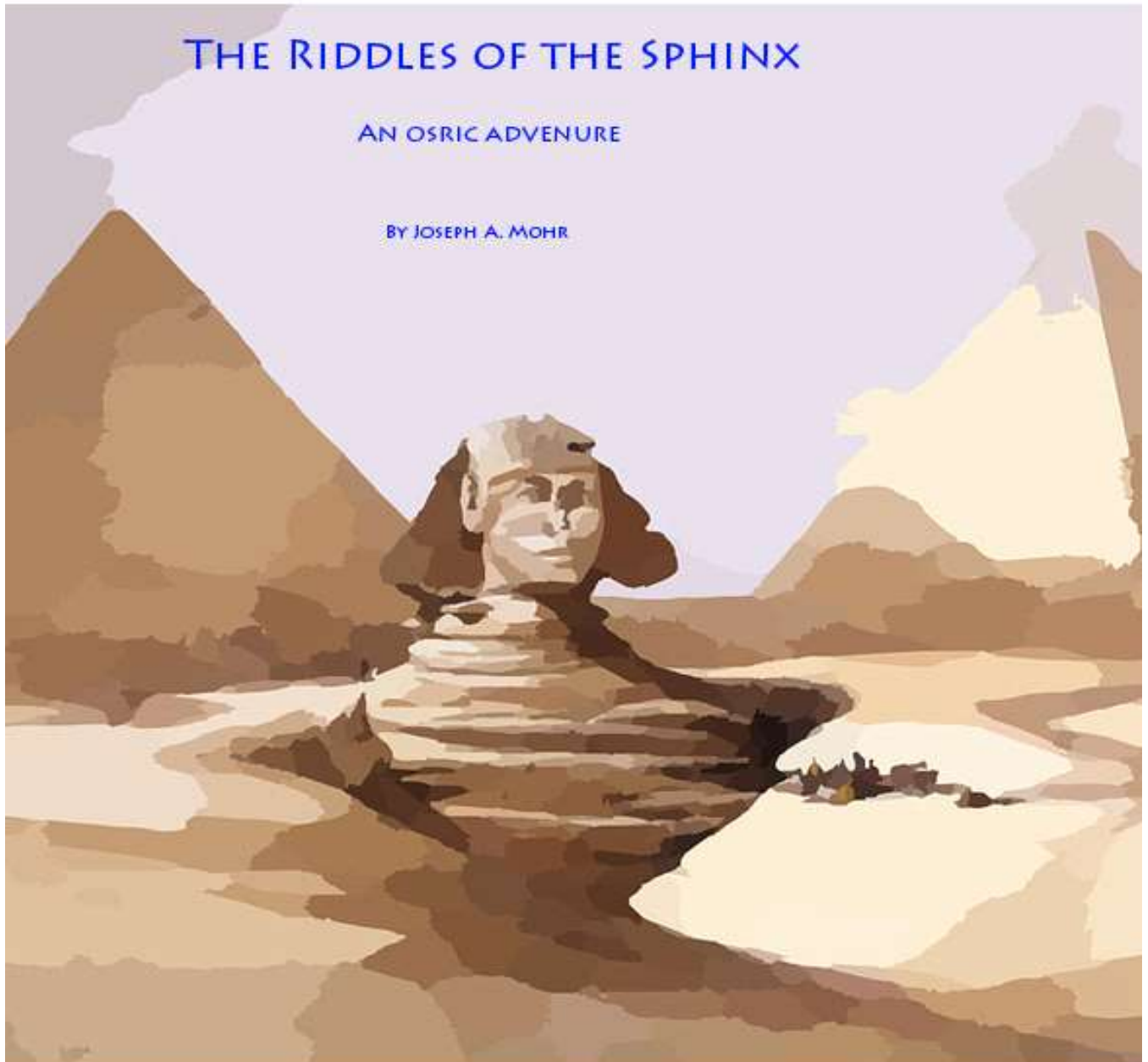


# THE RIDDLES OF THE SPHINX

AN OSRIC ADVENTURE

BY JOSEPH A. MOHR

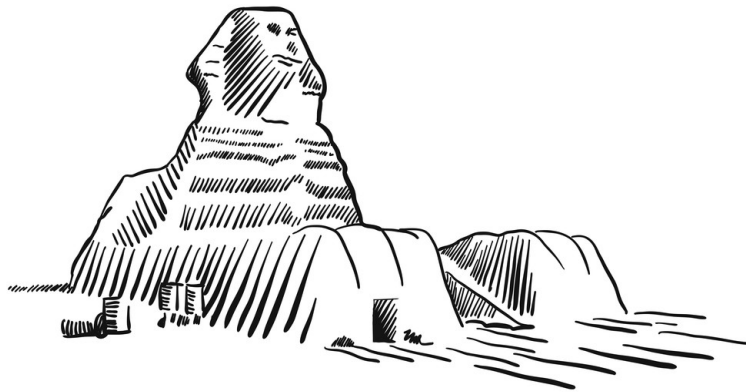




# THE RIDDLES OF THE SPHINX

AN OSRIC ADVENTURE FOR CHARACTERS 11<sup>TH</sup> TO 15<sup>TH</sup> LEVEL

BY JOSEPH A. MOHR



# **OLD SCHOOL ROLE PLAYING**

What is Old School Role Playing about?

At Old School we are all about the classic version of role playing games that were popular in the late 1970s to the early 1980s. You know the games. You played them as kids. They were far better than many of the later versions that came along. At Old School we bring you high quality adventures and adventure products for gaming at a reasonable price.

The adventures themselves are well thought out. They have a few puzzles, riddles and other encounters as well as plenty of monster bashing action. Most have been thoroughly play tested by other gamers. The goal is to provide you the game master adventures to use on the spur of the moment when players want to play and you do not have the time to prepare something spectacular.

Joseph A. Mohr

# CREDITS

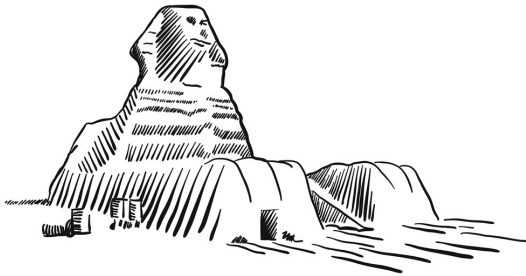
Written by Joseph A. Mohr  
Cartography by Joseph A. Mohr with Campaign Cartographer 2  
Artwork:

Cover Picture (Sphinx)	Public Domain
Altar of Evil One	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Altar of Evil Two	<a href="mailto:Ancollo@depositphotos.com">Ancollo@depositphotos.com</a>
Androsphinx	<a href="mailto:Koporin@depositphotos.com">Koporin@depositphotos.com</a>
Aslam al-Abdalla (Lich)	Public Domain
Arrow	Public Domain
Baheej al-Odeh (vampire)	Public Domain
Bloody Bones	<a href="mailto:Ivannikulin@depositphotos.com">Ivannikulin@depositphotos.com</a>
Cinder Ghoul	Public Domain
Crown	Public Domain
Dagger	Public Domain
Diamond Golem	<a href="mailto:Cthoman@depositphotos.com">Cthoman@depositphotos.com</a>
Ishtabi	Public Domain
Magic Fountain	Public Domain
Magic Staff	<a href="mailto:3drenderings@depositphotos.com">3drenderings@depositphotos.com</a>
Mummy	<a href="mailto:Baavli@depositphotos.com">Baavli@depositphotos.com</a>
Pillar	<a href="mailto:Julia_Faronchuk@depositphotos.com">Julia_Faronchuk@depositphotos.com</a>
Scepter	Public Domain
Spectre	Public Domain
Sphinx Statue	<a href="http://www.Depositphotos.com">www.Depositphotos.com</a>
Stairs	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Statue of Female Warrior	<a href="mailto:Raverto007@depositphotos.com">Raverto007@depositphotos.com</a>
Treasure Room	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>
Type V Demon	<a href="mailto:Fairytaledesign@depositphotos.com">Fairytaledesign@depositphotos.com</a>

## BACKGROUND INFORMATION

The desolate land to the west of Zanzia is known as the Jural Empire. It is known to be a land of evil emperors and horrors that are best kept in the west away from the decent people of Zanzia. Several border wars have been fought over the years against the Jural Empire and there are no diplomatic relations between the two countries.

What separates the two countries is a vast desert. Would it not be for that natural barrier between the two countries hostilities would be far greater. Wars between the two countries have really been sporadic raids rather than full blown invasions.



Recently major sand storms in the western desert of Zanzia have uncovered a long lost archeological site. A gigantic Sphinx statue has been uncovered out of the deep sands of the desert. Long ago a Jural Emperor named Sahl al-Jamal had a tomb built for himself and his family. However, shortly before his death, his

grand vizier Aslam al-Abdalla seized power to the Jural Empire and murdered his lawful ruler. During that time frame the Jural Empire had won control over much of western Zanzia but were later pushed back during fierce fighting over the next few years. It is believed that this Sphinx statue marks the resting place of Aslam al-Abdalla.

Aslam al-Abdalla was known to be a powerful wizard of great renown. He was also known to be in possession of a powerful Juralian artifact which gave him the courage and power to seize control of the empire from his master. The Scepter of the Sands has been passed down by generations of Juralian rulers. It is said that anyone in possession of the Scepter has the power of the desert gods. It is rumored that this Scepter is made of solid gold with sapphires and emeralds circling it and with a large red ruby at it's tip.



The western desert is a dangerous and unstable place. The winds blow up suddenly creating sandstorms that can flay a man alive in minutes. Great worms live in the sands there and can swallow a camel whole. Marauders travel the dunes looking for people to cut the throats of and take

their valuables. And of course, both countries claim the region as their own. Anyone caught by forces of either country in this zone is likely to be treated as a hostile invader unless they can prove otherwise.

Given the instability of the region is very likely that the sands will shift again soon and reclaim the Sphinx and the tomb of Aslam al-Abdalla. Anyone wishing to recover the Scepter would need to act quickly before the sandstorms cover up what they have revealed. The Sphinx is known to have marked the tomb but no entrance to the tomb has been revealed as of yet. It is known that those who built the tomb paid for it with their lives as Aslam al-Abdalla had them buried alive in the tomb when he was laid to rest.

## **GAME MASTER**

### **NOTES**

This is an adventure for characters of 11<sup>th</sup> to 15<sup>th</sup> level of experience. It is intended to be a difficult and dangerous adventure for characters of even these levels of experience. Aslam al-Abdalla is now a Lich and this tomb is his lair. He lives beneath the sands of the western desert and he prefers to live there alone and undisturbed. He plots great evil against the living from this tomb beneath the sand.

There are two false entrances into the tombs. These two entrances are death traps. They are intended to be so. And they are quite deadly. The real entrance is beneath the Sphinx statue itself. The first important riddle in this adventure is how

to get the statue to move and reveal the true entrance into the tomb.

The creatures within the crypt are mostly undead. Some of them are new creatures from a wonderful book line called “The Tome of Horrors” volumes one and two. The monsters are modified for use with OSRIC and are used under the generous open gaming license provided within those volumes. You will also find monsters within this adventure from the OSRIC Monsters of Myth volume.

This adventure is modeled after a classic adventure written long ago by one of the original designers of the fantasy role playing genre. I hope that it does it justice.

## **THE OPENING ACT**

After many days and nights of riding to the western desert of Zanzia the adventurers come upon the vast western desert which separates Zanzia from it's neighbor, the Jural Empire. The Jural are a hostile and evil people known for their great cruelty and greed. Fortunately the lands between the two countries are filled with a hostile and dangerous desert which neither country's citizenry wishes to visit on a regular basis. Only desert nomads and marauders live there and they claim allegiance to no country.

So far the adventurers have encountered nothing but normal Zanzian citizens and patrols but now there is a vast empty desert before them. The great Sphinx is said to be about one hundred miles due west from the beginning of the desert. Many

tracks can be seen in the sands. It would appear that others have come before them on the same quest.

Ahead is a vast empty desert. Nothing but sand and dunes can be seen for miles in any direction. An occasional scrub of cactus pops up from the sand but other than that it is a desolate place. There are not even any birds overhead any more. The Zanzian desert is a harsh place. Temperatures here average between 105 and 120 degrees F. Water sources in the desert are few and far between. There are a few known oasis in the desert but they are often fought over by the tribal nomads and the marauders living in the desert.

After about twenty five miles of riding the players find a sign of life. Or death. The dried up carcasses of two camels lay in the sand. Arrows stick up from the dried up corpses. The arrows have strange striped markings on them. Nearby is the body of a man who has a similar arrow in him. Apparently some raiders must have struck travelers here fairly recently. Tracks continue leading westward from here and other scattered tracks seem to lead off to the north.

Should the adventurers follow the north tracks they will be led to a band of marauders who are terrorizing anyone traveling in their desert. Should the party travel west they will continue on towards the Sphinx.

## RANDOM ENCOUNTERS IN THE DESERT

### ROLL TWICE DAILY

Daytime encounters are 1 in 10. Night time encounters are 1 in 20.

1. Nomads
2. Marauders
3. Caravan
4. Adventurers
5. Zanzian Army Patrol
6. Jural Empire Patrol
7. Marauders
8. Nomads
9. Sandworms
10. Marauders
11. Sand Storm
12. Sand Storm

**Adventurers** - This will consist of another party of explorers who are looking for the Sphinx. They will consist of the following members:

**Goraf Mountaintop**- Dwarf  
Fighter/Cleric F9/C7 - S 18 I 12 W 17  
D 12 C 15 CH 11; HP 72, AC 0, AL  
NE; Plate Mail, **Shield +2, Bastard  
Sword +2/+3 vs Undead**, Silver Holy  
Symbol, 50' Rope, Large Sack, torches,  
tinder box, Spells memorized: **cure  
light wounds, sanctuary, command,  
silence 15' radius, hold person, know  
alignment, dispel magic, cure  
disease, cure serious wounds.**

**Haol Furtoes** - Halfling Thief T13 - S  
10 I 11 W 10 D 18 C 12 CH 11; HP  
40; AC 2; AL NE; **Leather Armor +2,  
Short Sword +2/+4 vs Lycanthropes  
and Shape Changers**, thieves tools,  
50' rope, 10 iron spikes, two flasks of  
oil, small sack,

**Komar the Great** - Elf Magic User MU 11 - S 9 I 18 W 12 D 10 C 12 CH 8; HP 29; AC 4, AL LE; **Bracers of Defense AC 4, Robe of Scintillating Colors, Wand of Frost with 11 charges**, wooden quarterstaff, dagger, two flasks of oil, tinder box, spells memorized: **magic missile, sleep, unseen servant, charm person, web, invisibility, knock, esp, fly, lightning bolt, fireball, hold person, dimension door, fear, confusion, cloud kill, hold monster, cone of cold.**

**Utom Borab** - Dwarf Cleric/Assassin C6/A8 - S 13 I 10 W 16 D 18 C 14 CH 8; HP 34; AC -3; AL CE; Plate Mail, **Shield +1; Sword +2/+3 vs Magic Using and Enchanted Creatures**; thieves tools, Silver Holy Symbol, 10 foot pole, lantern, spells memorized: **Cause fear, curse, bless, silence 15' radius, find traps, hold person, dispel magic, prayer.**

**Kalbron Smashm** - Half Orc Fighter F10 - S 17 I 12 W 12 D 14 C 16 CH 9; HP 74; AC: 0; AL CE; **Plate Mail +1, Shield +1, Battle Axe +3 Frost Brand/+6 vs Fire Using or Dwelling Creatures**, bulls eye lantern, 10 foot pole, 10 iron spikes, large sack

This band of adventurers are an evil group from Jural who seek the artifact believed to be inside the tomb of Aslam al-Abdalla. They may attempt to act friendly at first and then will seize any opportunity to distract the party and then strike from behind. They will not cooperate with anyone for long. They are only interested in their own self enrichment and will backstab anyone that they find in their way.

**Caravan** - This will consist of a band of merchants traveling from Jural to Zanzia

or vice versa. A typical band will consist of 50 men with ten wagons and teams of horses pulling each wagon. The wagons will be filled with normal trade goods which are worth something but not really worth enough for the adventurers to be too concerned with. Silks, foodstuffs, normal weapons, kegs of wine, ale or beer, and various types of produce will normally be transported in these caravans. Each wagon consists of one merchant - F0 AC 10, HP 3 each, short sword, no armor, AL N and four men at arms - F1 AC 4 HP 5 each, AL N; Chain Mail, Shield, Long Sword, Light Crossbow, 20 bolts. There will also be a leader of the men at arms who is a F7 AC 2, HP 41, AL LN, Plate Mail and Shield, **Long Sword +2** and a lieutenant F5 AC 2, HP 30, AL LN, **Battle Axe +1**, Plate Mail and Shield.

These caravans will be wary of anyone that they meet on the road and will not invite anyone into their camp or caravan. They will not immediately attack anyone that they meet but they will not be openly friendly. This is especially true in the desert where most people one meet will not be friends.

**Jural Empire Patrol** - Patrols from the Jural Empire routinely explore the edges of the desert looking for unwelcome raiders from the desert or from their neighbor Zanzia. While the two countries are not currently at war neither country welcomes visitors from the other. It is well known that merchants frequently travel between the two countries but this practice is not encouraged. Jural Empire soldiers are always found wearing black armor

with black capes and strange yellow symbols etched upon their armor and shields which appear to be magical runes of some sort.

A typical patrol will consist of:

**Twenty Men at Arms** - F0, AC 4, HP 3 each, AL NE, chain mail, shield, lance, heavy war horse, light crossbow, twenty bolts.

**A lieutenant** - F5, AC 2, HP 32, AL NE, plate mail, shield, **battle axe +2**, heavy war horse, barding AC 2 on the horse, lance, light crossbow, twenty bolts.

While the patrols will not immediately attack anyone that they find they may react as follows:

- 25% Will shadow the players and follow them for several miles
- 25% Will question the players and accuse them of crimes against Jural
- 25% Will warn the players that they are crossing into territory of the Jural Empire and must leave
- 25% Will watch the players quietly but say nothing

**Marauders** - This will consist of a band of dangerous and desperate men who live in the wild desert and live off of the land and the victims they find there. These men are a strange form of berserker who live in the desert. They wear white robes with colored bands holding the hoods of the robes in place to keep the sun off of them. They are dark skinned men with long beards and dark hair. Each of them wields a pair of scimitars in combat and like a berzerker they strike twice in one

round with no penalty for doing so. These men will attack anyone they see as an easy mark and they will give no quarter and expect none in return. They excel at hiding in the desert and surprise on a 1-4 when encountered there. Usually they are mounted on camels.

A typical band of these men will consist of twenty men led by one stronger leader. The normal men will be F0 AC 7, HP 4 each, two scimitars, will strike twice per round as a 3<sup>rd</sup> level fighter, AL CE. They also each carry a short bow and ten arrows. Each of the arrows is colorfully decorated with bands reflecting their tribal origins.

The leader will be a F7 AC 7, HP 39, **scimitar +1 x 2**, AL CE. Typically they will be found with treasure that they have taken from merchants or travelers through the desert. A typical treasure would consist of two chests which contain a total of 455 gold pieces, 500 silver pieces, four bolts of silk worth 100 gold pieces each, one fine necklace made of diamonds and emeralds worth 1200 gold pieces, and a pearl ring worth 500 gold pieces.

**Nomads** - This will consist of a normal band of people living in the desert. They are tribal and tend to live in tents near oasis. Sometimes they are encountered moving through the desert on their way to new homes. They will usually consist of a band of 50 nomads in white or light colored robes with camels. They will not be immediately hostile unless shown hostility. They will be wary of strangers however. Once befriended these people will be very hospitable and invite their new

friends to share food and drink and entertainment.

Each will be a F0 AC 10, HP 3 each, armed with scimitars, AL LN.

Each such band will be led by a chief who is F6 AC 10, HP 33, AL LN. He will have a **scimitar +2**.

**Sand Storm** - Sand storms are dangerous events in the deep desert. Anyone caught in one better find cover and shelter quickly for these storms can flay the skin off of a person within minutes. Anyone who fails to find cover will take 1-8 points of damage the first round of the storm. As the wind begins to howl and the storm moves towards the person they will take 2-12 points of damage thereafter until cover or shelter is taken. All armor and weapons and horses will require saving throws (treat as acid) from the sand and wind damage. Horses and camels caught in the storm will almost certainly be flayed alive unless real shelter is found for them.

**Sandworms** - The sand worms of the Zanzian western desert are just a desert version of the Giant Purple Worm found in other parts of Zanzia. Typically they are found alone or with a mate. The worms are MV 9; AC 6; HD 15; HP 75 each; # At 1 and 1; Dmg 2-24/2-8; SA a to hit roll of over 20% over the required amount means the target is swallowed whole; SA poison stinger kills unless target saves versus poison.

**Zanzian Army Patrol** - The Zanzian Army patrols the western desert looking for incursions by the Jural Empire as well as by raiders from the desert. Given the

instability of the peace between the two countries the army takes great care to watch the border closely for potential invaders.

A typical patrol will consist of twenty men at arms F0 HP 3 each, AC 4, chain mail, shield, spear, short sword, javelin, AL NG.

They will typically be led by a lieutenant who is a P5 AC 2, HP 34, Long Sword +1, plate mail etched in holy symbols, shield etched in holy symbols, AL LG.

Zanzian patrols will not immediately attack but they may take people into custody if they believe that they are invaders or are involved in criminal activity.

## **THE RIDDLES OF THE SPHINX**

After several days riding through the vast open desert the adventurers will come to the site of the sphinx. The sphinx statue is a huge stone object made of yellow sand stone which makes it difficult to see from afar. But it is clearly man made. It stands nearly twenty five feet tall and thirty feet long by twenty feet wide. The object weighs many tons and cannot be moved by physical strength. It would take far too many men to provide that much strength out here in the desert.

Close inspection of the area around the sphinx statue will reveal many footprints and tracks around the statue and leading towards a

depression in the sand just to the north west of the statue and towards another depression in the sand a little further to the west.

Should the players investigate those depressions in the sand they will find the two false entrances into the tombs. Other explorers before them have found these entrances as well and some of their bodies and bones will be found inside those areas.

The sphinx itself looks like the typical statue of such creatures. It has the body of a lion and a face that resembles a human being yet with a cat like mane. The statue is remarkably well preserved given it's obvious apparent age and the harsh weather conditions of the desert.

### **RANDOM ENCOUNTERS WITHIN THE TOMB OF ASLAM AL - ABDALLA**

#### **ROLL TWICE DAILY**

Encounters will be on a roll of 1 in 6. All levels of the tomb will be treated as the same for random encounters.

1. Mummy and eight Ishtabi
2. Spirit Nagas
3. Bloody Bones
4. Cinder Ghoul

#### **Mummy and Eight Ishtabi**

**Mummy** (1) - MV 6; AC 3; HP 6+3; HP 32; # At 1; Dmg 1-12; SA fear; SA rotting disease on a hit SD only magic weapons can hit a mummy; SD immune to sleep, charm, hold, cold, poison and paralysis; SD raise dead makes them normal humans; SD susceptible to fire;

SD holy water does 2-8 damage to them. AL LE.

**Ishtabi** (8) - MV 9; AC 4; HD 4+2; HP 18 each; # At 1; Dmg 1-8; SD only hit by magic weapons and take only one half damage from these; SD regenerate 1 hp per round; SD holy water does 2-8 damage to them; SD only way permanent damage is taken is by holy water, weapons blessed, or fire. Monsters of Myth P. 53 AL LE.

**Spirit Nagas** - This will consist of a group of three spirit nagas that patrol the halls of the tomb looking for invaders or adventurers. These creatures have black scales and crimson bands.

**Spirit Nagas** (3) - MV 12; AC 4; HD 10; HP 38 each; # At 1; Dmg 1-3; SA charm gaze unless victim saves versus paralyzation; SA Magic Use; AL CE. Cleric Spells: **command, sanctuary, silence 15' radius**. Magic User Spells: **Magic Missile, hold portal, dancing lights, charm person, mirror image, scare, hold person**.

**Bloody Bones** - These horrors appear to be mere skeletons but closer inspection will reveal that bits of blood and flesh still cling to the bones of these undead creatures. They are much more powerful and dangerous than that of a normal skeleton and the players will soon find this out. The creatures have long tendrils that hang upon their mid-section and these tendrils are used in combat. A group of these found within the tomb will consist of five of them.

**Bloody Bones (5)** - MV 9; AC 5; HD 6; HP 28 each; # At 6; Dmg 1-6+3 (two claws); SA four tendrils reach out and grab opponents and drags the opponent towards the creature 10' per melee round; SD 10 hp of damage to a tendril will break it; SA if a creature is dragged to within 5 feet then the creature receives +4 bonus with each claw attack; SA anyone struck by both claws is rended for 2-12+4 additional damage; AL CE. Turned on same table as a vampire.

**Cinder Ghoul** - These creatures will appear to be a swirling humanoid shaped cloud of ash. A bit of red glow can be seen within the swirling cloud and this appears to be burning embers. The creature smells strongly of burnt flesh. Only one of these creatures will be found at a time in this tomb.

**Cinder Ghoul** - MV 12; AC 3; HD 8; HP 52; # At 1; Dmg 1-8+4 plus an additional 1-6 fire damage; SA slams opponents with cloudy fists with incredible strength; SA energy drain one level on any creature touched by it; SA fire damage in addition to energy drain; SA anyone fighting this creature in melee must save versus poison or suffer smoke inhalation damage of 1-3 damage per round thereafter; SA can assume gaseous form at will and will do so to escape if necessary; AL CE.

## **KEY TO THE RIDDLES OF THE SPHINX**

All walls within the Tomb of Aslam al-Abdalla will be made of gray stone. All floors will be cobblestone. The ceilings will generally be fifteen feet high unless

otherwise stated. All doors will be made of wood except for secret doors which will be made of stone and blend easily into the gray stone walls making them difficult to find.

No rooms are lit unless otherwise stated. Players will need to provide their own sources of light. The air in the tomb is foul but breathable. Everything here smells of death and decay. A few places in the tomb have torch holders but unless otherwise specified any torches that might have once been there have long decayed and rotted away.

## **LEVEL ONE**

### 1. **Sphinx Statue**

This enormous statue weighs many tons. It blocks the true entrance into the tomb of Aslam al-Abdalla and cannot easily be moved. It is, however, standing upon a set of metal rails and it can be caused to magically slide forward on it's own should the players discover the secret of the statue.

Close inspection of the statue will show that the nose of the great Sphinx appears to be an indented depression in the face of the statue. Should one climb up and take a look into that nose one would find that there is a lever inside of the nose which is well hidden. One would need to climb successfully to see the lever. Anyone falling from the statue would take 1-6 damage from the fall despite the relatively softer landing of sand. Once the lever is pulled there will be an audible click. The statue, however, will not move on it's own.

Should the players get behind the great beast they can physically push the great statue with a combined strength of 45 or greater once the lever has been pulled. Once the statue begins moving it will continue to slide forward on it's own magically.

Foul air comes up from the hole in the sand that is uncovered by the statue moving. A set of dark stairs lead downward deep into the sand below.

## 2. A Hole in the Sand

When the statue moves it reveals a large hole in the sand. At the top of the hole is a dark stair case leading downward. The smell of death comes rushing up from beneath the sands. One might feel as if death itself awaits them below.

The stairs are not lit. Strange runes line the walls of the staircase. Each seems to be a small picture of some occurrence long ago. Carved drawings of men burying a great king long ago seem to be the main theme of the hieroglyphics. The king seems to have a skeletal face in the drawings. In the pictures he wears a long black robe and holds a long withered staff as he lies in his casket being carried down below.

## 3. The True Entrance

The stairs lead to a room that opens wider as the players get further into it. The floors here are made of cobbled stone. The walls are a dingy gray stone. The ceiling here rises to fifteen feet at the highest point. The air here is foul but breathable. The smell of death fills one's nostrils the moment they enter this place.



The arid desert above seems distant now that the adventurers have found this place. This tomb is much cooler than the desert world above. There is no moisture here, however. It is still a dry place.

Runes are chiseled into the floor here in elvish as well as the language of the Jural Empire.

“Welcome foolish mortals to my tomb. Soon it shall be your tomb as well. Riches you seek no doubt. But misery you shall find. This place is cursed and all those who come here shall be cursed as well. May the gods of Jural smile upon you as your souls leave your bodies.”

## 4. Pit Trap

This is a particularly nasty pit trap. When any weight more than 50 lbs stands upon the trap door to this pit the door will drop the person standing on it into the pit and then slam shut and lock. There will be no immediate damage from the fall into the pit because the person doing so will fall into quick sand and begin sinking

immediately. The pit is fifty feet deep and there is forty feet of quick sand in the pit. Anyone falling in will immediately begin sinking to the bottom of the pit where a few others have already died.

Each round that one is in the pit they will need to make a saving throw versus poison or begin choking on sand. Once a saving throw is failed that person has 1-3 rounds to live before they will choke to death on the sand in the pit.

One cannot climb out of the pit alone and the door to the pit will lock shut anyway making it impossible to escape alone. Anyone in heavy armor will make their saving throws at -1. Anyone in splint or plate armor will save at -2. These folks will sink faster due to their weight.

In order to escape someone above will need to open the pit by some method (prying will work easily) and throw a rope in and perhaps lower someone into the pit to grab the victim and bring them to safety.

Inside the pit are the bones of several others unfortunate enough to fall into the pit previously. Close inspection of the skeletal remains in the pit will take a great deal of time due to the sand filling the pit. But should one do so they will find that one bony hand inside the pit wears a **ring of spell turning**. It will take at least one hour of searching in the pit to find this ring should the players wish to search it thoroughly.

## 5. Fountain of Life

Anyone listening at the door to this room may hear the sound of rushing water within. The door to the room is unlocked.

This room is decorated with murals depicting the old Jural Empire. Kings wearing colorful robes are shown sitting upon golden thrones in huge palaces. These palaces seem to be adorned with many precious gems and metals. Dust lies on the floor of this room. It does not appear that anyone has visited it for decades.

The center of the room has a large double fountain. Water sprays in the fountain. What the source of this water is must be a mystery out here in the far desert. No rivers or streams could possibly feed this fountain.

Should magic be detected for then the water and the fountain will radiate magical energy.



The fountain is a plain one although it is intricately molded and has decorative symbols etched around the basin. But there are no statues in the fountain. The water looks clear and inviting.

Anyone drinking from the fountain will be affected by one of the following random effects:

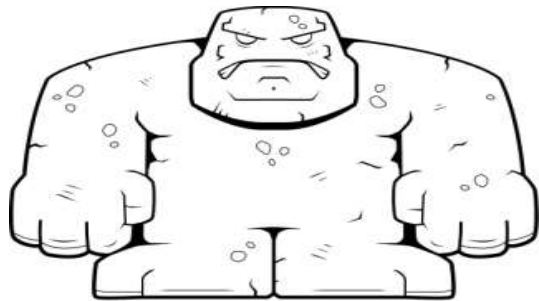
1. Aged 10 years
2. Heroism for one turn
3. Gaseous form for one turn
4. Invisibility for one turn
5. No effect
6. Enraged for one turn and will attack anyone and anything in area including party members
7. Invulnerability for one turn
8. Poison. Save vs poison or die.
9. Acid damage (2-12 damage unless save versus poison)
10. No effect
11. Flying for one turn.
12. Hill giant strength for one turn
13. Player shrinks to six inches tall for one turn
14. Speed for one turn
15. No effect
16. Gravity is removed for player who then slams into the ceiling for 1-6 damage. Lasts for one turn.
17. Player Enlarges to twenty five feet tall for one turn
18. Healed for 3-24+3 damage
19. Player loses 10000 experience points
20. Player gains 20000 experience points

6. **The Guardian of Aslam al-Abdalla**

The door to this room is locked. No sounds can be heard coming from within this room should one listen at the door.

This room has one central feature. There is a clear statue in the center of the room which appears to be made from some kind of clear stone. It is actually made of

diamond and is a golem made of this hard and precious substance.



**Diamond Golem (1)** - MV 6; AC 0; HD 16; HP 100; # At 1; Dmg 3-30; SA prismatic spray once every four rounds; SD only hit by weapons of +3 or greater; AL N; Treasure: breaks into 10-100 diamonds worth 100 to 1000 gold pieces each as well as one 5000 gold piece diamond at the center.

There is a secret door in the north wall of the room which leads to area 7. It is not well hidden any more. Due to the age and decay of the walls here the secret door is more easily found than normal. Anyone looking for secret doors here will have a +1 added to their probability of finding it. Anyone who is not looking for it will still have a one in six chance of finding it by accident.

7. **Secret Room**

This secret chamber is nearly filled with dust. It does not appear that anyone has been in this room for many

decades. There are dark stairs leading west and downward.

Carved into the north wall of the room are several symbols. One symbol is that of an all seeing eye. The next is that of the sun. And a third is that of the moon. Another symbol is that of a gravestone.

If the eye symbol is touched then the room will suddenly be lit up by magical energy. If the sun symbol is touched then the room will suddenly feel much warmer. Should the moon symbol be touched then the player doing so must make a saving throw versus magic or they will contract lycanthropy. If the grave stone symbol is touched then the players will hear hideous laughter coming from down the stairs and in the distance. A cool wind will suddenly blow up the staircase and the players will feel that they are being observed but from where will not be apparent.

#### 8. **Stairs Leading Down**

These stairs are made of gray stone and seem to be solidly made. A few chips in the stones are visible but they appear to be quite safe. Torch holders line the stairs leading down but the torches have long since rotted away.

#### 9. **False Tomb One/Stairs**

The stairs to this chamber are covered by sand. If someone were to walk to within five feet of the stairs, however, one will realize that the depression in the sand is actually a staircase leading downward which is partially covered in sand. The staircase is dark. The air below is not foul since the opening has been sitting wide

open for so long. Any noxious odors from below have long ago dispersed.

Torch holders line both sides of the stairs leading downward. No torches remain in the sconces in the wall. They have rotted away long ago. The stairs are lead twenty feet down.

The stairs are trapped. About one half way down the stair case the stairs will give way and become a slide. With the sand and the angle of the flattened stairs the slide will drop the players on the staircase directly into an open pit of acid waiting at the bottom of the stairs.

#### 10. **Pit of Acid**

Anyone falling into the acid pit will take 3-18 points of damage from it. Anyone who does not quickly get out of the acid will continue taking 1-6 points of damage per round. Anyone dunked in the acid will also need to make saving throws for armor, weapons and items of importance or they shall be ruined or destroyed. A saving throw versus breath weapon will allow a player to take one half of the original 3-18 damage from a fall into the pit.

Around the pit of acid are frescoes carved into the stone walls around it. Each of these depict a skeletal man in a long robe looking on and laughing at the victims of this pit trap.

Close inspection of the pit will reveal that the bony remnants of a hand rest on the northwest corner of the pit. It would appear that some prior victim of this trap attempted to climb out of the pit of acid but failed to make it before

dying. A shiny ring remains on a finger of that bony hand. It is a **ring of the holy ones ( C )** (Doubles 1<sup>st</sup> through 3<sup>rd</sup> level spells).

#### 11. **False Entrance Two**

Anyone who gets within ten feet of this depression in the sand will notice that this is really a hole in the sand. Anyone who gets within five feet will notice that there are stairs leading downward. These stairs are dark and unlit. Sconces in the walls line both sides of the stairs leading down. The stairs lead down twenty five feet. The air below smells fresh.

The stairs lead to a square chamber with murals covering the walls depicting the burial of a great king. The king looks young and wears a colorful robe in death. The men carrying him to his death chamber seem to be smiling and at peace.

A hallway leaves this room to the west and to the south. A recently killed human lies in the hallway leading south. What he died from is not immediately apparent. It would appear, however, that whoever was with him stripped the body of any valuables rather than leaving them to be found.

#### 12. **Gas Trap**

The door to this room is locked. Anyone listening at the door to this room will hear nothing at all.

When the door to this room it does not appear that there is much of interest in this chamber. There is, however, another body lying on the floor here. It would appear to be that of a halfling and it also has had all valuables removed. The body

appears to be only a few days old. There are a few flies around it but the body has not begun to really smell bad as of yet. Perhaps the desert air has preserved it a bit.

After about one minute, however, the door to the room will slam shut rather suddenly and lock. Hideous laughter can be heard echoing through the hallways as poison gas begins filling up the room quickly. Everyone within the room will need to make a saving throw versus poison or die. Anyone outside the doorway will be perfectly fine but a bit unnerved by the laughter.

#### 13. **Crushing Ceiling and Floor**

The door to this room is unlocked. Anyone listening at the door will hear nothing inside.

The room will appear to be nearly empty except for a few crushed bone fragments near the center of the floor. This should give the players a tip of what is to become but if they fail to notice this aspect of things then it is to their own detriment.

About where the fragments are the players will see a glint of metal. At about this point in the room, however, is a trigger stone that will set off the trap.

When the trap triggers a steel door will slam down and block exit to the room. The ceiling and floors will begin moving towards each other and will reach each other in five rounds. Anyone between these two will be crushed for 2-12 points of damage per round until dead. The ceiling and floor

will move apart again in one turn and reset the trap.

The steel door is AC 10 and can take 150 points of damage before breached.

## LEVEL TWO

### 1. Entry/Circular Room/Statue/Braziers

The long staircase leads into a very large circular chamber. At the center of the chamber is a large statue of an androsphinx. Behind and on either side of the statue are three braziers. Each suddenly springs to life with fire as the players reach the bottom of the stairs. The sphinx statue looks directly towards the staircase and the adventurers descending it.

Doors lead from the room on the north wall, the west wall and the south wall. Murals depicting the skeletal face of a great wizard and king fill the huge domed roof above the players. The skeletal face seems to mock them in the flickering fire light.

Suddenly the statue animates and speaks.

“Who dares enter the Tomb of Aslam al-Abdalla ?”

Regardless of the answer given the next question shall be.....

“What is it ye seek here but death?”

If the players state their true intention to find the Scepter of the Sands then the statue will speak a riddle. Should the players lie then the statue will go silent

and become solid again. The riddle asked will be:

“What fire nor water can kill  
But wind can easily blow away  
uncountable  
But still not a copper worth to pay”

The answer is “Sand.” Should any other word be spoken next then a sandstorm will fill the room scouring everything and everyone within for 3-18 points of damage. All armor and weapons will need to make saving throws. A saving throw versus spell will reduce damage by one half.

Should the proper answer be given then the fires in the braziers will go out suddenly and smoke from the braziers will rise towards the domed ceiling. The skeletal face in the mural on the domed roof will then speak.

“Seek ye then your treasure here. But I shall part with it at a great price. But to aid you in your quest seek out the sphinx before you and look in it’s mouth.”

Inside the mouth of the statue will be a pair of gauntlets. They are **gauntlets of ogre power**.

### 2. The Fountain of Shocks

The door to this room is unlocked. Anyone listening at the door to this room may hear the sounds of water running.

In this room are two strange objects. One is a statue of a woman holding a metal spear pointed at the fountain

which is standing before it. The fountain spits water high into the air and back into it's basin. Engraved upon the base of the statue are runes in the language of dwarves.

“A drink from this water shall enlighten you.”



The water and the statue both radiate magical energy. The fountain and the statue, however, are merely parts of the same trap. Trigger stones along the ground in and around the fountain basin will cause the tip of the spear held by the statue to slant forward and into the water. This spear is conducting electricity which will cause the water to shock anyone reaching into or drinking from the fountain. This will cause 3-30 points of electrical damage unless one makes a saving throw for one half damage. The water itself is normal and has no magical effects at all.

There is a secret door here in the east wall leading to area 3.

### 3. Secret Treasure Room

This secret chamber has two large treasure chests in it. Neither of the chest will reveal a trap if detected for. Indeed, neither is trapped exactly.

Chest #1 - The chest is locked but not trapped. This chest is filled with 500 Platinum Jural and 1000 Gold Zanzians. Mixed in this large pile of coins are three arrows which radiate magical energy in a leather quiver. The arrows are **arrows of explosions**.

Chest #2 - This chest is locked. When opened, however, one will wish they had not done so at all. Within the chest are twenty King Cobras which have been kept alive magically by unknown means without food or water. When the lid of the chest is lifted, however, they will spring out of the chest and begin biting at anyone and anything

within range. Anyone not in range to bite they will spit poison at.

Each of these snakes is a normal sized cobra not a giant one. Each has one hit dice but their bite is poisonous.

**King Cobra (20)** - MV 7; MV 15; HD 1; # At 1; Dmg 1 point; SA poison bite save or die within one round; AL N.

#### 4. **The Curse of the Iron Maiden**

The door to this room is locked. Anyone stopping to listen at the door shall be teleported into the room and into the iron maiden in the center of the room.

This room appears to have been a torture chamber at one time. There is an iron maiden in the center of the room and it appears to be sealed shut from time. Should anyone have been teleported into the maiden the adventurers will hear the sound of someone inside of the iron maiden pounding on the inside trying to escape in vain.

Should anyone touch the outside of the iron maiden they will be teleported inside of it. Only one person will be teleported in this manner. No others shall be. Inside of the maiden are not spikes, however, but sand. The person inside will drown in the sand inside of the iron maiden within 2-5 rounds unless they are somehow rescued from the trap. The iron maiden is, of course, made of iron and escape from it is not going to be an easy task. The torture instrument has 150 hit points and can be treated as AC 10 for purposes of destruction. Damage done to the iron maiden has a 50 percent chance of striking the person inside as well.

Other torture instruments in the room include a rack which has the skeletal remains of a man shackled to it. There is also a brazier here with branding irons. There is also a large wooden wheel with the skeletal remains of a man shackled to that as well.

#### 5. **Teleporter**

The door to this room is locked. Anyone listening at the door to this room will hear a strange humming within.

Circled on the floor here is a large green pad. The sound of humming is louder within the room itself. Anyone stepping on the pad will disappear immediately. They will reappear in room 6. The players in room 5 will not know where the player went or whether or not they might even remain alive.

#### 6. **Teleporter**

This is the receiving room of the teleporter in area 5. Anyone stepping back upon the pad in this room will immediately appear in room 5. No words are needed nor do any levers or buttons need to be pushed. The effect is instantaneous.

There is a stair case here leading down.

#### 7. **Spiked Roller Trap**

Anyone who steps beneath this portion of the hallway will be raked by a large metal spiked roller which will jut out of the ceiling and then retreat back into a hidden compartment there. The

spiked roller will do 6D6 damage to the person beneath it when triggered unless a dexterity saving throw is made of 4D6 versus dexterity to avoid being struck.

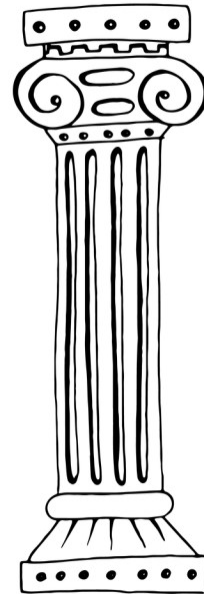
#### 8. Spear Trap

A trigger stone in the floor will cause a delayed reaction resulting in a spear being thrust from right to left about thigh high and slamming into the wall across from it. This will strike as a 16HD monster and do 4-24 points of damage to the victim struck. The victim will be pinned as a result of the trap and the noise created by this trap will bring a random encounter within 1-3 rounds. The player pinned will need the help of others to free themselves.

#### 9. The Room of Pillars

The door to this room is unlocked. Anyone listening at the door to this room will hear nothing within.

This dark room has four large dark pillars which appear to hold the roof up. Strange murals on the walls here show a king being fed and bathed by young maidens. In the torch light these maidens appear quite beautiful if not a little foreign and exotic. They appear to be Juralian girls of a young age. The king seems quite happy in the murals.



Suddenly, in the torchlight something in the room seems to move. It is not clear at first what it is but then the players realize that it is the pillars themselves. They are alive. And they are moving towards them. It would seem that they had been polymorphed into pillars. And now they have returned to their natural forms.

**Black Puddings (4):** MV 6"; AC 6; HD 10; HP 35 each; # At 1; Dmg 3-24; SA dissolve wood and metal; SD blows, cold and lightning do no harm; SD sharp weapons and lightning split the creatures in two; AL N.

#### 10. Tricks/Riddles

The door to this room is locked. Anyone listening at the door to this room will hear nothing inside but may hear the sounds of laughing in the distance.

On the north wall of this room is a large painting of a Juralian King. On the south wall is a tapestry with the Juralian coat of arms hanging from the ceiling. On the west wall of the room is a fire place. And on the eastern wall of the room is a Pedestal. Sitting atop of the pedestal is a shiny crown. Circling the crown is a wall of force atop the pedestal.



When the adventurers arrive the fireplace will light up with fire instantly. The logs that are burning in it were cold seconds before. Metal fireplace instruments rest on a stand just next to the fireplace. They radiate magic if magic is detected for.

Anyone who stokes the fireplace will cause the fire to speak to them.

“I am as strong as ten men  
yet ten men cannot stand me up.  
What am I?”

Should the word “water” be spoken then the flames will suddenly be doused by water. Within the ashes of the fire the

adventurers will see a glint of metal. It is a golden key.

Anyone who looks closely at the painting of the Juralian King will notice that cleverly painted into the portrait is a key hole. If the golden key is placed in the key hole and turned then the tapestry will crumble to dust revealing runes etched upon the wall. These runes are not visible unless the tapestry is destroyed. Even if the tapestry is taken or moved the runes will not be visible there.

Etched upon the wall is a riddle written in Juralian as well as Zanzian common tongue.

“What is it you have to answer?  
But to answer you have to ask?  
And to ask you have to speak?  
And to speak you have to know,  
The answer.”

If the word “riddle” is spoken aloud then the wall of force over the crown will be removed. The crown sitting upon the pedestal shimmers with magical energy and from its many red rubies and green emeralds that circle the golden treasure.

If the crown is lifted from the pedestal a voice will boom throughout the halls and chambers of the tomb.

“Take ye my crown. Ye shall be rewarded for your cleverness. But my scepter shall not be thine. Ye shall die before the night ends.”

The crown is not magical but it is quite valuable. It is worth 25000 gold pieces.

## 11. Trapper

The door to this room is unlocked. Anyone listening at the door to this room will hear no sounds within.

When the room is entered it appears to be completely empty except a crude shaped box in the center of the room. But once the floor is stepped upon the creature beneath the adventurers will reveal itself and attack. It is a trapper. And it appears exactly like the floor in other parts of the tomb.

**Trapper (1)** : MV 3"; AC 3; HD 12; HP 70; # At 4+; Dmg base damage of 4 + armor class of victim being crushed; SA crushing damage; SD anyone trapped inside cannot use weapons; SA victims are smothered within 6 rounds regardless of damage taken from crushing; SD resistant to fire and cold (half or no damage); AL N.

Hidden beneath the trapper is a platinum necklace with a blue diamond center piece worth 4500 gold pieces and a bone scroll case. In the scroll case is a scroll with magic user spells: **Charm plants, phase door, control weather, repulsion, lower water.**

## 12. Trolls

The southern door to this chamber is locked. Anyone listening at the door may hear arguing. The trolls that live here are two headed and often the dual heads bicker between themselves.

There are three two giant two headed trolls which consider this chamber home. They have been here a very long time as the master has willed it. They guard this

chamber at his bidding and will slay anyone who ventures here. The room has no furnishings other than the refuse that these creatures consider to be their beds.

**Giant Two Headed Trolls (3)**: MV 12; AC 4; HD 10; HP 42 each; # At 4; Dmg 1-6/1-6/1-10/1-10; SD regeneration 1 hp per round but limbs will not re-bond; SA infravision; AL CE.

Hidden within the refuse are: a black opal worth 2500 gold pieces, a golden anklet with a blue sapphire in it worth 3500 gold pieces and a **necklace of prayer beads (c) (atonement x 1, summons x 1, karma x 2, curing x 1).**

There is a secret door in the east wall of this room.

## 13. Secret Treasure Chamber

Two large amphoras made of clay rest upon the ground here in the center of the room. It would appear that the trolls never found this chamber as it is quite dusty and it does not appear that the dust has been disturbed in many years.

Amphora # 1 is filled with 150 tiger eye gems worth 10 gold pieces each and 100 azurite gems worth 10 gold pieces each.

Amphora # 2 is filled with 500 platinum Zanzian coins and 2000 Juralian coins. Hidden deep within the coins is a set of **Burglars Tools (T, A).**

14. **The Bloody Bones**

The door to this room is locked. Anyone listening at the door to this room will hear nothing but silence from within.



When the door to this room is opened the adventurers will see five skeletal creatures within. These horrors appear to be mere skeletons but closer inspection will reveal that bits of blood and flesh still cling to the bones of these undead creatures. They are much more powerful and dangerous than that of a normal skeleton and the players will soon find this out. The creatures have long tendrils that hang upon their mid-section and these tendrils are used in combat. A group of these found within the tomb will consist of five of them.

**Bloody Bones (5)** - MV 9; AC 5; HD 6; HP 28 each; # At 6; Dmg 1-6+3 (two claws); SA four tendrils reach out and

grab opponents and drags the opponent towards the creature 10' per melee round; SD 10 hp of damage to a tendril will break it; SA if a creature is dragged to within 5 feet then the creature receives +4 bonus with each claw attack; SA anyone struck by both claws is rendered for 2-12+4 additional damage; AL CE. Turned on same table as a vampire.

# LEVEL THREE

## 1. Stairs/Statue

The stairs lead downward twenty feet to an octagonal shaped room with a large statue of a man in long flowing robes in the center. The man appears to have once been a Juralian Emperor. He is young looking and has a long flowing beard. His eyes seem to follow the adventurers as they move around the room.

On the walls of this room are strange frescoes which depict scenes of royal life in the Jural Empire. The king is shown sitting upon a throne deciding the fate of men accused of crimes. In another scene these men are being beheaded with the emperor looking on in approval. In a further scene the woman and children of the men are seen crying and wailing at the loss of their loved ones. The overlying theme seems to be that life is harsh in the Jural Empire. In a few of the scenes a woman in black robes is seen behind the Emperor. Presumably this is his wife and high priestess Baheej al-Odeh

The statue seems to share this stern view of life there. He looks at the adventurers with disapproval.

Doors lead north and west from this room.

Should the statue be defiled in any way the walls and ceiling will begin rumbling as if an earthquake has begun. After a few minutes the rumbling will end.

Should anyone kneel before the emperor they will notice some small runes in elvish at the base of the statue which are

so small and covered with dust that they are nearly invisible.

“What force and strength cannot get through, I with a gentle touch can do.  
And many in the street would stand,  
were I not a friend at hand.  
What am I?”

The answer is “key.” Should the proper answer be given the statue will swivel and point towards the hallway leading to area 3 where the key can be found that is used with this statue.

Close inspection of the statue will reveal that there is a small key hole at the base of the statue.

Should the bone key found in room 3 be put in the keyhole here and turned then the statue will animate again and climb off of the base. It will lift up the platform that it stood upon and offer the players a staff that was hidden inside of it. It is a **staff of wood** (24 charges).

## 2. Androsphinx

The passage opens up into a small square room with hallways leading in every direction from it. A solitary creature stands guard here and seems bored with the arrival of the adventurers. It has the head of a lion and large wings and the body of a ram. It seems quite intelligent and speaks as they party gets closer. A wall of force blocks the passage leading to the northwest. The sphinx stands immediately in front of that wall of force.

“Answer my riddle and ye may pass. The passage to the north is blocked. Without my help your quest ends here. Will ye accept my challenge? ”



**Androsphinx (1)** - MV 12/24; AC 0; HD 12; HP 61; # At 2; Dmg 2-12/2-12; SA Roar, AL CG.

“Never speaking, still awake,  
Pleasing most when most I speak,  
The Delight of old and young,  
Tho' I speak without a Tongue.  
Nought but one Thing can confound me,  
Many Voices joining round me;  
Then I fret, and rave and gabble,  
Like the Labourers of Babel.  
Now I am a Dog, or Cow,  
I can bark, or I can low,  
I can bleat, or I can sing,  
Like the Warblers of the Spring.  
Let the Love-sick Bard complain,

And I mourn the cruel Pain;  
Let the happy Swain rejoice,  
And I join my helping Voice;  
Both are welcome, Grief or Joy,  
I with either sport and toy.  
Tho' a Lady, I am stout,  
Drums and Trumpets bring me out;  
Then I clash and roar, and rattle,  
Join in all the Din of Battle.  
Jove, with all his loudest Thunder,  
When I'm vext, can't keep me under;  
Yet so tender is my Ear,  
That the lowest Voice I fear;  
Much I dread the Courtier's Fate,  
When his Merit's out of Date,  
For I hate a silent Breath,  
And a Whisper is my Death.”

The answer to the riddle is “echo.” Should this word be spoken to the sphinx it will echo through the hallways for about a minute. The wall of force blocking the passage to the northwest will lower and allow the party to pass that direction. Even if the sphinx is killed the wall of force will remain until or unless some method is found to pass through it or destroy it. It could be destroyed by the disintegrate spell found in area 3.

### 3. Room of the Bone Key

The door to this room is locked. Anyone listening at the door to this room may hear the wind blowing and wailing in the distance.

This L shaped room is dark and cold. Three large sarcophagus are lined up in a row along the west wall of the room. Sconces in the walls in this room line all four walls but none hold torches any more.

The moment that any of the three sarcophagus are opened all three lids will fly off and release three spectres who will begin wailing and attack.

**Spectres (3):** MV 15/30; AC 2; HD 7+3; HP 30 each; # At 1; Dmg 1-8; SA energy drain 2 life levels; SD +1 weapons or better to hit; SD immune to sleep, charm, hold, cold, poison or paralysis; SD holy water does 2-8 damage to them; SD raise dead destroys them; AL LE.



In the southern most sarcophagus the players will find a bone scroll tube with

one magic user spell: **disintegrate** and a wooden scroll tube with druid spells: **insect plague, hold plant, protection from lightning, transmute rock to mud, conjure fire elemental.**

In the middle sarcophagus is the bone key used in room one on this level to turn the key in the statue. There is also a **necklace of adaption.**

In the northern most sarcophagus are two platinum rings with emeralds at the center. Each is worth 2500 gold pieces. There is also a **potion of restoration, a potion of storm giant strength** and **Symbol of Faith ( C, P).**

GM Note - the disintegration scroll can be used to destroy the wall of force in area 2.

#### 4. Statue of Aslam al-Abdalla

The door to this room is locked. Anyone listening at the door to this room may hear the sound of snoring inside.

This circular room has a high domed roof which is about twenty five feet high above the floor. In the center of this room is a large statue of Aslam al-Abdalla the old Emperor of Jural who was said to be buried here with the Scepter of the Sands. The base of the statue has an inscription in Juralian.

“He who never sleeps. He who never dies.”

The statue neither radiates magic nor evil. Close inspection of the statue, however, will reveal a secret compartment in near the left arm. Hidden inside of this compartment is a phylactery. It radiates magic but it's purpose is unknown. It actually contains the life force of Aslam al-Abdalla who is now a lich. If it is crushed then he may be destroyed. Otherwise his life force will return to this phylactery.

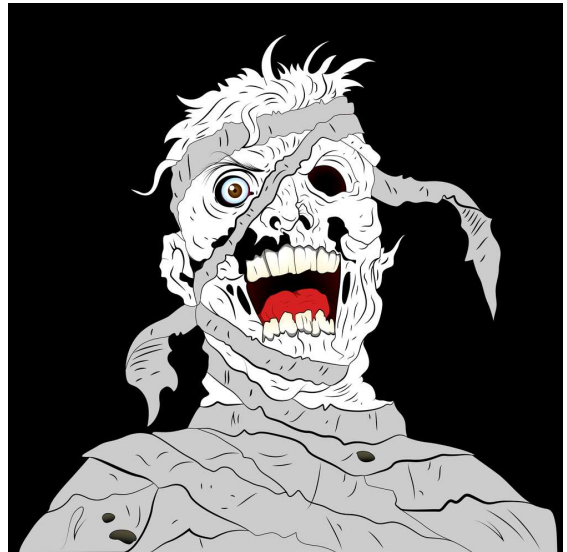
## 5. Mummies and Friends

The door to this room is locked. Anyone listening at the door will hear nothing.

This T shaped room has four large sarcophagus lined up in a row along the west wall. Standing in the four corners of this room are four strange mummified creatures without wrappings. Each stands upright holding a spear as if they are standing guard. None of them seem to move.

The mummified skeletons in the corners are Ishtabi and they will remain silent and stationary until or unless their master is disturbed. Then they will move to defend him. If they are approached or even touched they will remain still. If they are attacked, however, they will defend themselves and their masters will rise.

If any of the sarcophagus are lifted all four mummies inside will rise and attack as will the four isthabi.



**Elder Mummy (1):** MV 6; AC 0; HD 11+6; HP 75; # At 1; Dmg 2-20; SA fear upon sight for any creature failing to make save versus paralyzation; SA rotting disease on touch; SD only hit by magical weapons; SD even magical weapons do only one half damage; SD immune to sleep, charm, hold, cold, poison and paralysis; SD raise dead turns them into normal human unless save versus magic; SD susceptible to fire; SD holy water does 2-8 damage; AL LE. Elder Mummy (1):

**Mummies (3):** MV 6; AC 3; HD 6+3; HP 25 each; # At 1; Dmg 1-12; SA fear upon sight for any creature failing to make save versus paralyzation; SA rotting disease on touch; SD only hit by magical weapons; SD even magical weapons do only one half damage; SD immune to sleep, charm, hold, cold, poison and paralysis; SD raise dead turns them into normal human unless save versus magic; SD susceptible to fire; SD holy water does 2-8 damage; AL LE.

**Ishtabi (4)** - MV 9; AC 4; HD 4+2; HP 18 each; # At 1; Dmg 1-8; SD only hit by magic weapons and take only one half damage from these; SD regenerate 1 hp per round; SD holy water does 2-8 damage to them; SD only way permanent damage is taken is by holy water, weapons blessed, or fire. Monsters of Myth P. 53 AL LE.



Around the neck of the elder mummy is a **necklace of missiles (1 x 8HD, 2 x 6HD, 2 x 4HD, 4 x 2HD)**. On the fingers of the elder mummy are two golden rings. One has an emerald and the other has a ruby at the center. Each of the rings is worth 3,500 gold pieces. The elder mummy was once the high priest of Aslam al-Abdalla who was sacrificed and buried here with his master.

**Sarcophagus #1** - This was the elder mummy's home. Inside there is a **mace +3/+5 versus cold using and dwelling creatures** and a **shield +2/+4 versus missiles**.

**Sarcophagus #2** - In this sarcophagus is an **oil of etherealness, a potion of speed and a potion of cold resistance**. There are also two platinum earrings with diamond chips worth 1250 gold pieces each.

**Sarcophagus #3** - In this sarcophagus is a leather scroll tube with cleric spells: **flame strike, raise dead, cure serious wounds, neutralize poison, tongues, true seeing**. There are also two very large raw uncut diamonds worth 2500 gold pieces each.

**Sarcophagus #4** - Inside this sarcophagus is a **long sword, cursed, berzerking** and a **Doss Lute (instrument of the bards)**. There is also a wooden hammer here and three wooden stakes.

There is a secret door here in the south wall.

## 6. Secret Treasure Chamber

This room contains two large chests. Each of the chests has a very old large iron lock upon them.

Layers of dust fill this room. It does not appear that anyone has been here for many years.

**Chest #1** - Not trapped - Inside this chest are 1000 gold Juralians and 2500 Electrum Juralians. There are also 50 blue jasper gems worth 50 gold pieces

each. There is also a **ring of delusion** and a pair of **boots of elvenkind**.

Chest #2 - Trapped - Anyone lifting the lid of this chest without disarming the trap will be sprayed with acid from a hidden bladder in the lid for 4-24 points of damage (save versus breath weapon for one half damage). Inside the chest is a sable coat worth 9000 gold pieces and **wand of fire with 17 charges**).

Stood up around the walls of the room are twenty five large ivory tusks worth 200 gold pieces each. Each weighs 75 lbs.

#### 7. **The Throne Room of Aslam al-Abdalla**

The door to this room is unlocked. Anyone listening at the door to this room will hear the words “Welcome my friends. Welcome to my home. Come in. Please do not sit at the door like burglars in the night. Come in and lets talk.”

When the door to this room is opened the adventurers will see a terrifying sight. A skeletal man in flowing black robes sits on a large jeweled throne. Beside the throne are four braziers burning bright red with heat and lighting up the room. The skeletal man appears to be alone here. He holds a jeweled scepter and wears a platinum and jeweled crown under the hood of his robe.

“I am Aslam al-Abdalla Emperor of the Jural Empire. I see that you have noticed my Scepter. It is beautiful is it not? It is the Scepter of the Sands. It is the object that you seek. Isn’t it?” he asks.

Aslam al-Abdalla will not willingly hand over the Scepter of the Sands naturally.

Nor will he give up his life easily even if his phylactery has not yet been discovered. He will toy with the adventurers for a while and then grow tired of it. When combat begins four **cinder ghouls** will arise out of the braziers and defend their master. Aslam al-Abdalla is a very powerful **Lich** and will defend himself as well. But he may try to bribe the players to leave on their own by offering them some token treasure or magical items.



**Aslam al-Abdalla Lich (1):** MV 6"; AC 0; HD 20; HP 100; # At 1; Dmg 1-10; SA magic use as 20<sup>th</sup> level magic user; SA touch causes paralysis unless saving throw made; SA sight of lich

causes creatures and characters under 5HD to flee in fear; SD immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, death magic/symbols; SD his ring of fire resistance gives him +4 to saves against fire and all damage rolls from fire are at -2 to the die and immunity to normal fire; SD his robe gives him 5% magic resistance and +1 to all saving throws; AL CE. Spells memorized: **magic missile, burning hands, spider climb, message, hold portal, web, levitate, esp, stinking cloud, darkness 15' radius, fireball, lightning bolt, hold person, haste, slow, fear, confusion, polymorph other, ice storm, dimension door, cone of cold, conjure elemental, cloud kill, pass wall, hold monster, disintegrate, death spell, flesh to stone, monster summoning IV, delayed blast fire ball, power word stun, vanish, bigby's clenched fist, incendiary cloud, mass charm, power word kill, bigby's crushing hand.** He holds the **Scepter of the Sands**. He wears a fine black robe which is a **robe of the arch magi (MU)** (black robe/evil) and a **ring of fire resistance**. When combat begins he may use the Scepter to gate in a demon for his defense. Around his neck is a silver key which opens the door to area 9.

**Cinder Ghouls (4)** - MV 12; AC 3; HD 8; HP 40 each; # At 1; Dmg 1-8+4 plus an additional 1-6 fire damage; SA slams opponents with cloudy fists with incredible strength; SA energy drain one level on any creature touched by it; SA fire damage in addition to energy drain; SA anyone fighting this creature in melee must save versus poison or suffer smoke inhalation damage of 1-3 damage per round thereafter; SA can assume gaseous

form at will and will do so to escape if necessary; AL CE.



Hidden in a very hard to find compartment beneath the throne is the spell book of Aslam al-Abdalla. It contains the following spells (as well as of those he has memorized): **comprehend languages, friends, find familiar, mending, sleep, ventriloquism, detect invisibility, locate object, mirror image, wizard lock, fly, gust of wind, infravision, tongues, fire trap, fumble, plant growth, animal growth, monster summoning III, wall of stone, glasse, legend lore, reincarnation, phase door, symbol, trap the soul, gate.** On the inside cover of the spell book which will be seen by anyone

opening it for the first time is a **symbol of death**.

The throne itself is gilded with gold and studded with many jewels. There are six large emeralds worth 5000 gold pieces each. There are six red rubies worth 4000 gold pieces each. And there are two blue diamonds worth 10000 gold pieces each.

The crown of Aslam al-Abdalla is made of solid gold and is studded with rubies, emeralds and sapphires. It is worth 35,000 gold pieces.

There is a secret door in the northeast wall of the room leading to area 8.

#### 8. Secret Treasure Chamber

This secret chamber is filled with treasures unimaginable. Two large amphoras are filled with coins. 1500 Platinum Jurals, 3500 Gold Zanzians and 2000 Electrum coins stamped from some unknown foreign empire fill the two amphoras.

Along the walls are bolts of fine silk and fabrics from the Jural empire worth a combined 1200 gold pieces in value. There are also two large paintings. One is of Aslam al-Abdalla himself and is in a golden frame. It is worth 1500 gold pieces to any collector of fine art. The other is a portrait of the Grand Vizier of Zanzia Malcon before he turned traitor and tried to seize power in Zanzia. It is worth 1000 gold pieces. Leaning up against the wall in this room is a wooden staff. It is a **staff of power** with 22 charges.

There is also a plain wooden coffin here filled with dirt. This coffin is the sleeping place of Baheej al-Odeh.

#### 9. The Altar of Baheej al-Odeh

The door to this room is locked. The silver key around the neck of Aslam al-Abdalla. Anyone listening at the door to this room will hear chanting within the room.



When the door to this room is opened the players will see a horrifying sight. There is a black robed priestess here casting some kind of summoning spell in front of an evil altar. Laying on the altar is the slain body of a fresh young virgin girl. A jeweled ceremonial dagger has been plunged into her chest. It gleams in the light of the room. The room is lit by torches in sconces on

each wall of the room as well as by black candles which are flickering on the evil altar before them.

Flames in a circle are burning upon the ground with the sign of a pentagram burning in the middle of the circle of magic. Something is coming and it is not something good. The priestess turns towards the players and they realize that this is no ordinary evil priestess. It is a female vampire and she looks just like the wife of Aslam al-Abdalla from portraits seen previously in the tomb. The demon that is summoned is a **Type V Demon**.

She is Baheej al-Odeh the high priestess of Jural.



**Baheej al-Odeh**, Vampire, High Priestess (1): MV 12"/18"; AC 1; HD 8+3; HP 38; # At 1; Dmg 1-10; SA energy drain two life levels; SA spell use as a 20<sup>th</sup> level cleric which she was in life before becoming a vampire; SD regenerates 3 hit points per round; SA incredibly strong (18/76); SD if brought to 0 hit points it is not slain but is turned to gas and will return to it's coffin in area 8 where a stake of wood could be driven through it's heart to slay it forever; SD immune to sleep, charm, hold, poison and paralysis; SD electricity and cold do only one half damage to a vampire; SA gaseous form at will; SA shape change at will into a bat; SA charm gaze ability save versus magic at -2 to avoid; SA can summon 10-100 rats to aid it; SD holy water does 2-7 damage to it; SD only slain permanently if a stake is driven through it's heart and the head is cut off and stuffed with holy wafers or if the creature is exposed to direct sunlight for more than one turn or if the creature is exposed to running water for more than three melee rounds. Spells memorized by Baheej al-Odeh: **bless, curse, sanctuary, protection from good, command, darkness, cause fear, detect good, cause light wounds, silence 15' radius (2), hold person (2), know alignment, chant, augury, spiritual hammer, snake charm, cause blindness, cause disease, animate dead, continual darkness, speak with dead, bestow curse, glyph of warding, dispel magic, prayer, cause serious**

**wounds, divination, detect lie, tongues, sticks to snakes, speak with plants, protection from good 10' radius, neutralize poison, dispel good, commune, slay living, true seeing, flame strike, quest, cause critical wounds, harm, blade barrier, aerial servant, word of recall, animate object, gate (being cast as players arrive), destruction.** She wears a jeweled golden tiara with emeralds and rubies upon her head worth 15,500 gold pieces. She also wears a **cloak of displacement** and carries a **staff of withering** with 24 charges in her left hand..



**Type V Demon (Marilith) (1):** MV 12"; AC -7/-5; HD 7+7; HP 35; # At 7; Dmg 2-8 + 6 by weapons; SA she holds six weapons in her hands (+1 **scimitar**, +1 **short sword**, +1 **battle axe**, +1 **spear**, +1 **flail**, +1 **morning star**) ; SD +1 or better weapons to hit; SA at will can cast darkness 5' radius, charm person, levitate, read languages, detect invisible object,

pyrotechnics, polymorph self, project image at will; SA can gate in another demon with a 50% chance of success; AL CE.

### **The Altar of Evil**

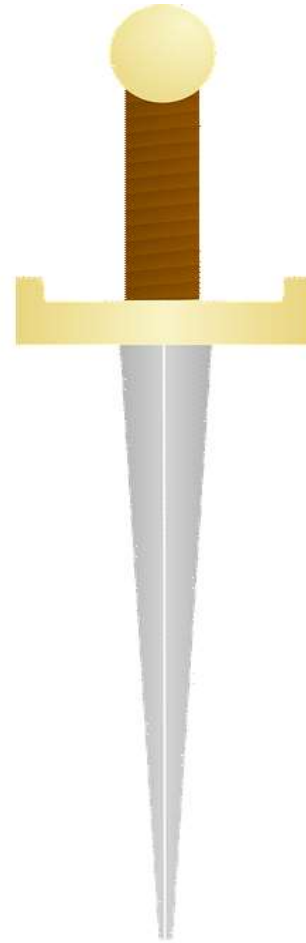
Lying atop the altar is the body of a young girl who has been slain as a sacrifice during the summoning ritual that gated the demon into this plane. The altar itself radiates powerful magical energy and evil. Anyone of good alignment who touches the altar will be thrown forcefully across the room and take 2-12 damage from the impact with a wall. Anyone of neutral alignment who touches the altar will need to make a saving throw versus death magic to avoid a sudden alignment change one step towards that of the altar (Chaotic Evil). Anyone who is of evil alignment will not be affected unless they are Chaotic Evil in which they will be bestowed a bless spell by the altar for one turn if they touch the altar.



The altar has a hidden compartment in it which could be found by searching. Inside the hidden compartment is a **phylactery of faithfulness ( C )**.

### Sacrificial Dagger

The sacrificial dagger is a jeweled dagger with emeralds and sapphires studding the pommel. The blade is made of cold steel. It is a +2 dagger to hit and to damage but is chaotic evil in alignment. Anyone using the dagger will need to roll a saving throw versus death magic each time they wield it or become dominated by the evil of the dagger and feel compelled to attack friends or anyone of good alignment.



The Candlesticks are made of solid platinum and are worth 1000 gold pieces each. The candles themselves are black and are made from human skin.

There is a secret door in the north wall of the room leading to area 10.

### 10. Secret Treasure Chamber

Three small chests stand in a row in this secret chamber. Each has a steel lock on it.

Chest #1 - Not Trapped - Two golden candlesticks worth 250 gold pieces each, a platinum figurine of the father

of dragons worth 1500 gold pieces, a small portrait of the king of Zanzia worth 500 gold pieces, a silver chalice with small diamond circling it worth 1250 gold pieces, a strand of pearls worth 1200 gold pieces and a platinum comb worth 500 gold pieces. Hidden by the other treasures in the chest is a **longbow +3/+6 versus giants**.

Chest #2 - Not Trapped - This chest is filled with 100 sable pelts worth 5 gold pieces each and a fox coat worth 600 gold pieces. Buried under the coat and pelts is a suit of splint mail. It is **splint mail +3**.

Chest #3 - Trapped - If the lid of this chest is raised before disarming the trap a vent will open above the chest and begin pouring acid on the person opening the chest. This person will take 4-24 points of acid damage (save for one half damage) and will need to make saving throws for armor and items - This chest holds a large star sapphire with a white star center worth 15000 gold pieces wrapped in a red silk cloth, twenty fine pieces of amber worth 100 gold pieces each, ten fine peridot gems worth 500 gold pieces each and a jeweled arm band with jade and tourmaline gems circling it worth 1750 gold pieces. Buried in the mound of gems is a **bardiche (two handed battle axe) +3/+5 versus regenerating creatures**.



#### 11. **Thunder and Lightning**

The door to this room is unlocked. No sounds can be heard coming from the room.

This room is very dusty and it does not appear that many have visited it recently. One strange large rune seems to be drawn upon the floor here but it is partially covered in dust.

Should the dust be cleared away the rune is actually a large glyph of warding (lightning) and will shock the first person viewing it for 30 hit points of damage (save versus magic for one half).

**Thus ends the adventure....unless Aslam al-Abdalla or Baheej al-Odeh manage to survive.....**

# **GAME MASTER**

## **NOTES**

Should either of the primary villains survive this adventure they will probably want to seek revenge against the adventurers. This is particularly true if one of the two has been slain as they were each other's mates in life. I will leave their revenge to you to determine.

## NEW MONSTERS

### **Bloody Bones**

Move	9"
AC :	5
Hit Dice:	6
No. Of Attacks:	6 (four tendrils and two claws)
Dmg per Attack:	1-6+3 for claws, none for tendrils
Special Attacks:	Tendrils grab and drag opponents
Special Defenses:	Turned as vampires
Magic Resistance:	None
Alignment:	Chaotic Evil
Size:	Medium

These creatures resemble skeletons but are far more dangerous. They appear to have bits of flesh and skin still on their skeletal frames. But these are really tendrils which the creature can use to grab opponents and drag them towards the creature.

Anyone struck by one will be grabbed and dragged 10 feet per round towards the monster. One can break away or can attack the tendril. Anyone striking the tendril must do more than 10 hit points of damage to break it. The maximum range of the tendrils is thirty feet. If a creature is dragged towards the creature and within five feet then the creature will receive +4 to hit thereafter.

Anyone struck by both claws is rended for an additional 2-12+4 damage.

These creatures are immune to the normal things that undead are immune to. This includes sleep, hold, cold, charm, poison and any mind influencing spells.

These creatures are turned as vampires.

This creature is found in the Tome of Horrors volume I on page 23. It has been modified here for OSRIC compatibility.

### **Cinder Ghoul**

Move:	12"
AC:	3
Hit Dice:	8
No. Of Attacks:	1
Dmg per Attack:	1-8+4 + 1-6 fire damage
Special Attacks:	Energy drain, fire damage, smoke inhalation
Special Defenses:	Gaseous form at will
Magic Resistance:	None
Alignment:	Chaotic Evil
Size:	M

These creatures will appear to be a swirling humanoid shaped cloud of ash. A bit of red glow can be seen within the swirling cloud and this appears to be burning embers. The creature smells strongly of burnt flesh.

These creatures are the result of some catastrophic fire spell or breath weapon. One who is burned to death as a result may return as a cinder ghoul.

These creatures have limited intelligence. But they have long

memories of the flaming torment that killed them. These memories cause these creatures burning rage against the living. Anyone touched by one of these creatures will suffer energy drain of one level and 1D6 of fire damage.

The creatures can turn gaseous at will and may do so to escape if they feel it necessary.

These creatures can be found in more detail in the Tome of Horrors II on page 27.

### **Diamond Golem**

Move: 6"  
Armor Class: 0  
Hit Dice: 16 (100 hit points)  
No. Of Attacks: 1  
Dmg per Attack: 3-30  
Special Attack: Prismatic Spray  
Special Defenses: +3 or better weapons to hit  
Magic Resistance: None  
Alignment: Neutral  
Size: Large

These large constructs are made of raw diamond. This rare material makes them an extremely rare find. Only someone of immense wealth and power could possibly even afford to make such a creature. Only powerful Liches are known to create such constructs from valuable gems. For only they could possibly live long enough to acquire such wealth and power to build one.

They are always under the control of the Lich who created it following their simple commands to guard a place and kill all who come to it or something similar. In addition to it's normal attacks the diamond golem once every four rounds

casts a prismatic spray. Everyone within the room will randomly be hit and affected by one of the colors of the prism (but not all of the rays).

The colors and effects are as follows:

1. Red Inflicts 10 hit points of damage
2. Orange Inflicts 20 hit points of damage
3. Yellow Inflicts 40 hit points of damage
4. Green Poison. Save or dead.
5. Blue Petrification. Save or turned to stone.
6. Indigo Save or turned insane.
7. Violet Save or sent to another plane.
8. Roll twice

If one of these golems is destroyed it shall shatter into 10-100 smaller diamonds which will be flawed but still worth 100 gold pieces to 1000 gold pieces in value. There will also be one flawless clear diamond worth a minimum of 5000 gold pieces at the heart of the construct. While this reward is certainly a great one anyone tangling with one of these creatures is almost certainly doomed.

This creature is of my own imagination. Should it duplicate the idea or ideas of some other individual this is purely accidental.

### **Ishtabi**

Move	9"
Armor Class:	4
Hit Dice:	4+2
No. Of Attacks:	1
Dmg per Attack:	1-8 or by weapon
Special Attacks:	None
Special Defenses:	Hit only by magic weapons, regeneration
Magic Resistance:	None
Alignment:	Lawful Evil
Size:	Medium

Special Defenses:	None
Magic Resistance:	None
Alignment:	Neutral
Size:	Small

These are normal sized snakes and are commonly found in parts of Zanzia and all over the Jural Empire. They can spit poison as well as inject poison with a bite. Their bite does relatively little damage but their poison is quite deadly and quick.

These are undead warriors embalmed and preserved like a mummy. But they do not have the wrappings of a mummy. They resemble zombies in that their bodies are desiccated. But they are more powerful than a Zombie. They are turned as wights.

These creatures regenerate 1 hit point per round. The only way to make permanent damage against them is by using fire, holy water or weapons blessed by a bless spell. Casting a bless spell directly on one of these creatures will cause all damage received by it to be permanent thereafter until the duration of the spell. Ishtabi take 2-8 damage from holy water.

Like all undead they are immune to sleep, charm, paralysis and poison.

These creatures are found on page 53 of the OSRIC Monsters of Myth Volume.

### **King Cobra**

Move	15"
Armor Class	7
Hit Dice	1
No. Of Attacks:	1
Dmg per Attack:	1
Special Attacks	Poison bite and poison spit

## NEW MAGIC ITEMS

**Arrows of Explosion** - These finely made arrows appear much like those of normal arrows but each has a very large arrow head with a strangely shaped tip. Upon impact these arrows will explode doing 6D6 Damage to anyone within a ten foot radius of them unless a saving throw versus magic is made for one half damage. The damage is fire based so any creature immune to fire will be immune to that effect of the arrows. The arrows are otherwise +1 to hit.



**Burglar's Tools (T, A).** - These finely made thieves tools are magical in nature and the magical abilities of them will only be revealed to a thief or assassin wielding them. The thief or assassin using these tools will gain an additional +5% to lock picking skill while using them.

**Ring of the Holy Ones** - A ring of this sort appears to be just a solid silver band. On the hand of anyone but a cleric the ring will show no signs of magical ability. But when worn by a cleric the ring will reveal it's true powers. The ring is very similar to a **ring of wizardry**. It doubles spell abilities for clerics. It will not work for druids. No other classes but clerics

may benefit from this ring. To determine the properties of this ring use the following table:

01-50	Doubles 1 <sup>st</sup> level spells
51-75	Doubles 2 <sup>nd</sup> level spells
76-82	Doubles 3 <sup>rd</sup> level spells
83-88	Doubles 1 <sup>st</sup> and 2 <sup>nd</sup> level spells
89-92	Doubles 4 <sup>th</sup> level spells
93-95	Doubles 5 <sup>th</sup> level spells
96-99	Doubles 1 <sup>st</sup> through 3 <sup>rd</sup> level spells
00	Doubles 4 <sup>th</sup> and 5 <sup>th</sup> level spells

**Scepter of the Sands** - This Juralian artifact has been handed down by generations of kings and emperors. It is a very powerful and very dangerous magic item. In the hands of an evil person the Scepter has incredible powers. In the hands of a good person the Scepter may be as dangerous to that person and their allies as it is to their enemies. It can be wielded as a weapon and acts as a **Rod of Lordly Might**. The bearer of the Scepter is immune to charm and hold spells. Twice per day they may invoke giant strength (fire) for two turns. However, all saving throws versus poison made by the person wielding this Scepter are made at -2. The user of this rod ages 3-30 years every time the prime power of the Scepter is used. The prime power of the Scepter is that once per day the user may gate in a demon with 100% chance of success to do their bidding for one turn. The demon will not be pleased to be summoned and ordered about in this way and although he may not attack his temporary master right away he may return at some later date looking for revenge. The percentage

chances for a demon summoned is rolled randomly on the following table:

01-30	Type I
31-59	Type II
60-79	Type III
80-93	Type IV
94-98	Type V
99-00	Type VI

Every time this prime power of the scepter is used the wielder must roll a saving throw against death magic. Each time that he or she fails their alignment will take a step towards that of the Scepter which is chaotic evil. For example if the user is currently lawful good their new alignment will become lawful neutral. Then from there lawful evil. Then chaotic evil. Whenever the prime power of the Scepter is used both the wielder and anyone within twenty feet of the wielder will suffer 5-20 points of electrical damage. Whenever a minor power of the Scepter is used the heat in the room will rise by 10 degrees per use. Sand will flitter about the room when the minor powers are used. Minor powers include using the Scepter as a **Rod of Lordly Might**.

The scepter has many emeralds and sapphires and is tipped by a very large red ruby.

**Staff of Wood (D)** - To the ordinary eye this staff appears just to be the fallen branch from a withered and dying old tree. But in the hands of a druid this staff will appear as something much greater. It can be wielded as a weapon and is +2 to hit and +4 to damage when used as such. It also has certain magical abilities which cost charges to use. Cure critical wounds can be used at a cost of 2 charges, anti-

plant shell and anti animal shell can be used for 1 charge,



**Symbol of Faith (C,P)** - The symbol of faith is a powerful weapon in the hands of a holy man...or an unholy one. The symbol is a holy symbol made of the finest silver and blessed with the power of the gods. It aids in the turning (or controlling) of undead. Anyone capable of using this symbol gains a +1 to their turn undead roll.

# LEGAL DISCLAIMERS

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation TM). The OSRIC TM system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC TM text is copyright of Stuart Marshall. "OSRIC TM" and "Oldschool System Reference and Index Compilation TM" are trademarks of Stuart Marshall and Matthew Finch and may be used only in accordance with the OSRIC TM license.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

## 1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
- (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
- (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
- (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
- (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and

any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;

(f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;

(g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;

(h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

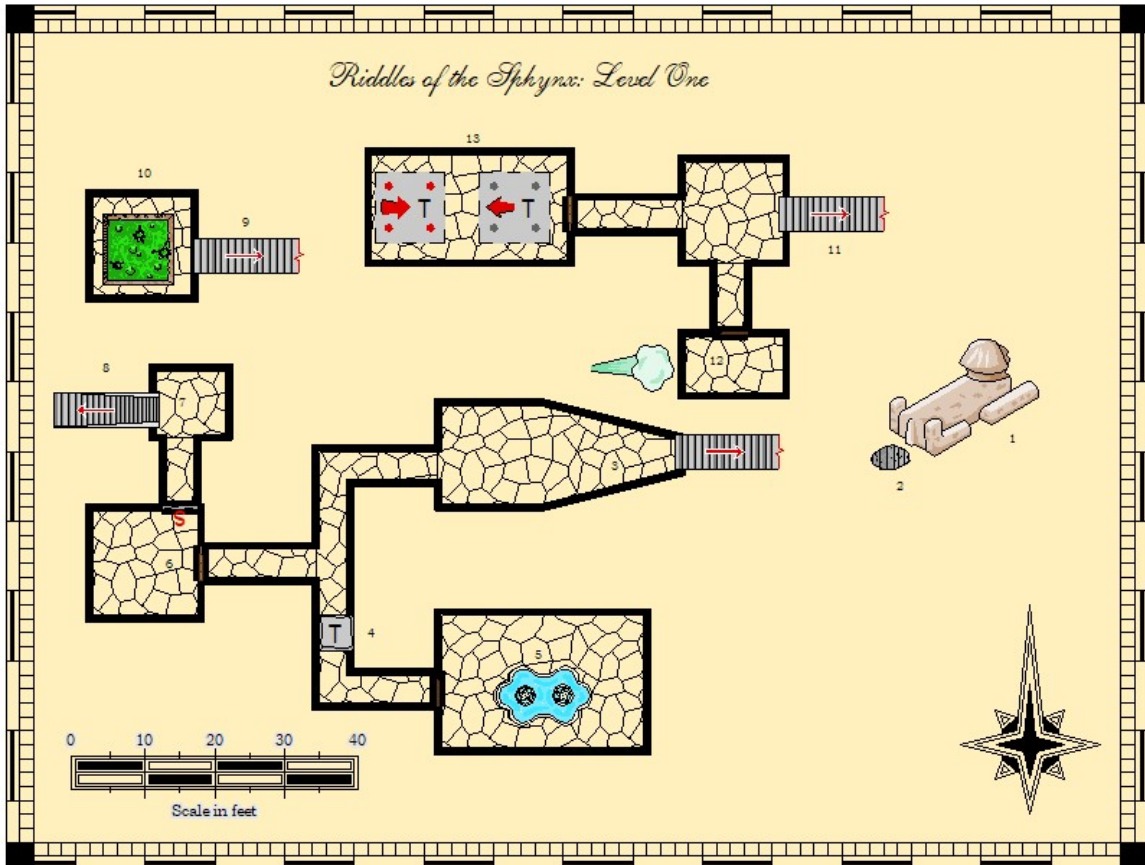
15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

“Bloody Bones from the Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene.”

“Cinder Ghoul from the Tome of Horrors II, Copyright 2004, Necromancer Games, Inc.; Author Scott Greene.”



*Riddles of the Sphinx: Level One*





*Riddles of the Sphinx: Level Three*

