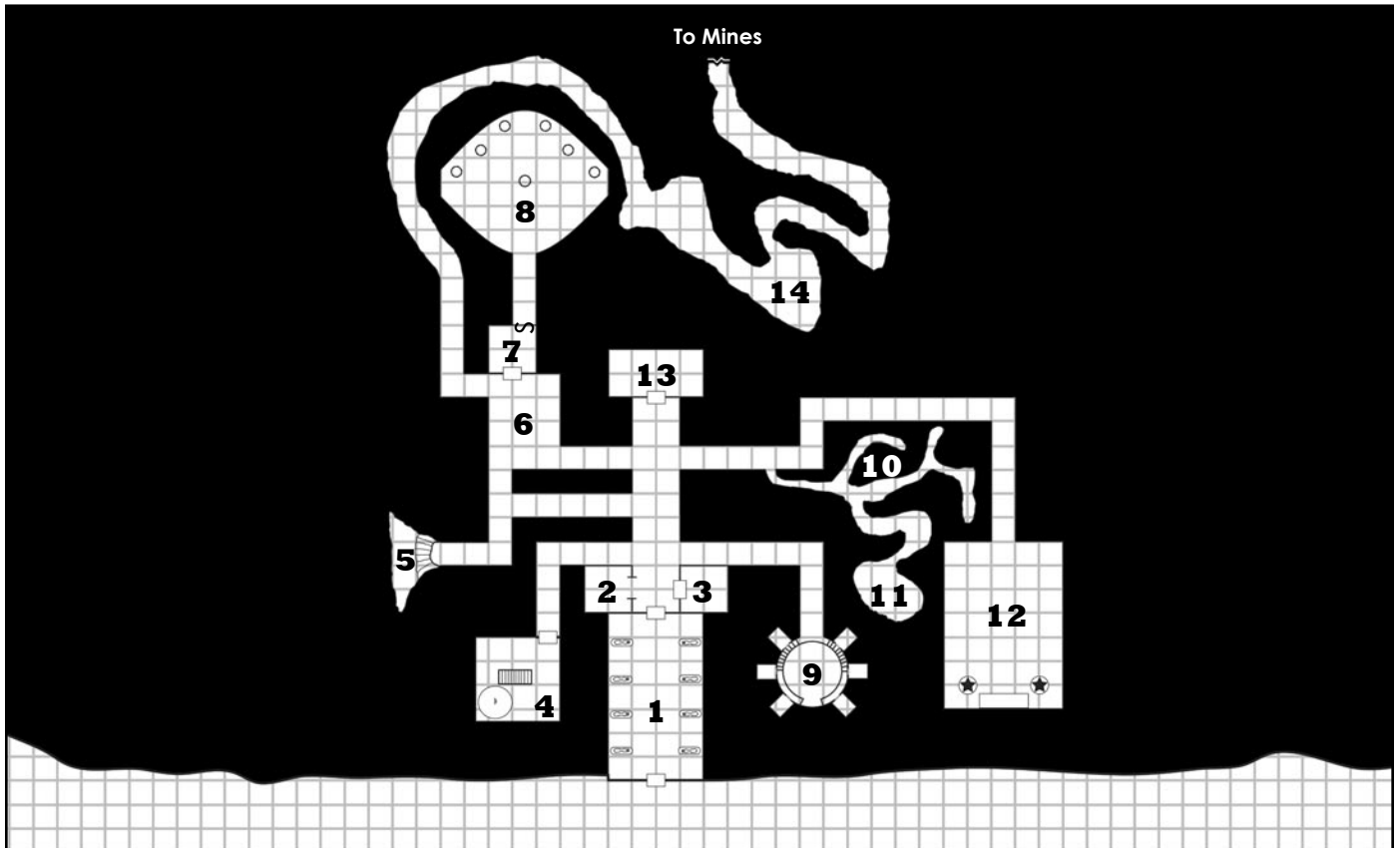
Most dwarves died. Those that survived joined their erstwhile slaves and were put to work in the tunnels and smelting chambers. The derro were cruel masters and everyday a prisoner died from neglect or abuse. The mining operations slowed under the derro's unskilled oversight, productivity withering away like rotten fruit on dead vines.

D. The Black Plume

A decade ago, a sect of dwarves dedicated to the Dark Smith, Deldrin, were banished from their clan for worshipping an evil deity and cast out into the world. They wandered for months across the

But even so, its end was not the slow death of blight, but rather a sudden and unexpected demise of bloodshed and terror. And the creatures responsible still lurk in the mines, always hungry, always hunting, always sniffing the air for the scent of tender and juicy humanoid flesh.

THE BLACK PLUME



1. **ENTRY HALL:** A massive stone door stands invitingly open, leading into the darkness below the mountain. The footsteps, those of Syriana and her captor, enter the mountain.

There is an oppressiveness in this hallway that won't lift, as if the taint of a great and ancient evil has somehow stained the very stone with its malign essence. On either side of the hall are a row of four stone statues of lions with human-like faces. Their red-gemstone eyes dance with light and their great coiled beards are inlaid with silver.

The body of a large dervish, his throat slit and blood congealing over his torso, lies in the midst of the room. Though the PCs won't know it, the dervish fell victim to the poison gas in the room and, while unconscious, was killed by Syriana who managed to avoid the gas' effects. Thinking her salvation was at hand, she slipped into the mines and there found herself in even greater danger. She currently hides in area 12

The statues are works of art, and would be worth 2,000gp to collectors. Unfortunately, they stand 5-feet tall, 12-feet long, 7-feet wide, and weigh about 10 tons apiece. The gemstone eyes are worth 200gp per pair, and can be easily pried from the detailed statues.

The dwarves inhabiting this mine were possessive, insular, and vigilant to the point of paranoia. To that end, they trapped this room to prevent unwanted entry. Unless a lever in area 3 is depressed to deactivate the trap, as soon as characters proceed more than 10-feet into the hall the mouths of the sphinxes open up and release a poisonous gas into the room. At the same time, the entry door slams shut with the audible click of a lock, suggesting doom. The lock releases after 10 minutes and the doors naturally open, letting the gas escape.

All creatures in the room must make a save vs. poison or fall unconscious for 1-6 minutes and suffer 1-4 points of Dexterity damage that is recovered at a rate of 1 point per hour.

The inner stone doors are operated by winches located in the guardroom (area 3). The process is time consuming and tiring, taking a full 10 minutes of arm-numbing work to fully open; as it is, the inner door stands ajar a mere 8-inches. When the derro attack proved to be in overwhelming numbers, the dwarves realized their only options were to stay and die or flee into the light of the outside world. In the end, the speed of the assault rendered this latter course of action impossible, as the door simply couldn't be opened fast enough to allow escape. Ironically, the heavy stone doors that were built to keep invaders out also sealed the dwarves in, turning the mines into a tomb.

Slipping through the inner door requires a straight Dexterity check for Small creatures, and a Dexterity check at -5 for those of Medium size. A band bars/lift gate check is required to force either door open.

2. **STOREROOM:** The chamber contains numerous barrels, most of which have had their lids smashed open, as well as stores of mining supplies such as coils of rope, picks and shovels, wood planks, and buckets of nails. A vaguely dog-like creature, gnawing noisily on a large rat, perks up upon the PCs' entrance. Shining little eyes glare out from above a flat nose, its wide fanged mouth, with protruding fore-teeth like that of a rodent grown grotesquely large, spits in a bestial snarl. It's long, hairless tail twitches with anger.

The vile creature is a vermin dog (see new monsters), the product of foul derro experimentation that combined the worst elements of dire rats and the ferocious guard dogs kept by the dwarven clan-members.

Vermin Dog: SZ S; MV 20 ft, AC 7, HD 2+2, HPS 10, ATK 1 (2-5), Special: Bite has 10% chance of inflicting serious disease, AL N

The dog attacks ferociously at first, barking the whole time, but if wounded it squeals and attempts to flee. Each round the dog is allowed to bark, there is a 1-in-6 chance that other vermin dog hear the echoes and come to investigate. They arrive 2-8 rounds later, 1-3 in number.

3. **BARRACK/GUARDROOM:** The door to this room, made of thick wood reinforced with iron bands, hangs loosely from its hinges and displays the hacked wounds of having been attacked by axes. Inside is a pair of large winch mechanisms, a shattered table, a dozen simple cots, and everywhere fragments of broken clay pots and wood barrels. A pair of stout, headless skeletons hangs upside down from the ceiling, their bodies tied to the end of thick ropes. Beneath them, the stone is stained crimson with old blood.

When the derro hordes overwhelmed the dwarven defenses and made escape impossible, two dwarves made a final, desperate stand here in the barracks. They died fighting, taking many times their number with them. The derro took out their anger on the corpses, hanging them from the ceiling like grim trophies and then inflicting all manner of debased torture on the still-warm bodies. When at last their thirst for vengeance was sated, they took the heads as a reminder of their victory.

The winches operate the inner doors in area 1. Completely opening either door also deactivates the poison traps in area 1.

Searching the room requires a successful Wisdom roll. Each success uncovers one of the following items (roll d6):

- 1) light mace
- 2) pouch with 5gp
- 3) decorative silver bracer worth 10gp engraved with symbolism of Deldrim the Dark Smith (any one opening wearing this among normal dwarves suffers -2 to Charisma)
- 4) 3 crossbow bolts
- 5) Battered **+1 spear** of derro origin. Characters making an Intelligence roll can identify the barbed weapon as being distinctively derro in make.
- 6) Silver ring worth 3gp

4. **UNUSED MINE SHAFT:** The door to this room is locked.

In the center of the room is a solidly-built wooden wheel similar in appearance to the water wheels that power gristmills. Manacles hang from inside the wheel, and from them the skeleton of a long-dead prisoner. A belt and pulley apparatus connects the wheel to a wooden elevator suspended over a vertical mine shaft that has been sealed with heavy, wooden trapdoor reinforced with iron bands.

The wheel is an ingenious design. When a prisoner chained inside the wheel walked, the wheel would begin rotating and this in turn would cause the pulley attached to the axle to rotate other parts of the equipment, either lowering or lifting the bucket.

The dwarves sealed the mine shaft after the excavations inadvertently reached a cave system below, allowing a pair of prisoners to make their escape. Unwilling to lose more laborers in this manner, the dwarves dropped a heavy trap door over the shaft and then locked the door forever.

The shaft descends 100 feet into a natural cave complex. If PCs wish to explore that domain of darkness, the details are best left up to the GM.

5. **SLAG PIT:** The tunnel ends abruptly at the precipitous edge of a chasm that descends 20-feet to a pile of rubble, slag, refuse, and broken bones. A mine cart, filled with rock, rests on tracks at the edge of the drop. The tracks of the cart extend into area 6 and further into the mines at area 14.

The corpses atop the pile are mostly dwarven in origin (victims of the derro, who either fell in the initial assault or as a result of brutal treatment during their time as prisoners), while those below—many submerged below layers of rubble—are overwhelmingly human (slaves who were literally worked to death by their dwarven masters).

6. **SILVER SMELTING:** A pair of iron kettles is suspended by metal brackets over a now-cold stone hearth. The brackets allow the kettles to be swung away from the hearth and lowered to the floor. Iron ladles with pour spouts and moulds for making ingots rest on a table nearby. A large stack of cut firewood, which once fed the flames of the hearth, occupies a stretch of the north wall. Iron rails enter the chamber from a descending tunnel along the west wall and terminate before the kettles. Two empty wooden carts occupy the tracks.

The equipment in this room was used by the dwarves, and the derro after them, to smelt the silver ore so they could cast it into ingots. The slag was dumped into the chasm to the west.

7. **SILVER VAULT AND NEST:** As the PCs enter the room they hear whining, whimpering, and squealing—vermin-like sounds—coming from within, and their nostrils are assaulted by a foul stench, a rancid combination of excrement, rotting meat, and perhaps worse. A rune-etched anvil sits atop a small dais in the middle of the room. A stack of silver ingots stands off to the left, and scattered across the entire floor are cracked bones and crimson blood stains. In the midst of the room is a heaped pile of stained and torn linens and clothes, fur, and other waste. The pile quivers and moves slightly. The rat-like sounds seem to come from within.

The anvil is a holy symbol of the Dark Smith. It was hoped that by placing the anvil in this room and praying to the fickle deity it would arouse his blessing and ensure the dwarves of continued good fortune in the mines.

This room serves as the nest for the vermin dogs, where the animals gather to rest and where pregnant animals give birth and rear their young. The nest is currently occupied by a female and her dozen suckling cubs, tiny hairless creatures that at this young stage look more like rats than canines.

Vermin Dog: SZ S; MV 20 ft, AC 7, HD 3+2, HPS 17, ATK 1 (2-5), Special: Bite has 10% chance of inflicting serious disease, AL N

Extremely protective, the mother will burst forth from the nest if characters enter the room and will fight to the death in defense of her young. She squeals and barks the entire time, hoping to attract the attention of other nearby dogs. Each round, there is a 3-in-6 chance that 1-4 members of the pack hear her desperate cries and race to her defense, arriving 1-6 rounds later.

There are 50 silver ingots, each one worth 100sp. A secret door in the rear of the chamber leads to area 8, a treasure vault.

8. **TREASURE VAULT:** A single pillar supports the ceiling in this small room. Sitting propped up with its back against the pillar is a skeleton, one arm wrapped protectively around a small chest, the other aiming a crossbow at the chamber's entrance. Around the perimeter of the room are 6 small platforms, each one containing a single clay urn. All of the urns sport a rune that corresponds with another rune etched into the stonework above the arched wall.

When the dwarves were overrun, the chieftain, though severely wounded in the chaotic fight, raced to protect the clan's wealth with the last of his strength. To do otherwise would be to attract Deldrin's considerable wrath in the afterlife. The chief's sole concern, even as his life slowly drained from multiple wounds, was to honor his deity by preventing the clan's treasure—the symbol of decades of tireless and slavish devotion to Deldrin—from falling into enemy hands.

Accurate record keeping of wealth was of utmost importance to the dwarves, both to trace their progress and to ensure no one stole from the communal horde. Storing the wealth in numbered urns, each corresponding to a specific arched wall, made the task much easier. Urns 1-4 are sealed with mortar, while the five and sixth merely have clay lids. The sealed urns contain 500gp each. Urn #5 contains 235gp, while urn #6 has three **potions of treasure finding**.

The chest held by the skeletal chief is locked. If the chest should be broken open, a vial of acid shatters and rapidly destroys the contents. Inside the chest a single weathered fragment of parchment with a map that leads to some unspecified treasure horde. For the chief to guard it with the last of his strength the value of the horde must be immense. This can be used as a guide to future adventures.

9. **PRISON:** This dark shaft extends 20-feet below and narrows to a point 40-feet above. Most of the shaft below is shrouded by thick webs in which hang bats and other vermin shrouded in thick fibers. Spiral stairs on either side of the entrance climb to two levels of catwalks above, each one ringed by iron-barred doors. When the PCs enter the chamber they heard from the dark recesses of one of the cells a cry of misery. 'Help', it croaks in a feeble voice laced with desperation. 'Please help me.'

The derro and the dwarves before them secured their enslaved laborers in the cells. Within each are bloody manacles that dangle from the walls. The cells are now empty, save for a three that hold slumped skeletons.

A section of each catwalk just atop the two stairs hides a trap. Anyone stepping on these sections without first securing the catwalk (by flipping the hinged lower step into an upright position) is dropped by trapdoor into the webs below.

The immense web is the work and home of a clockwork spider, a frightful amalgam of chitin, flesh, gears, and tarnished silver plating. The creature served as an excellent guardian; it feared the weapons of the dwarves and derro, and as long as a slave or a few dire rats were thrown into the web every week or so it remained content within the confines of the room. But that was along time ago and the spider is now ravenous, scurrying up the web to attack 1-4 rounds after potential prey enter the room. The spider can be appeased by throwing a meal into the web (a creature of at least halfling size). If ever wounded, dim memories of past sufferings at the hand of derro and dwarves come flooding back; the spider is shaken and retreats the safety of the webs on a roll of 2-in-6.

Clockwork Spider: SZ M; MV 20 ft, AC 3, HD 2+2, HPS 17, ATK 1 (1-6 plus poison), Special: Surprise on 1-5 (out of 6), AL N

"Imprisoned" in one of the cells (the southernmost) is the ghost of a dwarf who died in captivity, his final days spent reflecting on the folly of a life wasted in spiritual servitude to the Dark Smith. He is emaciated and filthy, and stares out at his saviors through weak blue eyes in an unpleasantly flat head. The hapless dwarf is semi-materialized and in fact is completely unaware that he's passed beyond the mortal coil. With sincere remorse he explains the sins committed by himself and his fellows committed, and dwarven stoicism decays when he relates the clan's bloody fall.

An hour after being released from the cell, the dwarf's image begins flickering and he just has enough time to thank the PCs for saving him before it fades away. Freed from the torment of imprisonment and no longer shackled by guilt, he is free to pass beyond the pale.

10. RAT CAVES: These passages are no more than 2 to 3-feet in height. There is a 2-in-6 chance of encountering 1-4 giant rats.

Giant Rats: SZ S; MV 12 ft, AC 7, HD 1-4 HPS, HPS 2, ATK 1 (1-3), Special: Bite has 5% chance of inflicting serious disease, AL N

11. RAT NEST: This chamber smells of offal, rotting flesh, and musty cloth. A large mound of yellowed and tattered garments, as well as fungus and fur, rises from the ground before you. Large, round rats the size of bloated terriers scurry over and through the nest. A particularly large specimen, its body rotting away as leprosy slowly consumes its flesh (the result of experimentation at the hands of Shivush in area13), rests atop the mound, gnawing noisily on a centipede the length of a human arm.

There are a total of 12 giant rats of various sizes here. The leprous nest mother has 7 hit points.

Giant Rats: SZ S; MV 12 ft, AC 7, HD 1-4, HPS 7, 4, 4, 4, 3, 3, 3, 2, 2, 1, 1, 1 ATK 1 (1-3), Special: Bite has 5% chance of inflicting serious disease, AL N

Within the nest are a total of 8gp and 40sp, and a ring of climbing. Characters searching need to make a save vs. poison or catch a disease of the GMs choice.

12. SHRINE: The missing princess, Syriana, cowers in this room's southwest corner. She is hysterical and will only view the party as saviors after some convincing.

This chamber is filled with thick, acrid, blistering hot smoke and glows with a hellish red light. A massive forge responsible for the inhospitable atmosphere stands against the south wall, its fire still blazing with oppressive intensity. The forge is flanked by a pair of identical statues depicting a brooding dwarven smith holding copper hammers covered in arcane runes. Before the forge lie four stone prayer platforms.

Smoke from the forge slowly travels up a natural chimney in the mountainside, but it remains thick enough here that all creatures in the room have concealment.

The statues depict the foul Dwarven god Deldrin, the Dark Smith, a deity of greed and fireless toil. Those who fall under his sway become slaves to their own industry, working to the point of exhaustion and choking on their black fumes. Dwarves would come here to pray for his blessing and to commit sacrifices of metals to the flames.

The hammers serve as prayer books for priests of Deldrin, the runes relaying myths and tenets central to the faith. They can be pulled from the statues' grasp without effort, but not without attracting his ire. If the hammers are removed or damaged, the fire in the forge blazes with renewed ferocity, spewing a cloud of stinging ash and glowing embers into the room in a 20-foot-wide stream. Any living creature in the area is blinded and takes 1-6 points of fire damage per round of exposure. Immediately thereafter, a salamander bursts forth from the flames to sear the infidels for defiling the shrine.

The salamander is covered in black ash and leaves a trail of sooty marks where ever he goes, earning him the name Cinder Mark. He's a devoted servant of the Dark Smith, having spent decades as guardian of this shrine and in tutoring the resident dwarves in the manufacture of metal goods. He never leaves the shrine and only rarely emerges from the flames,

usually when the room is being defiled or if someone were to summon him by reciting the appropriate prayer from the 'holy hammers'. Since he is ignorant of what transpires beyond these walls, Cinder Mark isn't aware that the dwarves have been slaughtered by derro invaders. As a result, it's possible a dwarf PC could convince the salamander (with a successful charisma roll) that he or she is a member of the lost clan.

Salamander: SZ M; MV 9", AC 5/3, HD 7+7, HPS 40, ATK 2 (1-6/2-12), Special: Each successful hit inflicts an additional 1-6 points of heat damage, +1 or better weapons to hit, immune to fire, cold-based attacks do an additional 1 point of damage per die, immune to sleep, charm, and hold spells, AL CE

13. TRANSMUTER'S ROOMS: Countless, high-pitched pained squeals seep forth from the room. In cages lining the opposite walls are dozens of rats maddened by agony. Many are malformed, their bodies a mass of cancerous tumors, while others have undergone what amounts to primitive surgery grafting unusual features---a scorpion tail here, batwings there---to their frames. In some cases two or three rats have been merged together to create a senseless mass of writhing chaos. A gore-caked table stands in the midst of the room, with an array of ghastly instruments and grim covered jars arrayed on it.

Adding to the maddening cacophony are the crazed cries of rats that have been imbedded alive in the clay plastered eastern wall. They cry for freedom. They cry out of terror and desperation. But most of all, they cry for scraps of food being offered by the gnarled hand of a hunched, hooded figure standing three and a half feet in height.

Shivusk is a derro with a twisted mind and a curiously overdeveloped fascination with rats. When the dwarven mines fell to the derro, he was one of those assigned to oversee the newly-captured operation. He was all-too willing to do so, with the stipulation that he be allowed to continue his experimentations with rats. In the end, these experiments cost the derro all their hard-won gains. Shivusk's only successes resulted in merging dwarven guard mutts with giant rats to create vermin dogs. At first, the other derro lauded the result. Vermin dogs were ideally suited to the darkness of the subterranean world, were highly adaptable, required no care or feeding, and remained vicious enough to serve as guard animals. But Shivusk and the derro underestimated how foul-tempered and craven the creatures were, and how quickly they would multiply if left to their own devices. The vermin dogs eventually turned on their masters, slaughtered all of them save for Shivusk himself.

For reasons unknown to him, Shivusk was allowed to live and remained unbothered by the vermin dogs. Perhaps the animals instinctively feel an affinity for the being who was their creator? Even with his fellows dead, the crazed scholar elected to remain in the mines with his beloved rats and among the craven animals he proudly hails as his legacy.

Shivusk: SZ M; MV 20 ft, AC 6, HD 7, HPS 30, ATK 1 (1-6+1), Magic Resistance: 30%, Special: Casts spells as if 12th level. Spells Known: **affect normal fires, blink, minor creation, hypnotic pattern, paralyzation, spider climb, wall of force.** Shivusk wears a **ring of fire resistance**, a **broach of shielding**, and wields a **shortsword +1**.

The jars contain a variety of foul liquids and unusual fungi whose uses are beyond the comprehension of sane minds. One contains a strange creature that resembles a two-foot long tadpole with a mass of four facial tentacles and a lamprey-like mouth that writhes and coils within stinking, greenish water. This creature is a larval brain slayer that Shivusk somehow acquired and hasn't yet decided how to utilize in his experimentation.

14. MINES: Many of the mine tunnels lead to dead ends where the ore veins suddenly played themselves out. The tunnels are twisting and winding, almost maze-like, as the diggers followed veins of silver. One mine ends in a natural cave, where the dwarves broke through into the underworld. This twisting maze of tunnels and caverns eventually leads to derro realms and worse, the scope of which lies beyond this adventure.

Wandering the mines, characters will come across a pack of hunting vermin dogs

Vermin Dogs (3): SZ S; MV 20 ft, AC 7, HD 2+2, HPS 10, 8, 6, ATK 1 (2-5), Special: Bite has 10% chance of inflicting serious disease, AL N

Betrayal

As soon as the PCs emerge into the sunlight from the dwarfhold with princess Syriana they find themselves surrounded by a dozen of the Sultan's lancers riding light horses and 10 sword-wielding lizardmen janissaries (elite troops), under the command of a scowling Vizier Timur-i-Ling who demands that the PCs' surrender. Outnumbered, surrounded, and battered by their experiences within the mines, the adventurers have little option but to comply if they wish to survive.

Dervish Lancers (12): SZ M, MV 30 ft, AC 7, HD 1, HPS 4, ATK 1 (lance 2-8+1, longsword 1-8), AL LE

Lizardmen Janissaries (10): SZ M; MV 30 ft, AC 5, HD 2+1, HPS 12, ATK 3 (1d2/1d2/1d8) or by weapons type (longsword), AL LE.

Vizier Timur-i-Ling (3rd level Magic-User): SZ M; AC 9, HPS 8, ATK 1 (dagger, 1d4), AL NE. The Vizier wears a **ring of protection +1** and carries a **wand of magic missiles** (22 charges). His memorized spells are:

First Level: **magic missile, sleep**

Second Level: **web**

If the PCs choose to surrender, the Sultan's soldiers strip the characters of their gear and toss it into a depression nearby where a giant fire beetle shades itself from the sun. The characters are then ordered to lay spread-eagled on the sand and their limbs tied to stakes driven into the sand. Syriana, meanwhile, is bound and unceremoniously tossed over a horse's back. Vizier Timur-i-Ling looks at the PCs and laughs. *"The Sultan thanks you for your service. I'm afraid, however, that your usefulness is now at an end."* With that, he claps his hands and orders his men to move in to disarm the PCs.

"Do not worry about the fate of the princess," the Vizier says to the PCs. *"Worry about yours. The broiling sun will burn the skin from your bodies. You will writhe in agony. You will scream for mercy and try to shut your eyes to the searing glare, but the sun will peel back your eyelids and render you blind. Jackals and vultures will play with you as a cat would play with a small white mouse. After a while, you will die. Can you think of a more fitting death for such great fools?"*

With that, the enemy party departs and heads across the desert. The PCs will note that the majority of the band heads back towards town, but a smaller group, including Syriana, the lizardmen and Timur-i-Ling, travel in another direction to Location E.

Freeing themselves requires the PCs to make a Bend Bars check. Thieves can use their pick lock ability, if they so choose. Of course, enterprising characters may use magic or other various means to successfully escape.

Recovering their gear requires the PCs to deal with the giant fire beetle loitering in the nearby depression.

Giant Fire Beetle: SZ S; MV 60 ft, AC 4, HD 1+2, HPS 7, ATK 1 (2-8), AL N

A few hours later, if the PCs are still bound, a band of ten dervishes happens upon the scene. The PCs may initially be wary of the raiders' fearsome reputation, but in fact the dervishes will offer their assistance in stopping Sultan Mehmet's machinations, if informed of the circumstances. They'll provide mounts for the characters and escort them across the desert to the ruined temple if requested. Under no circumstances will they go into the tombs below the temple; they fear the dark power of the place.

E. Ruined Temple

Rising up out of the sand is a rubble strewn platform with crumbling towers supporting a partially collapsed roof. Odd inscriptions are faintly visible on the pillars' pockmarked surfaces. At the rear of the platform is a squat stone building, measuring no more than 10-foot square. In the building is a stairway leading down.

This ancient and crumbling temple is dedicated to Selket, the Goddess of Death, and to her daughter, Setenpre. Setenpre was for millennia Selket's greatest pride, a woman of matchless beauty and razor-sharp intelligence, someone worthy of serving at her side. Behind this façade of wit and grace, however, was the soul of a killer. Setenpre was a predator, a woman who relished in bloodshed and extreme violence. For eons, Selket harnessed the abilities of her daughter for her own benefit, loosing her upon divine enemies and unfaithful mortals. Setenpre's lethality earned her the title of Scorpion Blade, and she became the patron of these desert arachnids. The murderess even acquired a cult following among desert nomads known for their pillaging lifestyle and among an order of secretive undead assassins known as the Hungry Shadows.

Setenpre's thirst for killing was only matched by a hunger for power, and herein lay the seed of her destruction. She grew tired of doing her mother's bidding, of doing the menial tasks that secured her interests for little reward. Resentful, jealous, ambitious, Setenpre began to plot the overthrow of her own mother. Selket learned of the betrayal and cast her screaming daughter into the Pit of Fangs, an infernal prison where the inmates are tormented by the biting of ravenous jackals and rats for all eternity.

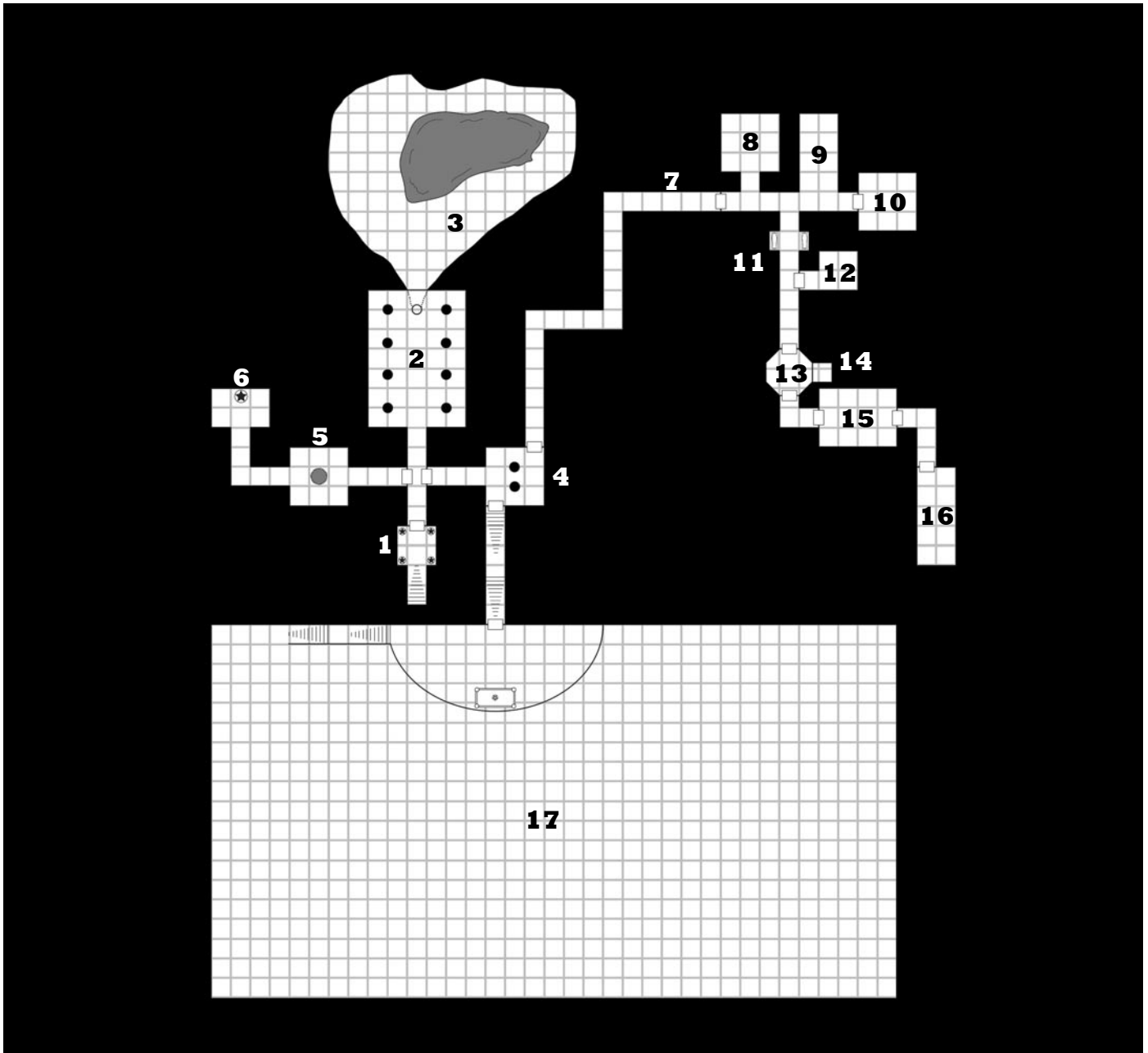
With her daughter out of favor, followers of Selket abandoned all temples and places of worship that glorified Setenpre. This long forgotten desert ruin was among them. Today, it is home mostly to ancient evils left over from the period before its fall, among them a ghoulish priest named Laukshar the Leaking and a fiendish giant scorpion that the undead cleric has taken to calling Snake Bite. But it's also the resting place of hundreds of Setenpre's deceased followers, an army of mummies just awaiting the call to awaken.

Below the Temple: Unless described otherwise, all corridors within the temple are 10-foot wide and 8-foot tall, and all chambers are 12-foot tall. The temple is made entirely of stone. There is no light within the temple save for that which the PCs bring with them. There is an uneasiness in the air, a disturbing feel that characters can't put a finger on but which weighs heavily on them (which is perhaps natural considering that they're entering a place infused with the essence of a goddess of death) and for every hour they spend in the temple they must make a save vs. death or lose 1 point of Wisdom for one week.

1. ANTE-CHAMBER: This chamber measures 20 feet long and 20 feet wide. The walls are covered in strange markings and symbols.

A life-sized statue of a woman stands in each of the northern corners of the room. The woman is dressed in tightly wrapped robes, sandals, and with an ornate headdress carved with the emblem of a scorpion covering her hair. Each statue wields a pair of golden scepters, crossed across their chest in the manner

RUINED TEMPLE



typically depicted in Pharaonic art. Characters rolling under their Intelligence on a d20 recognize the woman depicted by the statues is the goddess Selket, a powerful deity in the Pharaonic lands. Her portfolio covers death, mummification, poison, and vermin.

In the southern corners are life-sized statues of a shapely woman wielding a curved dagger in one hand and holding a scorpion in the outstretched palm of her other. In both cases, her hand has been severed from the body and scoured by the ages so as to be all-but unidentifiable. Characters rolling under their Intelligence -4 on a d20 recognize the statues as depicting Setenpre, a demi-god who held sway over scorpions and assassins.

Selket's scepters are made of pure gold and worth 100gp each. However, if a scepter is removed from its statue, the offending character must make a save vs. death or contract a powerful version of a mummy's wasting disease that sees him wither away to dust in mere hours (the disease is fatal in 2-8 hours, and each hour it progresses the diseased character

loses 2 points of Charisma permanently). This disease can only be removed by **cure disease** spell.

2. LARGE HALL: This room is 20 feet tall, supported by large pillars, four on each of the east and west and one on the north, standing ten feet from walls. The pillars are of intricate design and are covered in old runes. The room is unusually hot and dark. If an open flame is brought into the chamber, a gust of wind accompanied by a mournful moan suddenly picks and extinguishes the light source. Lanterns have a 5-in-20 chance of similarly blowing out.

This room is the lair of a Giant Black Scorpion, a ravenous beast the size of a camel which has been corrupted by the evil that infuses the very air and stone of this temple. The scorpion's tail has been replaced by the sleek, strong coils of a black viper that ends in a fanged head. When the viper bites it acts as a normal scorpion sting, but it can also spit burning, acidic bile at a creature within 30 feet that does 1-10 points of damage. The scorpion's carapace is covered in spike-like horns, which it has adorned with the remains of humanoid victims. It clings to the

upper reaches of one of the pillars, its reddish-brown coloration allowing it to blend almost seamlessly with the stone of which the temple complex is constructed (90% hide, surprise on 1-5 in 6).

Giant Black Scorpion: SZ L; MV 60 ft, AC 3, HD 5+5, HPS 35, ATK 3 (1-10/1-10/1-4), Special: poison sting, AL N

The center pillar on the north wall is actually a secret door of sorts. Anyone who correctly reads the runes (30% chance, 40% for magic users) and speaks the words out loud causes the pillar to rise ten feet in the air, revealing a circular stair that descends into the depths below. As soon as the pillar rises, a gust of hot air blasts forth from the stairwell.

3. **GROTTO OF THE STEAMING MUD FIELD:** The circular staircase from area 2 leads to a natural cave dominated by a large pool of steaming, bubbling mud. From carved niches 20-feet above the ground, squatting jackal-headed statues glare down at the PCs. There are a dozen of these statues in total; ten are completely harmless but the two close to the staircase are in fact jackoyles, a desert-inhabiting variety of gargoyle. These creatures are territorial and attack anything that enters the steaming grotto.

Jackoyles (2): SZ M; MV 30 ft (80 ft. fly), AC 5, HD 4+4, HPS 22, 20, ATK 3 (1-3/1-3/1-6), Special: +1 weapon or better to hit, AL N

One of their favored tactics is to swoop down and bowl opponents into the mud. They can forego their multiple attacks and instead slam into any victim within 10' feet of the pool's edge. A successful hit causes 1d3 damage and propels the character into the 3' deep mire. The mud is extremely hot, causing 1-6 points of damage each round. In addition, it severely restricts movement: characters lose all Dex bonuses to AC; move at quarter speed if they roll under their Strength on a d20; otherwise they are held in place; and suffer -2 to hit rolls.

4. **HIEROGLYPH ROOM:** The walls of this 30-foot by 30-foot room are carved from floor to ceiling with hieroglyphics, not an inch of their four walls unmarred by ancient text. Dominating the room are two columns rising from the ground to meet the rough ceiling 20-feet above. These columns have been carved like totem poles on all sides, with the likenesses of dog, jackal, cat, and bird faced humanoids. The eyes of each of the carvings are large sparkling jewels of various hues. At the far end of the room, between and past the two columns is an exit to this room, sealed with a stone door.

If the characters approach stealthily, they notice torchlight emanating from the chamber and voices speaking in a foreign tongue can be heard, a snakelike rasping to their tone makes it difficult to make out specifics of the conversation. Otherwise, a robed figure, humanoid in shape and peering out from just inside the room, notices the characters. Its slit-like eyes focus on the PCs and it quickly darts back into the room, shouting something that sounds more like a hiss than words.

There are 6 desert lizardmen in this room, janissaries (elite soldiers) in the service of the Sultan who were tasked with standing guard but elected to do some looting instead. Fanatical fighters, they attack the PCs immediately. Two leap out from behind the base of either columns wielding scimitars while the last two—who have used ropes to climb the columns in order to pluck gems—throw daggers for two rounds before jumping down and joining the melee.

Lizardmen Janissaries (6): SZ M; MV 30 ft, AC 5, HD 2+1, HPS 12, ATK 3 (1d2/1d2/1d8) or by weapons type, AL LE.

Each janissary is equipped with a large shield, spear, short bow, and longsword.



While the lizardmen carry no treasure or equipment of particular note, the gems embedded in the pillars are a source of riches. There are 20 gems in total, each one worth 10-100 gp.

5. **BLOODWINE FOUNTAIN:** This circular room is bare save for a stone fountain, carved to resemble a scorpion, which stands in the middle of the chamber—water drips from the arched tail into a basin hollowed out of the scorpion's body. The walls are covered in stone tablets, each one bearing arcane runes and text. Bones lie strewn everywhere across the floor. The air in the room is shockingly cold.

The stone tablets are a receptacle of spells pertaining to death and undeath, and describe the effects of most known necromantic spells.

The pool contains a syrupy, red wine-like substance that is actually magic-infused blood. Drinking the blood has no effect, except on spell-casters and undead. When evil clerics and magic users drink from the pool, the first necromantic spell they cast afterwards is at three caster levels higher than normal (for example, a 5th level magic user casts his next necromantic spell at 8th level of ability). When undead drink of the blood, it serves as a potion of extra healing. This ability is lost once the blood is removed from the pool.

6. **SHRINE:** This dark room stinks of putrefying flesh. A stone statue of a naked, shapely woman with a scorpion's head looms along the north wall. At her feet are rotting human heads that serve as a gathering place for a host of buzzing, bloated flies.

This room is a shrine to the ancient goddess of death, Selket. Her worship has declined over the past millennia as this temple in particular has fallen into ruin. Only one faithful cleric remains to watch over this holy site, an ageless being named Laukshar the Leaking. This ghoul is beset by a wasting curse that sees his body literally leaking a foul mixture of blood and pus that escape from dozens of boils. His body is perpetually covered by a mass of bloated black flies feeding from his wounds. Laukshar's mind is as grotesque as his appearance; he preys upon nomads and desert travelers, paralyzing victims and slowly consuming them before their own horrified eyes. The heads, their faces frozen in the terror and pain of their final moments, are used to adorn the statue of his beloved deity. He may be found taunting these rotting skulls, cackling at their demise and berating them for following false Gods.

Laukshar casts spells as a 3rd level cleric. Anyone coming in contact for any length of time with the foul liquids that coat his body must make a save vs. poison or contract a similar disease that results in a loss of 4 points of Charisma and 2 of Constitution. Striking the ghoul with a melee weapon causes a spray of pus and blood which might (a 3-in-20 chance) land on attacking PC and cause infection.

Laukshar the Leaking (ghoul): SZ M; MV 30 ft, AC 6, HD 2, HPS 15, ATK 3 (1d3/1d3/1d6), Special: Paralyzation, cast spells as 3rd level cleric, AL CE. He has the following spells.

First Level: **cause light wounds, protection from good**

Second Level: **hold person**

If he's aware of the PCs' impending approach, Laukshar will have steeled himself by drinking of the bloodwine in area 5. As a result, the first necromantic spell he casts will be at 6th level of ability. He'll also flee into the fountain chamber to heal his wounds if he is being defeated by the PCs.

When confronted by enemies, Laukshar can also command the bloated flies to do his bidding. They can swarm over one opponent, blinding him (-2 to hit), reducing his move by half, and distracting him from casting spells.

Laukshar has little use for treasure, but hordes it nonetheless in a secret compartment located in the base of the statue between Selket's feet. The stash contains 300cp, 120sp, and 15gp in loose coins. Beneath the coins is a scroll held by a vise-like apparatus and a pair of severed, skeletal hands. Attempting to remove the scroll triggers a blade that snaps out from the wall of the compartment with tremendous force. This trap does 1d6+3 points of damage and characters must make a Save vs. Death or have the hand severed.

The scroll serves as a **teleport** spell (no error) as cast by a 20th level wizard, but it can be read by any class that can cast spells. When cast a spectral chariot pulled by a pair of filmy horses appears out of the ether. Up to six human-sized characters may fit in the chariot. The chariot passes through the realm of the dead on its way to the caster's intended destination, and as a result all passengers must make a save vs. death or lose one negative level during the course of the journey.

7. **ENTRYWAY TO THE TOMB:** A short ramp descends to the entrance to the tomb, currently sealed with a massive block of limestone. Standing on either side of the tunnel just before the block are four golden urns filled with the desiccated bodies of large locusts. Moving the stone by sheer strength is impossible. In order to open the tomb one must either know the password (an archaic phrase impossible for the PCs to know) or be in the presence of someone of pharaonic royal descent. If the PCs are in the presence of Syriana their admittance is assured.

But that doesn't suggest there is no danger here. The designers of the tomb realized that tomb-robbers could kidnap royalty and use them as a means of forcing entry. To guard against that possibility, they warded the tunnel with a fiendish trap. As soon as the block slides open to allow admittance, the dead locusts spring to "life" and form a black cloud of buzzing wings and ravenously snapping mandibles. The locusts ignore anyone of royal birth, clerics of pharaonic gods or those wearing pharaonic holy symbols, or anyone who simply stands motionless as the insects swarm over them. All other individuals, including those who attempt to flee or fight back, are brutally attacked by the undead locusts. The victims' flesh is rapidly stripped from their bodies by hundreds of small but vicious mouths.

The locust swarm covers four ten-foot areas. Clever PCs may have thought to cover the urns prior to the trap being sprung; if so, the size of the swarm is reduced by one ten-foot square

per urn covered. Of course, this is a temporary respite as the locusts rapidly eat through most types of material--1 round for cloth, 2 rounds for leather, 3 rounds for wood, and 4 rounds for soft metals.

8. **SERVANT QUARTERS:** This chamber is filled with numerous carved, wooden statues depicting humans engaged in various tasks: carving stone blocks, threshing grain, baking bread, fishing with nets and spears, driving chariots, and so on. Each statue stands 3 feet high, and many are tipped over on their sides, leaning against walls, or leaning against one another. These statues, called ushabti, were included in the tomb so that the deceased would have plenty of servants to see to her needs in the next life.

All of the ushabti, save one, are purely ceremonial. The lone ushabti of interest is depicted baking bread. A command word is engraved in its base (written in hieroglyphics, it requires the PCs to speak the language or roll under his Intelligence at -5 to decipher). When the command word is spoken, the ushabti creates enough bread to feed ten people for one day.

9. **FOOD STORES:** Clay jars and wicker baskets line the floor of this room, each one filled with grain, dried fruit, nuts, and varied spices. These were stored here to feed the deceased in the next life. The walls of the room are carved with pictures depicting a variety of foods: bound sheaths of grain, vegetables, herds of sheep, strutting game birds, fish leaping from water into awaiting nets, and beehives rich with honey.

10. **TREASURE CHAMBER:** The door to this chamber is a massive block of magical sandstone. In the center of the door is an outward-facing palm with a key hole in the center. The palm is the only means--short of brute force--of opening the door; when a priest of Setenpre presses his hand against it, the block slowly slides back to allow entrance. Laukshar could open the door. Clever PCs could slay the undead priest and sever one of his hands to open the door.

The keyhole in the center of the door's palm is a fake designed to fool tomb robbers into taking a crack at opening it. Any attempt to do so, or to otherwise force the door, causes the stone palm to animate and instantly grow to a massive size. It lashes out at the nearest character (acting as a 10HD creature) and crushes him for a total of ten rounds, inflicting 1d10+5 points of damage each round. Most victims are left as bloody sacks of flesh containing crushed bones and mangled organs.

Victims can escape from the crushing grasp by making a Bend Bars/Lift Gates roll. The hand can be destroyed by inflicting a total of 80 points of damage (it has an effective AC of 10).

If tomb-robbers can overcome the deadly trap, they find inside a treasure trove large enough to impress even a Pharaoh. It includes the following:

- 2,000gp literally spilling out of copper vessels
- A **necklace of vision**. This is an unusual charm - an all-seeing eye set within a pyramid. This charm allows its wearer to cast clairvoyance at 8th level of ability once per day
- A black carving of a scorpion. This is actually a **scarab of protection +1**
- A golden chariot about 1/10th scale in size. Worth 500gp
- A polished silver hand mirror set in ivory (worth 100gp)
- A chess set with playing board and pieces carved of ivory (worth 100gp)
- An ornate golden bow; pure ornamentation and worthless as a weapon (worth 250gp)
- A mummified crocodile. Close examination reveals arcane symbols painted onto the crocodile's hide. These symbols are essentially a find familiar spell; if cast the wizard gains a crocodile as a familiar.

-A **scorpion khopesh**. This +1 weapon has an ivory handle carved in the shape of a scorpion---the head and pincers are the guard, the curved tail the pommel. On a natural 20 to-hit roll, the sword secretes a deadly poison (victims must make an immediate save vs. poison or die). In addition, characters wielding the sword are completely ignored by scorpions of all sizes and types, and never need fear of being attacked by one.

11. **SARCHOPHAGUS HALLWAY**: A pair of large sarcophagi occupy alcoves flanking either side this hallway. The sarcophagi are ornately decorated, sheeted with gold and bejeweled with semi-precious stones.

Players are likely to expect mummies to emerge from the sarcophagi, but in reality they don't serve as coffins at all. Instead, they are magical vessels designed to conjure scorpion swarms (see new monsters) to protect the tomb beyond. Whenever a creature larger than a rat approaches within ten feet, the mouths of both sarcophagi opens and the ravenous swarms spill out in a sea of clicking feet, snapping claws and dripping venom.

Scorpion Swarms (2): SZ M; MV 30 ft, AC 6, HD 3, HPS 18, 15, ATK 1 (1-6 plus poison), Special: Immune to weapon damage, AL N

The sarcophagi can only summon and release one scorpion swarm each per day. There is no way to disable them, either by magic or engineering. Only the complete destruction of the sarcophagi puts a permanent end to the threat they pose.

Each sarcophagus contains 500gp worth of gold and semi-precious stones. However, they are actually more valuable intact (1000gp), since they retain their magical powers even if removed from the temple. However, the sarcophagi weigh in excess of 1,000 lbs. each, making removal problematic at best.

12. **TOMB**: This tomb is the resting place of Amon, the first priest of this temple and a man reputed to be lover to the deity he worshipped so devoutly. The room is largely empty, except for the deceased's sarcophagus, an impressive coffin inlaid with semi-precious stones. The occasion scorpion scurries across its carved surface.

Player characters hear what sounds like screams of torment coming from within the sarcophagus, but they're distant echoes, as those in despair are a great distance away. If the sarcophagus is opened, it's revealed to be empty. Instead of containing the mummified remains of a priest, there's only a black chasm from which a deathly cold wind escapes. This wind carries the echoed cries from some undetermined source deep below.

Clerics rolling under their Wisdom recognize this chasm as the Pit of Fangs, an infernal prison where demons, fallen deities, and mortals who displease their gods are often cast into. Selket wanted no chance of Amon being revived from the dead and somehow freeing Setenepre from the eternal torture that was her due for betrayal. Instead, the vengeful goddess decided to reunite the scheming lovers. Serket considers it delicious irony that they are once again in each others arms, but that the embrace is distracted by the ceaseless biting and gnawing of ravenous predators and vermin.

Any character foolish enough to enter the chasm is lost from play and trapped within the Pit of Fangs. It would take an epic quest indeed to rescue them from the hellish prison.

13. **DOME OF DOOM**: This room is octagonal, with a copper-lined dome ceiling 30 feet above. A sheet of water drops down from a shining stone sphinx head set into the center of the dome and collects in a raised pool below. Four palms trees grow up

from between the stone blocks in the floor, their leafy foliage obscuring most of the room's upper reaches. Partly hidden by the foliage is a ten foot deep alcove 20 feet above. This alcove, which characters have a 40% chance of spotting, is actually part of the elaborate trap that is the room. There's nothing in the alcove, though tomb-robbers are meant to believe there is and that the means to access the alcove is a fulcrum lever located in the pool directly below the falling water.

If a character pulls the levers, a powerful magnetic field is set up in the dome. All metal weapons are pulled from characters' hands unless a Strength check is made, and automatically yanked from scabbards. Characters wearing metal armor are pulled up to the dome and take 1-6 points of damage. The field remains in effect until the lever is pulled once again. Those stuck to the ceiling when the magnetic field is turned off fall 30 feet to the ground and suffer 3-6 points of damage.

At the same time as the lever is pulled, a concealed door slides open to area 14 and the four skeletons standing sentinel therein march out. They attack any characters not pulled to the dome. Should the lever be pulled to deactivate the magnetic field, the skeletons set their spears in an attempt to impale the nearest falling character.

14. **SKELETAL SENTINELS**: This room is a bare, unadorned 10 by 10 chamber. Four skeletons carrying square wooden shields and wielding spears stand guard in here. If the magnetic trap in area 13 is activated, these skeletons usher forth and attack. They also attack anyone who intrudes upon this room.

Skeletons (4): SZ M; MV 30 ft, AC 7, HD 1, HPS 6, 5, 4, 4, ATK 1 (1-6), Special: half-damage from edged weapons, AL N

15. **SANDTRAP**: The passage ends at the opening to a 20' by 40' sunken room filled with quicksand to a depth of five feet. Just inside the room, the 10-foot ceiling drops 3-feet to within a few feet of the quicksand. At the far end of the room the ceiling rises back up and an exit leads out of the room.

Characters can wade through the quicksand at a maximum movement rate of 5-feet per round maximum, and then only if they successfully roll under their Strength. Anyone who fails the



roll is mired that round and completely immobile. Characters shorter than 5 feet will need to find an alternate route through the sand (spider climb, fly, climb walls, sitting on the shoulders of taller characters, etc.).

Living within the quicksand is a hive of four giant Blood Worms. These creatures are 2-4 feet in length, can swim through the sand at a movement rate of 20 feet per round, and with a successful attack they latch on with lamprey like mouths and extend a proboscis to drain the victim's blood. Blood Worms submersed in the sand are considered invisible (-4 to hit) and weapons doing bludgeoning or slashing damage are ineffective. Spells that require sighting to hit are also useless.

Blood Worms (4): SZ S; MV 20 ft, AC 8, HD 1+1, HPS 7, 6, 5, 5, ATK 1 (1-4), Special: drain blood 1-4 damage after hit until 15 points are drained, AL N

Also buried within the quicksand are the scattered remains of victims that fell prey to the Worms. Three bodies, now little more than desiccated husks, lie at the bottom of the sand. Each round spent searching there is a 1-in-20 chance of locating a body and its treasures. The corpses and their equipment include:

- 1) Wizard. **Bracers of defense AC 4, scroll of shield, rope trick, and haste**, 2 daggers.
- 2) Tomb Robber. **Rope of climbing**, crowbar, hammer and pick.
- 3) Evil Cleric. **Potion of healing, scroll of protection from good**, 2 vials of unholy water, scythe, death god holy symbol.
- 4) Evil Acolyte. Death god holy symbol

16. SEALED TOMB: The entrance to this room has been bricked over and sealed with mortar. Access to the room can only be had by painstakingly excavation (taking 6 characters outfitted with appropriate equipment two hours to complete) or through magical means.

The chamber inside is dark and dusty 20 feet by 50 feet and obviously has been sealed for centuries. The stale air that wafts from the chamber reeks of death and decay. Nine stone palettes, four on each of the long sides of the room and one at the center of the far end of the chamber, are the only furnishings. Lying on the stone beds on either side are the skeletal remains of large-boned, seven-foot tall humanoids with the tattered remains of rough robes clinging to their frames.

Resting peaceably atop the lone palette opposite is a human corpse, remarkably well preserved, tanned skin stretched across a bony frame, a golden gorget around his neck and a coiled whip on his chest.

Characters may notice dried blood and claw-like scratches on the inside of the stone seal. If they inspect the large skeletons they will also notice gnaw marks on the various bones.

These "honored" individuals were "blessed" by the pharaohs family in that they got to be sealed inside the tomb and specifically this room as a reward for their loyalty. These servants got to be buried along with their former king. The room they are buried in contained a self sealing door. Once the task master had herded them all into the chamber he cut the supporting rope causing the stone slab of a door to come crashing down, thus sealing himself and the workers inside.

The piles of bones are the undead remains of 8 workers and when the characters enter the room these piles will animate as skeletons and attack the characters. The skeletons wield hammers and picks as they attack.

Skeletons (8): SZ M; MV 30 ft, AC 7, HD 1, HPS 7, 6, 5, 5, 4, 4, 2, 2, ATK 1 (1-6), Special: half-damage from edged weapons, AL N

17. TOMB OF THE SARCOPHAGUS LEGION: A gruesome bloodthirsty sandstone altar stands atop a balcony overlooking a massive chamber below. Syriana lies tied and helpless atop the altar, with a pair of lizardmen janissaries standing guard while the Vizier Timur-i-Ling methodically sharpens a ceremonial blade. The chamber below is filled with row after row of sarcophagi, standing shoulder to shoulder like soldiers at parade-ground attention. There may be hundreds of them, each one containing a corpse, shrouded in yellowed rags and withered with age.

As soon as the Vizier is aware of the PCs, he orders the guards to attack and rushes to complete the ceremony to raise the sarcophagus legion. He requires one uninterrupted round to raise the blade and incant the spell. In the second round, he summons up a dark flame that shrouds his weapon and on the third round he plunges the blade into Syriana's heart, killing her instantly. If this tragedy occurs, the mummies begin to animate--an undead army bound to the will of the evil Sultan.

Vizier Timur-i-Ling (3rd level Magic-User): SZ M; AC 9, HPS 8, ATK 1 (dagger, 1-4), AL NE. The Vizier wears a **ring of protection +1** and carries a **wand of magic missiles** (22 charges). His memorized spells are:

First Level: **magic missile, sleep**
Second Level: **web**

Lizardmen Janissaries (6): SZ M; MV 30 ft, AC 5, HD 2+1, HPS 12, ATK 3 (1-2/1-2/1-8) or by weapons type (longsword), AL LE.

Appendix: New Monsters

GIANT BLACK SCORPION

SIZE: Medium (5ft. long)

MOVE: 60 ft.

ARMOR CLASS: 3

HIT DICE: 5+5

ATTACKS: 3

DAMAGE: 1-10/1-10/1-4 + poison

SPECIAL ATTACKS: Poison

SPECIAL DEFENSES: None

MAGIC RESISTANCE: None

RARITY: Neutral

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 50%

TREASURE: 1-8k cp (20%), 1-12k sp (15%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), Any 2 magic items plus 1 potion (15%)

INTELLIGENCE: None

ALIGNMENT: Neutral

LEVEL/X.P.: 5 / 415 + 6/hp

General Information: Because they are cannibalistic creatures by nature, black scorpions are solitary creatures. The only exception is during particularly cold periods when they will congregate in large groups of 100 or more to share body warmth. Thankfully, during such periods they are sluggish, acting as if under the influence of a slow spell. A black scorpion can go 6-12 months between feeding.

Because of their camouflage and their ability to remain motionless, a black scorpion has a 90% chance to hide within their native environment and surprise prey on 1-5.

Contrary to popular belief, black scorpions don't lay eggs. Instead, they hatch inside their mother and she gives birth to live young, dozens at a time. After a scorpion is born, it climbs onto its mother's back and rides there until they are old enough to fend for themselves. These young are the size and lethality of a standard scorpion and in sufficient numbers count as a scorpion swarm. Young leave their mother after between 3 and 14 days, before the ravenous parent begins to simply look upon them as an easy meal. A typical black scorpion lives as long as 25 years.

Black scorpions are justly feared for their poisonous sting. What few realize is that the venom is generally used only in self-defence because scorpions have a limited supply and it is slow to replenish. Most can only make two such attacks, taking 1d4+1 days to replenish each dose of lost poison. Legend says that to be stung by a giant scorpion and survive is to be immune from hornet, wasp and bee stings. This is something of an exaggeration. However, those that survive a giant scorpion sting do gain a permanent +3 bonus to saving throws against the poisonous stings of hornets, wasps and bees, both of the mundane and giant varieties.

The body of a black scorpion is covered in hyper-sensitive hairs which pick up even the slightest vibrations in the air around them. As a result, they cannot be surprised and effortlessly detect all movement within a 60-foot radius, even if the creature is airborne. This extra-sensory ability allows black scorpions to attack invisible foes with no penalty.

Infant black scorpions are of great value to alchemists and spell-casters. Wizards use them as material components, while alchemists occasionally raise them to adulthood for harvesting of their deadly poison. A single live black scorpion infant could sell for 10gp.

The scorpion goddess Selket, or Selquet, is portrayed either wearing a black scorpion on her head or as a scorpion with a woman's head. Black scorpions are Selket's heralds, and are considered the personification of death. As such, they are immune to negative energy effects and when a black scorpion kills a creature it gains 1d8 temporary hit points and a +2 bonus to Strength for 1 hour.

Physical Description: Black scorpions appear as normal giant scorpions but their exoskeleton is a rich black, covered with thin hairs almost forming a pelt.

SCORPION SWARM

SIZE: Medium (5ft. square)
MOVE: 30 ft.
ARMOR CLASS: 6
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1-6 plus poison
SPECIAL ATTACKS: Poison
SPECIAL DEFENSES: Immune to weapon damage
MAGIC RESISTANCE: None
RARITY: Rare
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 50%
TREASURE: 1-8k cp (20%), 1-12k sp (15%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), Any 2 magic items plus 1 potion (15%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 125 + 2/hp

General Information: Scorpion swarms are immune to normal weapons, but suffer damage from magic weapons, fire, oil, magic, and other area-attacks.

Physical Description: Scorpion swarms are a chattering mass of hundreds, perhaps even thousands, of normal scorpions.

BLOOD WORMS

SIZE: Small (2-4 ft. long)
MOVE: 20 ft.
ARMOR CLASS: 8
HIT DICE: 1+1
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Blood drain
SPECIAL DEFENSES: None
MAGIC RESISTANCE: None
RARITY: Rare

NO. ENCOUNTERED: 1-10
LAIR PROBABILITY: 100%
TREASURE: 1-8k cp (20%), 1-12k sp (15%), 1-8k ep (15%), 1-6k gp (50%), 1-10 gems (30%), 1-6 jewelry (25%), Any 2 magic items plus 1 potion (15%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 2 / 40 +1/hp

General Description: Blood worms reside in sandy deserts, spending almost the entirety of their existence below the dunes and only break the surface when they propel themselves out to latch onto victims with their lamprey mouths. Once a worm has successfully latched onto its prey, it extends a long, sharp proboscis that draw blood through it to be consumed. Each round, it drains blood equal to 1-4+1 hit points. Once it has drained 15 hit points, the worm detaches from its victim and burrows back into the sand.

The only method to safely forcibly detach a blood worm is to kill it. It can be ripped off by rolling under one's Strength, but this causes the skin and flesh of the afflicted character to be torn away as well (1-4 points of damage). In addition, these generally tears off the proboscis and leaves it buried within the wound. This can quickly become infected and will lead to death 10% of the time within 2-8 days unless a cure disease spell is cast upon the victim.

Physical Description: 2-4 feet in length, blood worms superficially resemble lampreys. Their skin is rougher, toughened by the abrasion of the sand they live within.

VERMIN DOGS

SIZE: Small (3ft. long)
MOVE: 20 ft.
ARMOR CLASS: 7
HIT DICE: 2+2
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: Disease
SPECIAL DEFENSES: Immune to disease
MAGIC RESISTANCE: None
RARITY: Very Rare
NO. ENCOUNTERED: 2-20
LAIR PROBABILITY: 10%
TREASURE: 1-12k cp (20%), 1-6k sp (30%), 1-4k ep (10%), 1-6 gems (25%), 1-3 jewelry (20%), Any 2 magic items (10%)
INTELLIGENCE: Semi
ALIGNMENT: Neutral
LEVEL/X.P.: 3 / 65 + 2/hp

General Description: Vermin dogs are foul creatures that blend the worst of canines and rats. Like rats, they are disease-carriers and any creature bitten by one has a 10% chance per wound of contracting a serious disease (dependant on the result of a saving throw versus poison).

Social creatures, they hunt in packs and their constant squealing, high-pitched yapping, and hissing unsettle herbivores 50% of the time. They're not picky about their food, however, and will eat anything available, from fresh kills to grain and vegetables, and are happy enough to scavenge food in the form of carrion or waste.

Vermin dogs are excellent swimmers and can attack in water as well. This, and their natural immunity to disease, has allowed them to adapt to urban environments where they inhabit sewer systems and emerge to plague the streets at night. Many cities place bounties on vermin dogs, offering as much as 5gp per tail produced.

Physical Description: Superficially vermin dogs look like a scrawny, ill-fed mongrel but close inspection reveals something far more unsettling: vermin dogs have protruding rat-like teeth; a long, hairless rodent tail; malice-filled eyes; and an odious odor like that of fermented excrement.

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