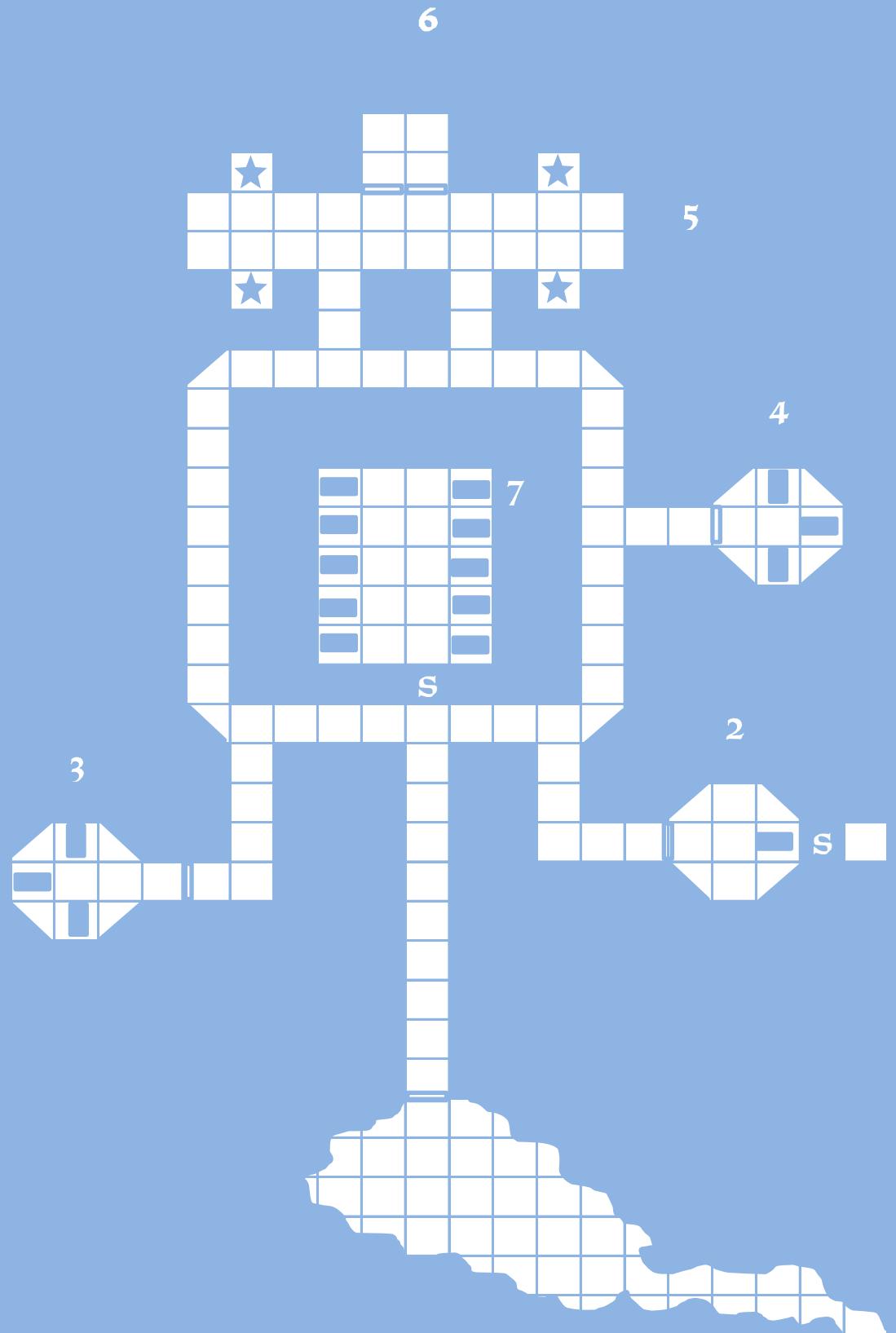


THE tOMB OF AMMAR-SIL

(This dungeon assumes a silver standard)



1 - Runes of fire and great conflagrations carved everywhere
along the walls are recessed alcoves with spectral candles of green flame
At the end of the cave lays a closed stone door (Assume 4 turns -1 per character
with tools to open)

2 - Door is moveable copper plate (100 SP & BULKY) set within two stone archways
Sarcophagus propped upright against east wall holding preserved corpse in rotten linen
Sarcophagus hiding a bricked up wall (Assume 3 turns - 1 per character with tools)
Secret room contains 6 larger amphora (20 SP each) containing honey

3 - Door is archway with portcullis
3 shambling corpses will move towards any sound they hear
Among the offerings in the shattered amphora are a gilded scroll case (10 SP) containing an
ancient bestiary (300 SP), a +1 scroll of protection vs undead and a 4 clerical scrolls
There is also a trapped metal strongbox (1d6 poison dart, save or die) the trap can be disabled by
pulling away the two bottom bolts (slightly less tarnished to the observant)
Strongbox contains a set of delicate glass carvings worth 1000 SP in total

4- Door is a sealed stone door (Assume 4 turns - 1 per character with tools to open
Among the offerings are woven furnerary baskets with rotten grain
The chamber is flooded and partially collapsed and open to the tableland far above
The sarcophagi are spoiled and their contents long rotted away, leaving bleached corpses
The south sarcophagus has been compromised and is full of fungus that will shoot spores at
whoever opens or is in a 5' range, save vs poison or PC(s) suffer insanity for 2d6 hours

5 - Door is two archways, there are 4 statues in each arched, recessed alcove
Statues are crosslegged elves in prayer looking upward and parted lips
In their laps are unlit braziers blackened by previous use
North door is a locked steel door carved with patterns of fire
To unlock the door, light the braziers and recite the sutra that is written on the other side
of the alcove arches (the statues should be looking at them)

6 - This is the treasure vault of the tomb and it contains the following items
A jewel encrusted platinum goblet (1200 SP)
Silver bracers of AC 6 (200 SP)
A silver scabbard (300 SP)
3500 SP

7 - Door is a secret door activated by a brick switch
This room contains a 5 HD undead Elven Baelnorn guardian wielding a +2 greatsword
This baelnorn will stalk this dungeon the moment the PCs touch anything

Random Encounter

1 - 1d8 bandits	4 - 1d4 spider, crab
2 - 1d10 stirges	5 - 1d8 fire beetle
3 - 3d4 skeletons	6 - Room 7 Baelnorn (HD 5, MV 9, M 12, AC 5, SV F5)