

# Tomb of the Sorcerer

An adventure for *Worlds Without Number* by Kevin Crawford

Suitable for a party of four adventurers from levels 4-5

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## Background

In the far north of the blasted wastes now known as the Mournelands, ages past a mighty empire of Man, Xibalba, once stood.

Wreathed in mighty sorcery and implacable in strength of arm, this Empire fell to decadence and degeneracy.

Entranced by promises of power and strength to match the Gods, Xibalba spurned their worship and turned to the Great Beasts of Darkness.

So it was that the Gods descended and smote this Empire of Man and all its lands, turning it into the blasted crater that now stands as warning eons later.

Yet for all the wrath and sacrifice, something of Xibalba remains. Mayhap somethings lie even beyond the power of Gods to destroy, and now the hoarded wealth and knowledge presents a tantalizing prize for those of a mind to claim it...

Chagatai, a sorcerer-king of old Meresh, a vassal state of Xibalba, lies interred in the north, his tomb silent beneath the remains of the Broken Mountain. However, a recent discovery by enterprising explorers has revealed the location of this undisturbed tomb, ripe for plundering. How the party discovers it is up to the GM, but below are some provided hooks

## Hooks

- The party receives a missive from the historian Lord Nigel Hubert Humphrey Cumberbottom III, proposing to meet the party in a filthy tavern where he offers them 5000 pieces of silver, with a 500 silver advance if they venture north and enter the tomb. From there, he wants them to uncover an artifact from the body of the Sorcerer-King Chagatai, a crown of twisting obsidian and return it to him, which he states he wants for a gala he will be attending. Should they agree, he gives them a map and an antique stone key, though he is unsure what the purpose of the key is, just that it was in the records alongside the map. Research into Lord Nigel reveals he has ties to several houses, some of whom have lineage that can be traced back ages.
- As a reward for completing another quest, the party may receive this map and an ancient key as a reward, along with the legend of Kir-Ghaal, a warlord of ages past who was buried in the tombs of his fore fathers beneath the Broken Mountain. Kir-Ghaal was said to have been interred with a great deal of wealth, including a crown of pure silver, inset with onyx that was to

have been a symbol of his power and might. The key is said to bear Kir-Ghall's symbol, though no further record can be found to support that.

- The party discovers the body of a fallen traveler in the wilds. Searching the body reveals a map and an ancient stone key. Written on them map are the words "Camazotoz Tomb. Undisturbed. Potential fortune." An intelligence/ Know check 11 reveals Camazotoz as the name of an ancient Fae Knight, a servant to one of the gods who fell in battle against demon hordes in ages past and was interred in honor. The Fae Knight was said to possess a helm of pure crystal that shown with an inner light.

## Hirelings

Arcadius Valerius, Explorer Extraordinaire. Narcissistic, ostentatious, and knowledgeable of the ancient kingdoms. Secret demon worshipper who will attempt to sacrifice the party in the Lower Tomb. Charges 500 silver pieces for the journey, cash up front, but doesn't want any part of the treasure, stating he just wants the knowledge and the story

Arcadius Valerius- **AC:** 17 (Mail Shirt+ small shield+ dex) **Hit Dice:** 4 (11 HP) **Attack:** +6 **Damage:** 1d4+2+poison shock 3/ AC18 stiletto or 1d12+2 Hand Hurlant **Move** 30' **Save:** 13+ **Morale:** 10 **Skill:** +1 (+3 survive and know) **Instinct:** 1 **Special Ability:** Poisoned Weapon: deal additional 2d6+4 damage on hit or shock with Physical save half. Only affects first hit of combat. Subjects reduced to 0 hit points by poisoned are incapacitated for 1 hour. Speaks Common, Elven, and Abyssal. **Gear:** Mail Shirt (customized mod), small shield, hand hurlant w/ 20 bullets, stiletto, wilderness travel gear, 2 weeks of carefully packed rations

Cole Dead-Eye, Mournelands Hunter. Presents as a stoic, gruff hunter and survivalist familiar with the Mournelands. Secretly incompetent and will flee if he is in danger. Charges 25 Silver pieces per day with 50 silver piece down payment, and a half share of all treasure found

Cole Dead-Eye- **AC:** 13 (linothorax) **Hit Dice:** 1 (7 HP) **Attack:** +1 **Damage:** 1d8 large bow or 1d4 shock 1/AC15 dagger **Move** 30' **Save:** 15+ **Morale:** 8 **Skill:** +1 **Instinct:** 4 speaks a few words in Abyssal, just enough to fool most people **Special Ability:** When foraging for food, roll 3d6 and drop lowest. **Gear:** large bow w/ 20 arrows, dagger, wilderness travel gear, 2 weeks rations

Sinistar Devilwalker, Sage of the Red-Black Path. Paranoid, irritable, competent magic user of some repute. Searching for knowledge, magical or otherwise. Charges 200 silver pieces per day, with a half share of treasure but will forgo payment in return for a grimoire

Sinistar Devilwalker- **AC:** 10 **Hit Dice:** 5 (20 HP) **Attack:** +1 **Damage:** 1d6 shock 1/AC 13 staff or 1d10 crossbow **Move** 30' **Save:** 13+ **Morale:** 9 **Skill:** +2 (+4 Know) **Instinct:** 4 **Spells:** 1/ day each : *The Excellent Transpicuous Transformation, Wardpact Invocation, Calculation of the Evoked Servitor, Extirpate Arcana, The Howl of Light*. Speaks Common, Abyssal, and 3 other esoteric or arcane languages **Gear:** staff, crossbow w/ 20 bullets, dungeon delver's kit, 2 weeks rations, grimoire, *Elixirs of Souls Sight* and *Wrathful Detonation*

## Travel

Regardless of how the party discovers the map and key, getting to the tomb will be an ordeal. The Mournelands are a wasteland in the north (or whatever area of desolate wastes are in your campaign) and are deathly cold in the winter and uncomfortably warm in the summer, but desolate either way. While the tomb is somewhat close to civilization, it is still a journey of **8 days**, or **160 miles** from the nearest bit of civilization through rough and dry desert terrain. Ideally, this would be near the summer to avoid harsh weather, but GM looking to give their party an extra challenge might set this in mid to late fall or winter, where the weather turns particularly harsh, slowing travel time by half.

### Encounters

Due to the barren nature of the Mournelands, encounters happen on a roll of 1 on a 1d10. Lower the dice to a 1 on a 1d6 if traveling with a particularly large party with 8 or more or if traveling with a wagon.

1. Purple worm- uninterested but will fight if provoked, and will pursue the party if they flee during a fight. Uses the insects and Semi-Mindless Beasts Instinct table

**Purple Worm- AC: 14 Hit Dice: 15 (75 HP) Attack: +15x2 Damage: 2d12 shock 7/- bite, 2d4+ physical save or die, shock 3/ AC 15 stinger Move 40' or 40' burrow Save: 11+ Morale: 12 Skill: +1 Instinct: 4 Special Ability:** if a bite attack beats a target's armor class by 5 or more, the creature must make an evasion or be swallowed whole. Targets swallowed in this way 1d10 damage from the stomach and 1d6 damage from stomach acid. A target may cut itself free by attacking the interior with a slashing or piercing weapon against AC 11

2. Wyvern- engages in flyby attack in attempt to pick off a straggler. Flees if met with serious resistance (attacks that can harm it while flying). Uses Ordinary Predator Beasts Instinct table

**Wyvern- AC: 17 Hit Dice: 7+7 (36 HP) Attack: +7x2 Damage: 2d8 shock 2/ AC 15 bite, 1d6+ physical save or poison, shock 2/ AC 15 stinger Move 40' or 60' fly Save: 12+ Morale: 9 Skill: +2 Instinct: 4 Special Ability:** Poison: physical save or take 1d10 points of system strain. If system strain hits maximum, victim dies in 1d6 rounds. The Wyvern may dive upon ground targets, attempting to snatch them up in its two taloned claws, dealing 1d6 damage with no shock and fly off. Man-sized victims are snatched if at least one talon hits for damage. Large victims require both talons to hit in order to snatch them up. The wyvern cannot fly while carrying anything bigger. After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites each round, both at +4 to hit, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting.

3. Ankhegs (1d3)- will leave after taking 1 man sized creature per Ankheg or one horse. Otherwise morale checks as normal. Will give chase unless they have met their goal, in which case they burrow into the ground with their meal. Uses the insects and Semi-Mindless Beasts Instinct table

**Ankheg- AC: 18 Hit Dice: 4 (25 HP) Attack: +4 Damage: 3d6+1d4 acid, shock 4/- bite Move 40' or 40' burrow Save: 13+ Morale: 10 Skill: +2 Instinct: 5 Special Ability:** 1/ scene, squirt a stream of acid dealing 8d4 damage at a single target, with an evasion save for half damage

4. Ghoul Pack(2d4)- appears as emaciated travelers that will beg the party for food when they see them, only dropping the guise as they get close. Can be distracted as 2 ghouls will stop whatever else they are doing to feed on a single body. Will pursue after they have consumed their meal. Uses the Undead Creatures Instinct table

**Ghoul- AC: 14 Hit Dice: 2 (13 HP) Attack: +1x2 Damage: 1d4 claw, 1d6 shock 1/AC 13 bite Move 30' Save: 14+ Morale: 10 Skill: +1 Instinct: 6 Special Ability: on hit with claw, physical save or paralyze target for 1d4+1 rounds**

5. Gnoll war band (2d6+2)- Morale increases to 12 if attacking at night. Uses the Viciously Violent Beasts Instinct table. Each Gnoll has about 1d20 silver pieces worth of colored glass and bone jewelry. Vicious beastmen in warpaint of ash and powdered obsidian, these creatures bear armor of rough stitched hide, decorated with fetishes of bone and colored glass and carry spears tipped with the claws and fangs of Mourneland beasts

**Gnoll- AC: 14 armored Hit Dice: 2 (10 HP) Attack: +3 Damage: 1d6+1 shock 3/AC 13 spear, or 1d4+1 shock 2/ AC 15 bite Move 30' Save: 14+ Morale: 8 Skill: +1 Instinct: 4**

6. Exposed sarcophagus (mummy)- an ancient burial cask, now exposed to the elements. If opened, the mummified corpse has a 50% chance of awakening as a mummy. Otherwise contained within are 1d6x100 silver pieces worth of grave goods, including silver and obsidian bracelets and head dresses, taking up a total of 2 encumbrance. The grave goods are only worth their full amount to a collector or antiques dealer, otherwise the raw material can only be sold for 10% of their value (1d6x10 silver pieces). The mummy uses the Undead Creatures Instinct table

**Mummy- AC: 17 (can only be harmed by magical weapons or fire. Always takes maximum damage from fire) Hit Dice: 6+3 (25 HP) Attack: +7 Damage: 1d12 shock 2/- rotting fist Move 30' Save: 12+ Morale: 12 Skill: +2 Instinct: 4 Special Ability: creatures struck by the mummy's fist must make a physical save or contract the *Mummy Rot* disease. Shock damage does not count for purposes of causing *Mummy Rot*. Victims can no longer lower their system strain, and gain an additional 1 system strain per week until treated by a magical healer with a successful Wisdom/ Heal 10+ check. Terrifying: all creatures viewing the mummy must make a mental save or lose their first round's main action. Morale checks caused by the mummy are made at -2**

7. Lost- Wisdom or Intelligence/ Survive 9+ or walk in circles for 1d6 hours, losing that progress. Check is automatic success as long as someone has a working compass
8. Sudden storm- a terrible storm seems to kick up out of nowhere, lasting for 1d8 hours. No progress can be made while the storm is ongoing, and all characters without adequate shelter must make a physical save or take system strain equal to the number of hours they were exposed to the storm without shelter. A constitution or wisdom/ survive check 10+ is enough to construct a shelter for one person without materials on hand, or is automatic if the players had the foresight to pack quickly accessible shelter or barricade.
9. Insect swarm- a swarm of stinging and biting insects descends on the party, slowing travel by half and granting a -2 on all notice checks. Anyone with at least survive-1 or makes an intelligence/ survive 8+ has enough know how to construct rudimentary insect repellent

10. Pool of brackish water- a pool of brackish uncertain water with a rainbow sheen over it. Anyone who drinks from it must roll 1d6. On a 6, all system strain is lost. If the roll is a 5 or below, the drinker must make a physical saving throw or be unable to lose system strain for the next week and take a -2 on all attacks and a -1 on all skill checks for the next day.
11. Screams in the distance- a wisdom/ notice 7+ check reveals the sound of screams coming from the distance. If investigated, it reveals blood stains and signs of violence, but little else
12. Feeling of being watched- a wisdom/ notice 9+ gives the ominous feeling of being watched, though nothing yet reveals itself

## The Upper Caves

Arrival at the location is a daunting sight. An enormous plateau of rough rock that resembles a mountain seemingly knocked over by the absentminded swipe of a titan. In clear view in the side of this plateau is a large opening nearly 60 feet up from which murky water trickles. 2 strength/ athletics 8+ checks are required to scale the side of the plateau, with a failure of 3 or more on the second check meaning the climber slips and falls, taking 3d6 damage with a luck save for half. Taking another 4 hours to journey round the plateau reveals an easier path but longer path (Strength/ Athletics 6+ check to traverse, but requires 3 successes) that leads to **Area 13**

1. **Central Cavern:** a large open cavern that drips water from the ceiling. Stalactites hang from the 30 foot ceiling while enough stalagmites grow up from the ground to make this cavern difficult terrain throughout. If entered during the day, this area has enough light to see normally in. In the center, a **roper** hides in wait, looking to snatch an adventurer and drag it into its maw. The roper will attempt to flee down the pit in area 11 if it fails its morale check. The Roper uses the Ordinary Predatory Beasts Instinct Table. Inside the body of the Roper are 1d6+4 pieces of precious metals and colored glass worth 100 silver each that the creature was unable to digest. The Roper will not chase the party if they flee to the east or the north, having tangled with the other creatures and hazards there. If the Roper consumes 3 human sized creatures, it will not continue to attack unless in self-defense, its hunger sated.

**Roper- AC:** 20 (immune to electricity, half damage from cold) **Hit Dice:** 10 (52 HP) **Attack:** +10 **Damage:** 3d6 shock 4/- bite **Move** 10' **Save:** 10+ (-4 on saves vs. fire) **Morale:** 10 **Skill:** +1 **Instinct:** 5 **Special Ability:** Camouflage: A roper can stand upright to resemble a stalagmite, lie on the ground to imitate a boulder, or even flatten itself to look like a lump on a cavern floor. They can change color a little, enough to blend into rocky backgrounds. Requires a Wisdom/ Notice 12+ roll to not be surprised. **Strands:** 1/ round as an on turn action can make a +10 ranged attack at a target up to 50 feet away. On a hit, the target is considered grappled and must make a physical save or reduce their strength by half, with fractions rounded down. Strength loss occurs in 1d4 rounds, and a grappled creature can break the strands with a strength/ exert or strength/ punch 10+ check. The strands can also be targeted with a weapon and are severed if they are struck with an edged weapon that deals 6 or more damage. The strands have an AC of 20, and up to 6 strands can be out at any one time. **Reel In:** as an on turn action, the Roper can pull all grappled targets 10 feet closer to it. If the Roper has a creature grappled and adjacent to it, its attack automatically hits

2. **Narrow passage:** The passage way in this long hallway is partially blocked by a number of stalagmites and stalactites. Requires a Dexterity/ Exert 7+ check to squeeze through quickly if

being chased, or traversing this area takes an additional turn. Creatures of larger than man sized cannot bypass this area without extensive destruction

3. **Tiny Mushroom village:** as the party approaches, they will see a cavern filled with mushrooms of various sizes. Have the party make a wisdom/ notice check, with the highest being the first to notice several tiny creatures staring out at them. These tiny creatures have the rough bodies of pudgy children, though their heights range from 6 inches to nearly a foot in height and have heads resembling toadstools and other types of fungus, the patterns resembling a crude approximation of a face. The little mushroom men will at first be attempting to hide and watch the party, but if the party is non-threatening or calls out to them, then they will come out with 2 successful charisma/ convince 8+ checks before 2 failures. If the party is peaceful, the mushroom men will attempt to communicate through pantomime, asking for the party's help in finding their lost children. If the party is violent, the mushroom men will flee into the tiny tunnels in fear. Should the party bring back both children, the mushroom men will reward them with 2 glowing mushrooms that if eaten as a main action, will cure 1 disease and remove 1d4 system strain. An successful intelligence/ know check 13+ will reveal the healing properties of these mushrooms
4. **Open Cavern:** 50 foot open cavern covered in dripping stalagmites and stalactites. Ceilings are 20 feet high with several smaller tunnels branching in the cardinal directions. Curiously bereft of any animal droppings or signs of life. If the Roper was allowed to flee, there is a 1 in 4 chance that it will be waiting here to ambush the party again
5. **Black Pudding hunting grounds:** as the party approaches, one of the mushroom children can be seen. Once they get within 10 feet of it, have the party roll a wisdom/ notice 10+ check. Anyone who succeeds realizes it is cowering in terror from something and they will not be surprised by the **Black Pudding** coming down from the ceiling. The ceiling is 25 feet up and contains numerous small holes and tunnels, through which the black pudding will flee if reduced to half of its total hit points, but will pursue the party if they flee and even fight other creatures should they get in the way. The Black Pudding will break off pursuit if the party can put over 100 feet of distance between them and the creature. The Black Pudding uses the Insects and Semi-Mindless Beasts Instinct Table.

**Black Pudding- AC:** 14 (immune to acid, cold, and poison) **Hit Dice:** 10 (50 HP) **Attack:** +9 **Damage:** 3d8 bite **Move** 20' **Save:** 10+ **Morale:** 12 **Skill:** +2 **Instinct:** 5 **Special Ability:** Fission: if struck by a weapon or electricity, the Black Pudding splits into two smaller puddings, each with half of the remaining hit points (round down) **Acid:** Black Pudding acid is highly corrosive, dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Light armor dissolves in one round, medium armor in two, and heavy armor in 3; each magical "plus" increases the time it takes to dissolve the metal by one round. Creatures attacking with melee weapons can make an evasion save or lose their weapon as it dissolves in the acid. Magical weapons are immune to this property, but masterwork weapons will be dissolved after two failed saves.

6. **Back Draft:** area with a narrow entry way into Area 8. Strong backdraft will extinguish any torch brought into this area but serves to disguise normal sound below that of shouting. Set about this room are several effigies made of bone, feathers, and dried viscera. Close inspection reveals the remains are mutated creatures, Beastman, and humans.

7. **Glowing Lichen:** cavern dominated by patches of glowing lichen. If carefully scraped and prepared, the lichen illuminates as a torch that lasts for 4 turns from when it was taken. An Intelligence/ Survive 8+ check and a sealed glass container allows for the lichen to be stored and used on a later time
8. **Beastman lair:** a pack of Feral Beastmen (Gnolls) make their home here when not out on the plateau or surrounding areas hunting. **12 Gnolls** and their **Chieftain** are here at any one time, with another **6** out hunting. Of these 12, 6 are sleeping while the rest are awake and aware though not on guard unless the party has made a large amount of noise. After 3 of them have been killed, the Chieftain directs one of the Gnolls to flee and blow a nearby war horn, which will alert the hunting Gnolls, with them arriving in 1d8 rounds. The Gnolls will pursue the party without mercy but will flee to the outer areas of the Mournlands if their morale breaks. The Gnolls have bits of bone and glass jewelry worth 10 silver pieces per Gnoll but taking up 1 encumbrance per 30 silver worth of treasure, while the Chieftain is a large white furred beast man with a macuahuitl (uses War Axe stats) and a black glass deathmask worth 250 silver pieces to a collector. Little else of value remains here beyond grotesque effigies made by the beast men. Uses the Viciously Violent Beasts Instinct table.

**Gnoll- AC:** 14 armored **Hit Dice:** 2 (10 HP) **Attack:** +3 **Damage:** 1d6+1 shock 3/AC 13 spear, or 1d4+1 shock 2/ AC 15 bite **Move** 30' **Save:** 14+ **Morale:** 8 **Skill:** +1 **Instinct:** 4

**Gnoll Chieftain- AC:** 15 armored **Hit Dice:** 4 (20 HP) **Attack:** +5 **Damage:** 1d10+2 shock 5/AC 15 macuahuitl, or 1d4+2 shock 3/ AC 15 bite **Move** 30' **Save:** 13+ **Morale:** 9 **Skill:** +2 **Instinct:** 3

9. **Gas spore colony:** this lichen and mushroom covered series of tunnels has a 10 foot ceiling. On the ground near the entrance, the party can see the body of a dead adventurer with toadstools covering it. If the party moves to investigate the body, they become the target of the **4 Gas Spores** that lurk here. The Gas Spores all begin about 25 feet away, coming from each of the caverns. The body of the adventurer contains a longsword, longbow with 20 arrows, 2 gold pieces, 17 silver pieces, and 26 copper pieces. The rest of his gear is ruined, but there is a journal that can still be salvaged. The journal was written by a man named Reynauld who came here to scout this place. He had found the entrance to the tomb, but without a key he was unable to enter. The journal has begun to decompose, though the last words the party can make out are "...in the mirror."

**Gas Spores- AC:** 10 **Hit Dice:** 1 (1 HP) **Attack:** N/A **Damage:** special attack **Move** 10' float **Save:** 15+ **Morale:** 12 **Skill:** - **Instinct:** - **Special Ability:** At any distance greater than 10 feet, viewers must make a wisdom/ notice or know 13+ check or mistake the gas spore for a beholder. Even at close ranges, a wisdom/ notice or know 6+ check will cause the viewer to see the creature as a beholder, for a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder. If the spore is struck for even 1 point of damage it explodes. Every creature within a 20-foot radius suffers 6d6 points of damage (3d6 if a saving throw vs. wands is successful). If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows through the victim's system within one round. The gas spore dies immediately. The victim must succeed on a physical save or the gas spore infects them, and within 24 hours they will die, sprouting 2d4 gas spores. A victim can be saved with a successful intelligence/ heal 10+ check using magical healing

10. **Natural Gas Chamber:** Tunnels leading into this area from **Area 9** and **Area 11** slope sharply down. This area forms a natural bowl, and bringing any kind of open flame into this area will cause the natural gas in the area to violently explode, dealing 5d6 damage with an evasion save for half to all in the area. An explosion will clear out the gas, but it returns in 2 turns. Players examining the walls will see scorch marks and the burnt remains of beast men. A Wisdom/ Notice 8+ check will reveal the smell of burnt remains before the party gets close enough to set it off
11. **Deep Pit:** the ceiling descends sharply down to only about 5 feet over a 15 foot by 15 foot pit going 120 feet down. 3 boards are stacked nearby. They are 13 feet long and 2 feet wide, made of the tough Mourneland trees. To get across the party will have to use 1 board to cut the distance and the 2 others to make a bridge. If the party decides to descend down the pit, they will find themselves coming through the ceiling of **Area A: the Mirror door**
12. **Crystal cavern:** this room contains a dozen glowing crystals jutting out from the floor and various points along the far wall, emanating a glow enough to light out the room and cast dim light for 20 feet out of the room. The ceiling is 15 feet high and contains many bolt holes and tunnels. On the far end of the room, a mushroom man child is playing amidst the crystals. Should anyone capable of casting spells step into the room, 6 **giant termites** with more of the glowing crystals growing out of them swarm down from the ceiling onto the targets. With the creatures dispatched, crystals can be harvested from the room. A dexterity/ work 6+ check with appropriate tools will allow a character to harvest a patch of crystals, with a result of 4 or less ruining the crystals. Each patch is 1 encumbrance and is worth a unit of salvage for equipment modifications. There are 5 in total that are large enough to harvest. Each crystal functions sheds light as a torch this that lasts for 24 turns. The giant termites use the Insects and Semi-Mindless Beasts Instinct Table. The termites only attack to protect their territory, and do not pursue the party if they flee

**Giant Termite- AC:** 14 **Hit Dice:** 2+2 (14 HP) **Attack:** +2 **Damage:** 1d4 shock 1/ **AC** 15 bite **Move** 40' or 20' burrow **Save:** 15+ **Morale:** 7 **Skill:** +1 **Instinct:** 5 **Special Ability:** as main action, squirt kerosene on target within 10 feet, who must make an evasion save or be blinded for 1d4+1 rounds. Due to feasting on the crystals, these termites have been mutated and inured to magic, granting them immunity to magic that directly targets them. If directly targeted by a spell or magic effect, roll 1d6. On a roll of 1, the caster is the new target of the spell

13. **Top of the Plateau:** large open expanse of rough, rocky terrain, this area is periodically dotted with effigies and crucified corpses of enemy beast men and interlopers. Anyone approaching from this area will be spotted by beastman guards in area 8 unless concealed by magical means. Takes 3 turns to traverse, with a 1 in 6 chance to encounter the pack of **6 hunting beastmen** mentioned in **area 8**. If engaged, the rest of the pack joins in 2 rounds.
14. **Shaft to the tomb:** The tunnel leading into this area opens up into a shaft that descends 30 feet down. A rope is hammered into the ground nearby with a piton, but it is old and frayed. Anyone who uses it will fall after going over the edge as the rope breaks. An intelligence/ notice 8+ check reveals that the rope is in poor shape, and will break when someone puts any weight on it, sending them plummeting 30 feet down the shaft, but the piton is solidly in the ground and could be used as an anchor.



## The Lower Tomb

- A. **Mirror door**- Continuing down a passage way for 40 feet, the party will come out of the rough cut stone into an area of immaculately crafted stone. A 15 foot by 15 foot mirror dominates the room, the surface is stronger than steel, not even showing a mark if attacked. The party exits through an ornately carved door frame depicting 2 stylized wyverns, their wing forming the upper half of the doorway. Reflected in the mirror is the exact same doorway but for one subtle difference. Looking at the mirror, the wyverns on the doorway both have closed eyes, while if the party turns and looks at the original doorway they just came through, the wyvern on their left hand side will have its eyes open, while the wyvern on the right hand side has its eyes closed. Should the party open the eyes of the right hand wyvern in the doorway they came through, turning to look at the mirror will reveal the eyes of both wyverns in the mirror are now open. There is a keyhole in the eye of wyvern on the left hand side of the party in the mirror that the key can be used on.
- B. **Central chamber and the Way of Darkness**
- A simple open room, of which there is a large closed door made of iron and brass, covered with stylized hieroglyphics and exits leading to the right and to the left. The walls in this room are bare of any markings, but there are sconces every 10 feet that can be lit. Each bears a foul smelling liquid that burns quite well. While the entries to the right and left are open, the door is stuck fast and can only be opened with a certain circumstance.
  - The hieroglyphics are written in an ancient language that could potentially be deciphered with a successful intelligence/ know 12+ check, a successful intelligence/ know 6+ check by someone who speaks the language of demons, a *decipher languages* spell, or by someone who lays hands on the door and accepts the whispers of the void. Those who accept must make a mental save or permanently lose 2 points of wisdom and charisma, while a mental save reduces those to 1 each.
  - Once the language can be deciphered, the inscription reads, **“it hides behind stars and under hills and inside empty hearts it fills. It was here at the first, and will be there at the ends, all falls away when it descends.”** The answer is darkness, but conveying that is a bit trickier than just saying it. To get past, the party needs to be unable to see the door. If all the lights are extinguished and no one can see in the dark, then the door will be unlocked, but any of them can see in the dark, the door will remain locked until they shut their eyes.
- C. **Right passageway (servants burial)**
- Large rectangular chamber with 2 more large wings off to the sides. The walls are covered with religious iconography and hieroglyphics, depicting servants toiling under the might of a shining golden leader and his masked apostles, erecting vast monuments and obelisks to their sorcerous overlords. Writing underneath calls it “The raising of the great cities of Xibalba, Nergal, and Meresh,” if any can read the strange language.
  - The paint is chipped and fading, but taking the time to search reveals a few pieces of brightly colored glass altogether worth 100 silver pieces and a stone tablet that acts as a Calyx (spell scroll) of *Imperceptible Cerebral Divulgence*, that can be pried from the walls.
  - 100 bodies lie mummified in rows along the far wall and the sides of the wings, wrapped in funerary cloth and wearing a bright glass medallion around their necks, while at the far end of

the room is a much more impressive looking wrapped body wearing a silver medallion with a glass center that contains shifting mercury meant to look like the changing phases of the moon.

- Any attempt to remove the medallions, or grabbing the silver amulet will cause the bodies to animate, as the body that wore the silver amulet animates as a **mummy** and 3 more bodies animate as **zombies**, with 3 more rising per round on each subsequent round until all 100 hundred bodies have animated.
- When the medallion is grabbed, the door into the room also begins to close and seal. The party will have 3 rounds to leave before the door closes completely as the room begins to fill with undead. If the party is not looking directly at the door, have them roll a wisdom/ notice check each round at difficulty 12 with on the first round, difficulty 9 on the second, and difficulty 6 on the third to notice the gradual rumbling as the large door slides closed at the end of the third round, trapping anyone left inside. Should the party flee before that, none of the undead will leave the room to follow. All undead use the Undead Instinct table.

**Mummy- AC:** 17 (can only be harmed by magical weapons or fire. Always takes maximum damage from fire) **Hit Dice:** 6+3 (25 HP) **Attack:** +7 **Damage:** 1d12 shock 2/- rotting fist **Move** 30' **Save:** 12+ **Morale:** 12 **Skill:** +2 **Instinct:** 4 **Special Ability:** creatures struck by the mummy's fist must make a physical save or contract the *Mummy Rot* disease. Shock damage does not count for purposes of causing *Mummy Rot*. Victims can no longer lower their system strain, and gain an additional 1 system strain per week until treated by a magical healer with a successful Wisdom/ Heal 10+ check. Terrifying: all creatures viewing the mummy must make a mental save or lose their first round's main action. Morale checks caused by the mummy are made at -2. Undead Immunities

**Zombie- AC:** 10 **Hit Dice:** 2 (5 HP) **Attack:** +2 **Damage:** 1d8 rotting fist **Move** 20' **Save:** 14+ **Morale:** 12 **Skill:** +0 **Instinct:** 6 Undead Immunities

#### D. Left passageway

- A passage way 30 feet long and 10 feet wide, sloping slightly downward. The passage leads into a large room that has been mostly collapsed from a cave in. Partial hieroglyphics on the walls show depictions of ancient men calling forth strange creatures to learn the art of sorcery at the feet of. Those with any training in Know or Pray recognize the creatures as stylized depictions of Demon Lords.

#### E. The Way of Blood

- continuing past the Door of Darkness, leads into another long and wide hallway, though here the hieroglyphics around this room depict stylized versions of the Gods and other spirits looking upon an ancient empire with jealous expressions as the empire grows under the protection of a glowing sorcerous overlord.
- On each side of the room are statues made of onyx and look like bipedal obsidian demons with a trapped creature inside their torso, seemingly struggling to escape. Both carry short spears with an overlarge corkscrew head. When the party moves toward the next door, the statues animate, crossing their spears in front of the door and saying "**only the penitent devil may pass**" in Abyssal as the body in their torso begins to writhe in seeming agony.

- Anyone attempting to open the door will be stabbed by both statues who automatically hit and deal 1d12+4 damage, after which they cease their attack, drawing the bloody spears across the twitching body to placate it.
- Should a player cut their palm and smear the blood across the chest of the statues, they will be able to pass unmolested as the writhing bodies calm momentarily.
- The statues are roughly 2,000 pounds each but could conceivably be moved if a group is strong enough. However, they return to their original positions if moved or destroyed when not actively looked at.

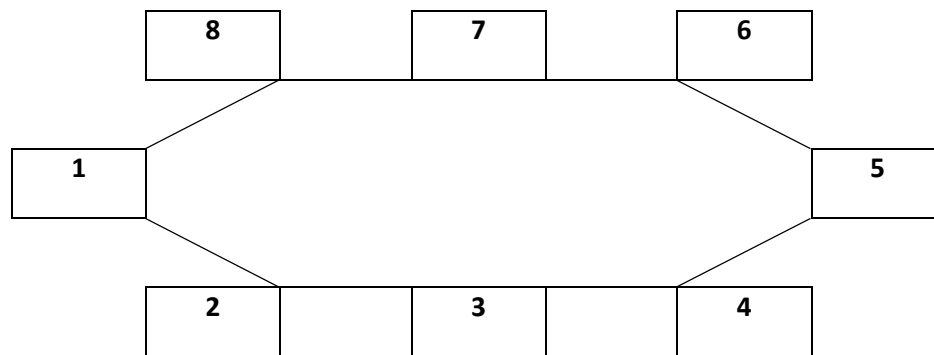
#### F. Chamber of Fire

- Stepping into this room will cause the torches along the walls to ignite a ferocious display, though the torches radiate little heat, the light more sinister than anything else. Across from the entry is another door, this one made of brass and red glass and covered in hieroglyphics.
- Passage ways to the right and left stretch out to the wings, the walls and ceiling inside depict a war, the masked sorcerers and their armies backed by demons and monsters clashing with the Gods and their servants. The armies of men appear to be fighting back against the Gods on equal footing as images of powerful sorceries and mighty champions decorate the walls until it shows the Gods enacting a powerful spell to cast the empire deep into the earth.
- Examining the door by those able to read the language reveals the inscription states, **“Ever ravenous and ever thirsting. Feed the beast and it will grow to consume the world.”** written in Abyssal. The party must touch the door with an open flame, at which point it will ignite rivulets in the door to produce a fiery sigil and open the way.
- **Trap:** attempting to light a torch from one of the many on the wall will cause that torch to explode on the person, dealing 2d6 damage with an evasion save for half

#### G. Right Passageway (Feast for the Dark Ones)

- Large circular room with 7 thrones set about the room, inhabited by 7 skeletal figures in once fine robes now dusty and decaying. Above each throne is the moniker, but not the name, for one of the Princes of the Void. Anyone with training in Know, Pray, or any experience with demon lords is able to figure out the name that corresponds with each moniker. In the middle of the room is an obsidian table with 8 seats set with platters and plates of pewter. Placing the corpses in the wrong order will unleash a wave of necrotic energy, dealing 4d10 damage with a physical save for half to anyone in the room. The corpses fall out of the chairs after and the puzzle can be re-attempted, though the damage increases by an additional 2d10 each time the corpses are seated in the incorrect order.
- On the far wall there is a stone chest on an altar. The chest is sealed tight and cannot be opened until all the bodies are placed at their proper place around the table, with instructions found on a tablet in **area H**. Inside the chest is a rainbow hued steel amulet bearing the symbols of the stars alongside an obsidian ritual dagger of masterwork quality worth 1000 silver pieces.
- The walls are covered in intricate carvings depicting the Gods in the aftermath of casting down the mighty empire. The Gods appear diminished as it shows them next giving up their physical bodies to seal the spell and then fleeing to the realms immaterial. Looking upwards, the murals show the Void Princes looking on at the Gods as they flee

### The Table



- a. The arrangements of the thrones around the room
  - i. 1- Whisperer in the Thirsting Knife (Sa'Hai'la)
  - ii. 2- Scorn of the Fivefold Opalescence (Pontifex Yryaiha)
  - iii. 3- Black Consuming Maw (Andthoth Aglhoazatel)
  - iv. 4- Silken Scream Thirster (Ubniszogitel-Za)
  - v. 5- Skulking Prince in the Shadow of Night (Nagaroth)
  - vi. 6- Witness at Midnight (Skraegh-Hannoreth, the Harrow King)
  - vii. 7-Dancing Diviner in Scarlet (Muyadtelox the Discerner)
- b. The correct seats at the table
  - i. 1- Andthoth Aglhoazatel, the Black Consuming Maw
  - ii. 2- Nagaroth, the Skulking Prince in the Shadow of Night
  - iii. 3- Sa'Hai'la, Whisperer in the Thirsting Knife
  - iv. 4- Skraegh-Hannoreth, the Harrow King, the Witness at Midnight
  - v. 5- Muyadtelox the Discerner, Dancing Diviner in Scarlet
  - vi. 6- The Pontifex Yryaiha, the Scorn of the Fivefold Opalescence
  - vii. 7- Ubniszogitel, the Silken Scream Thirster
  - viii. 8-Empty

#### H. Left Passageway (Chapel)

- This room depicts the great golden overlord turning his face from the gods and light and leading 11 masked followers as they are cast down towards a shadow world. There, they and their followers appear to be worshipping a dark void which all the Void Princes stand guard around. Though the empire topside lies in ruins, another part of the mural depicts several people around

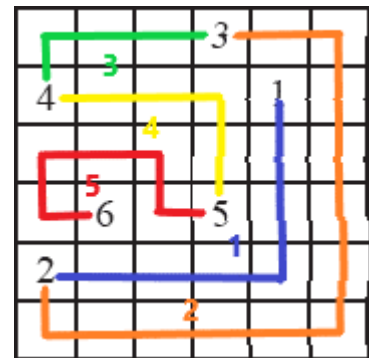
a much smaller city, covered in shadow and watchful against other threats. The writing here notates the fall of Xibulba as they were cast into the underworld, while the men of Nergal were cursed to be as beasts, as onlookers may not note the “beasts” bear a strong resemblance to the Beastmen, or Gnolls. Only Meresh survived, withdrawing into the shadows of history to hide from the wounded, but vengeful gaze of the gods.

- In the center of the room is an obsidian altar which contains a stone tablet, before which a woman stands, but the whole thing is encased in amber. The amber is wrapped with brass chains, sealed with a strange lock. The lock is a grid with a glowing point, and to solve the puzzle, the person attempting must trace each line in the correct order in one continuous line and without crossing the lines. Each time one of those rules is violated, the puzzle resets and the person attempting takes 1d4 damage. When the lock is solved, the chains will fall away and the crystal will dissolve, as the woman inside immediately ages thousands of years before the party’s eyes. The tablet details instructions, all written in Abyssal, for the priest on where to seat the Void Princes during the feast as the Gods tear each other apart. It details where to seat them and mentions “thou shalt be rewarded a gift of the stars if the Princes are pleased.”

Puzzle:

			3		
4				1	
	6		5		
2					

Answer:



Instructions on the Tablet:

- The Discerner must be seated at the right hand of the Harrow King
- Andthoth Aglhoazatel sits across from Muyadtelox, that the Discerner may stare into the void
- Neither the Pontifex Yryaiha nor Nagaroth may sit it at the 8<sup>th</sup> seat, the last of the left hand path. Neither have earned the right to do so
- Ubniszogitel shall sit across from Sa’Hai’la for they are often at odds, and next to the Pontifex Yryaiha that the Pontifex may divine new sorceries from myriad dreams
- Nagaroth shall sit to Sa’Hai’la, that the Whisperer may stalk under the cover of night
- Skraegh-Hannoreth shall be seated in the 4<sup>th</sup> seat, the last of the right hand path as befits his station
- Nagaroth shall be seated next to Andthoth Aglhoazatel, to better seek the wisdom of annihilation

I. **Smoking room**

- A small room with sconces set about the room, and small bowls at waist height in between them. The bowls are all empty, filled with ash or dried dust but for one that retains a strange ground herb, enough for one bowl. A long stemmed pipe made of gorgeous lacquered wood and inlaid with silver and platinum sits on a shelf at eye level on the far wall, and looks to be worth about 750 silver pieces. Cuneiform covers the walls, depicting a man in a mask and robes standing between 2 enormous serpents that each appear to emanate from a cloud of smoke. One serpent has a symbol for truth and the other has a symbol of deception.
  - If a character smokes the pipe weed, the surroundings will slowly vanish into a grey mist as to massive serpents, hundreds of feet tall, rise from the mists. 2 boxes will appear before the serpents, and a voice will say out loud, **“one of these contains the gift of the sun. The world serpents know which, but one will tell falsehoods while the other shall speak truth. Seek their guidance.”** The character must figure out which box contains the gift. If they figure it out, they will suddenly awaken holding a gold amulet shaped like a stylized sun, which looks to be worth 800 silver pieces. The answer is to ask both servants, “What would your brother say?” as the servant who speaks truth would say that his brother says he holds it, and the lying brother would say the same, indicating the serpent who speaks truth holds the gift of the sun. Should the PC guess incorrectly, they will be cursed with foolishness, automatically failing any skill check related to intelligence until a mage can cast *Extirpate Arcana* and succeed on an Intelligence or Charisma/ Magic 11+ check.
- J. **Dead End**- Has the word “Overthinking” in Abyssal or Infernal on the walls. Nothing else here of value
- K. **Gate of the Soul**-
- This antechamber is dominated by a massive stone vault door with two passages ways sloping downward, one to the right and one to the left. 10 stone statues of fearsome warriors in armor dot the walls in this room, hieroglyphics detailing their terrible deeds, and their loyalty to the mighty Chagatai. The first time the party approaches the vault door, the stone statues split as **10 Huecuvas** in ceremonial armor and weapons animate. Unless the party can placate them with prayers to the void and supplications to Chagatai, they will attack relentlessly, though they will not pursue the party should they flee back **Area F**. The Huecuvas use the Undead Creatures Instinct table and prioritize elves and anyone bearing symbols of the Gods.
  - The massive door bears an inscription in Abyssal which reads, “A sacrifice of bright life for the right to look upon the mighty Chagatai.” A small opening waits in the center of the door with the symbol of the moon over it. If the iron cylinder from **Area L** is placed within the opening, the player who placed it in there takes 1 damage and 1 system strain as spikes pierce their flesh and drain blood from their body but the massive stone door will slowly open after a sacrifice. Should the characters not have the iron rod, there are 2 other symbols that can be rotated into where the moon is. If the sun symbol is rotated into the top position, indentations for the prayer necklace can be placed in. If the prayer necklace is placed in the indentation, it will swiftly melt and reform into a golden rod which can be inserted in the same manner as the iron rod above, though the rod will be pulled inside the inner workings of the vault door. If the star symbol is

rotated into the top position, the bell can be placed on the indentation, again melting it down into a steel rod which can also be inserted into the vault door in the manner described above.

**Huecuva- AC:** 17 Scale Armor and large shield **Hit Dice:** 2 (10 HP) **Attack:** +2 **Damage:** 1d6+ disease claws or 1d8 Shock 2/ AC13 Khopesh **Move** 30' **Save:** 14+ **Morale:** 12 **Skill:** +1 **Instinct:** 4 Undead Immunities. **Disease:** on hit, target must roll Physical save or lose 1 point of strength and constitution. Magical Healing and a Wisdom/ Heal check 8+ cures the disease and restores lost points. **Polymorph:** Heucuva are able to polymorph themselves up to three times a day. They may use this power to assume a nonthreatening shape in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Heucuva may assume the form of people they have met in the recent past, such as a past victim or a member of the party that encounters the monsters. If the Heucuva are in their lairs, they may assume their old (living) appearances.

#### L. Lower right passage way (altar and worship space)

- 10 foot wide diagonal passage about 30 feet long and sloping sharply down. The cuneiform here shows masked men stealing away from the servants of the gods to hide their treasures behind great vaults and sorceries, safeguarding them until they could return to claim them later. Gold filigree and wiring covers much of this place and if it can be torn down, yields 500 silver pieces worth of treasure.
- In the center of the room is a massive altar, 10 feet tall and 20 feet wide made of roiling molten silver contained within the space. Constantly flowing and churning, there is a small indentation in the floor with the symbol of the Sun, Moon, and the stars all surrounding it. The symbol of the Moon seems to be glowing slightly though. If the silver medallion is placed within the indentation, the roiling will slow as a sphere of silver will gradually project out of the altar while the medallion is absorbed within the indentation, which will then split into a small iron and silver cylinder covered in hieroglyphics and runes, worth roughly 1000 silver pieces due to the craftsmanship and rare materials.
- If the gold medallion is placed upon the symbol of the Sun, the altar will turn into roiling molten gold. If a piece of gold or the gold medallion is inserted into the indentation, it will be consumed, but the altar will slow and solidify leaving behind a beautifully lacquered box on the altar. The box is filled with a set of beautiful prayer beads made of gold with silver wire with tiny precious gems separating the beads, worth 2000 silver pieces.
- If the rainbow medallion is placed on the symbol of the stars, then the altar will turning into roiling rainbow hued steel. As before, the medallion can be placed into the indentation where it will be consumed, but this time the prize is a beautiful jeweled bell made of rainbow hued steel with silver and gold highlights worth 1500 silver pieces.

#### M. Lower left passage (purification chamber)

- This 10 foot and 30 foot long diagonal passage slopes gradually downward opening into a 30 foot by 30 foot circular room dominated a pool of pure, inky black liquid. This room covered in hieroglyphics, showing symbols of spiritual cleansing and supplication before the cold, quiet stillness of the void, exuding a great sense of peace with an undercurrent of dread. The water is still clean and pure, but so dark that no light can be can penetrate it, like still pool of ink.

Anything placed in it is immediately cleaned, with the dirt and detritus fading after a few seconds.

- Swimming in the pool are several koi fish, though if the party looks closely the fish seem to be made of precious metals and colorful glass, their colors stark against the impenetrable blackness. If the party attempts to catch one have them make a melee attack roll against AC 15, with the fish they catch being worth 1d10x30 silver pieces. After 3 rolls, successful or not, the fish will scatter into deep holes on the side of the pool. (If the party was unable to get the silver amulet, another one may be in here attached to a fish, should the GM feel munificent).
- **Trap:** any who make a grab for a fish or bathe themselves in the pool must make a mental saving throw. Those who fail try to slip below the waters of the pool attempting to drown themselves. If they can be pulled from the pool, they do not attack but try and throw themselves in the pool for 1d4 rounds until the urge fades

#### N. **The Central Tomb Chamber**

- The massive vault door will swing open to a large stone chamber. Every few feet small, foot tall clay urns shaped like simplified versions of people. Opening any one of them will reveal that they are funerary urns filled with ash, interspersed every 5 feet throughout the large chamber. More cuneiform and elaborate murals cover the walls here, detailing the life of what was presumably a great leader of great sorcerous power. Interestingly, it details the events of the war against the Gods and the banishment of the other empires, but here it details the Void Princes calling back their servants from the place beyond to lay waste to creation. The sorcerer king laid to rest here would rise from his eternal slumber to once again rule. This last mural takes up much of the wall and ceiling behind the stone sarcophagus on the dais in the center of the room.
- Once the party gets about 20 feet away, they will hear a breathy sigh as a strange creature coalesces above the sarcophagus. Seemingly made of dark purple roiling smoke, it gradually forms into the rough outline of a man, though its facial features are twisted with rage and madness. It will immediately demand to know what the intruders doing in its tomb are doing here. The unquiet shade of Chagatai, the Scion of Meresh, little remains of the once great sorcerer king but the pale shadow of a fanatic's madness, either uncaring or unaware of the final destruction the of Meresh.
- Despite the state of his shade, the creature that was Chagatai can still be reasoned with. While the undead creature is there to guard its remains, of which the crown is a part of, some careful wording could be used to convince it that the crown must be brought out of the tomb to name a successor and start a second crusade against the worshippers of the usurper gods. All must know of the power and cunning of Meresh. The shade loathes any non-human PC's, and requires a Charisma/ Convince 12+ to even get him to talk, unless they are made to look like slaves. The party must then make 3 successful Charisma/ Perform, Convince, or Connect 11+ before 1 failure, though the Shade will not attack unless the result of the failure was 7 or less. Should the party fail in convincing him, the Shade of Chagatai will allow them to leave unless they enraged him or tried to take anything without his permission. PC's who purified themselves in the pool gain a +1 on any charisma checks.



- Inside the coffin is the desiccated remains of Chagatai. On his head is the Crown, an ornately decorated diadem of dark gold interspersed with onyx, rubies, and blasphemous runes which the party is searching for. In addition to the crown, there are several spell scrolls tattooed upon the mummified flesh that are still useful, but they must be cut from the desiccated corpse, along with his regalia and a number of grave goods. On the corpse of Chagatai are a +2 *Linothorax*, a necklace made of petrified fairy bones interspersed with dark red rubies worth 1100 silver to a collector (half that if sold on the open market) set with a *Jewel Beyond Price*, 2 armbands of obsidian and jade worth 300 silver pieces each, and 5 plates of heavy dark porcelain carved with fabulous scenes of torture (1 encumbrance each. If carrier is knocked prone or is violently jostled, 1 in 6 chance to break. 500 silver each)
- However, any attempt to mutilate his corpse will send the Shade into a rage, even if the party had previously dealt with him peacefully, the same with his grave goods. The flesh functions as a grimoire containing the following spells: *Command the Dead*, *Query the Skull*, *Raise Corpse*, *Compel Flesh*, *Festering Curse*.
- Once Chagatai becomes hostile, he is joined by the remains of his retainers, treated as **Shadows** that join him at a rate of 1 per round. Should the Shade of Chagatai be slain, the all remaining shadows immediately disappear. Chagatai uses the Beings of Arrogant Might Instinct table while the Shadows use the Undead Creatures Instinct table

**Shade of Chagatai (as Specter)- AC:** 18 (requires magical weapons to harm) **Hit Dice:** 7+3 (44 HP) **Attack:** +7 **Damage:** 1d6 Shock 2/- +2 system strain and *draining* **Move** 30' fly **Save:** 11+ **Morale:** 12 **Skill:** +2 **Instinct:** 4 **Special Ability:** creatures struck by the Spectre take 2 system strain and are enfeebled, taking a cumulative -2 penalty to hit rolls and -1 to damage rolls, Shock, and skill checks for the rest of the scene. Creatures brought to full system strain by this ability die immediately and raise as a specter under the control of Chagatai in 1d4 rounds. Undead Immunities

**Shadows- AC:** 13 (requires magical weapons to harm) **Hit Dice:** 3+3 (15 HP) **Attack:** +3 **Damage:** 1d4+1+1 point of strength **Move** 60' fly **Save:** 14+ **Morale:** 12 **Skill:** +1 **Instinct:** 4 **Special Ability:** creatures struck by the Shadow take 1 point of strength damage that returns in 2d4 rounds. Humanoid creatures brought to 0 strength or 0 hit points rise as an allied shadow in 2d4 rounds. Undead Immunities

## Epilogue

Should the party recover the crown, there remains the question of what to do with it. If the party was contracted to recover it for someone, then it should be a simple matter to return it for the hefty sum of 5,000 silver pieces, though enterprising PC's might try and have it quietly appraised only to find out it might be worth twice that to an interested party, of which the same goes for any group who simply stumbled across the map. Putting the crown up for auction may put a serious target on the party's heads. As the crown is a symbol of a demon worshipping kingdom, and may make the party the enemies of the local church or the targets for theft from the local cultists. Either way, while the Crown may be worth an exorbitant sum, the mere fact that the party has something that valuable will easily make them a target by interested parties.

## Conversion Notes

Since I use this for my home campaign, with my own set of Demon Lords, or Void Princes, you GM's using Greyhawk, Mystara, or Forgotten Realms may want to use the canon demon lords, so for the ease of use, here are the comparisons you can use for consistency

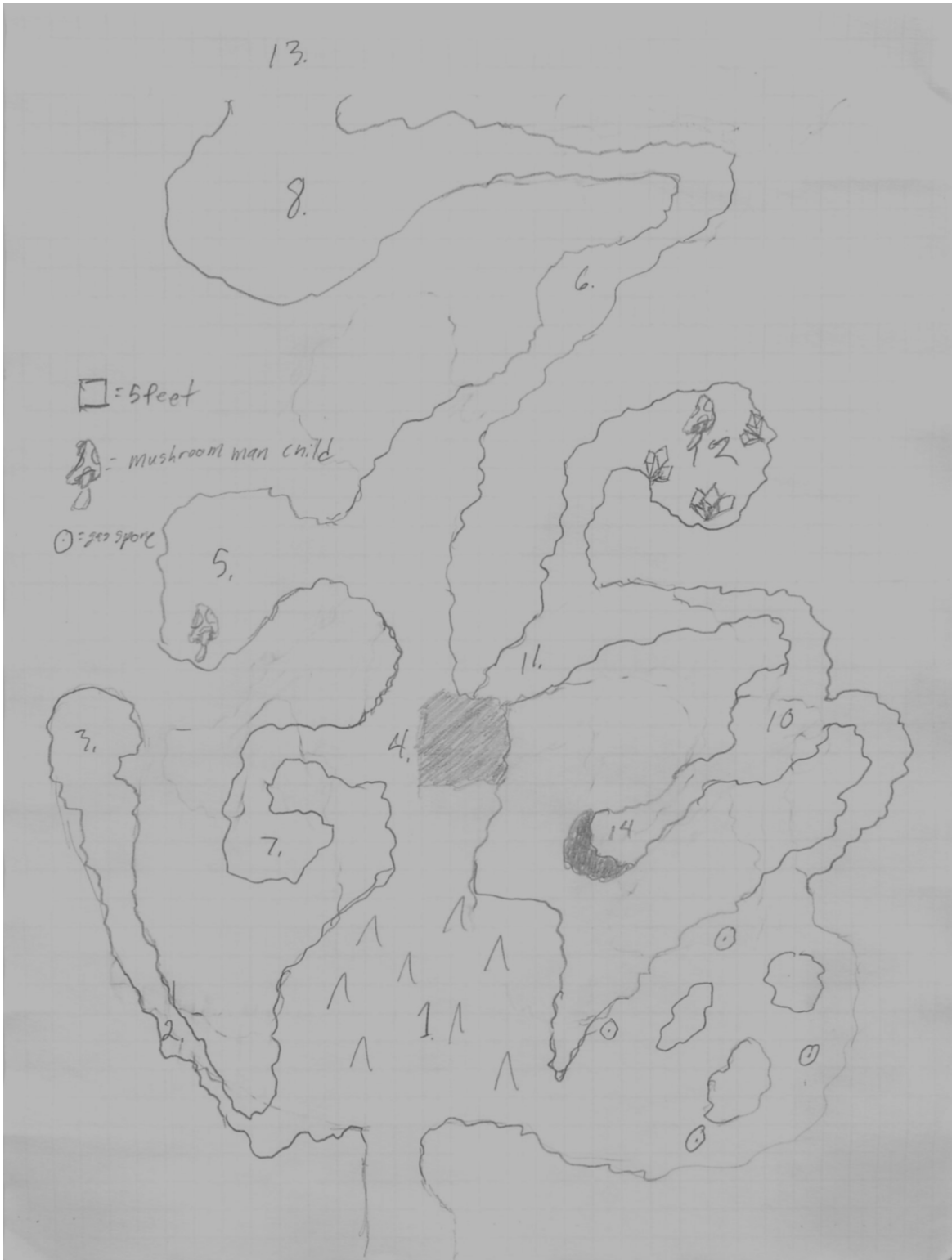
- 1- Andthoth Aglhoazatel, the Black Consuming Maw- Orcus, Demon Prince of Undeath
- 2- Nagaroth, the Skulking Prince in the Shadow of Night- Zugtmoy, Demon Queen of Fungi
- 3- Sa'Hai'la, Whisperer in the Thirsting Knife- Grazzt, the Dark Prince
- 4- Skraegh-Hannoreth, the Harrow King, the Witness at Midnight- Baphomet, the Prince of Beasts
- 5- Muyadtelox the Discerner, Dancing Diviner in Scarlet- Jubilex, the Faceless Lord
- 6- The Pontifex Yryaiha, the Scorn of the Fivefold Opalescence- Yeenoghu, the Lord of Savagery
- 7- Ubniszogitel, the Silken Scream Thirster- Demogorgon, the Prince of Demons

Also, as *Worlds Without Number* uses its own unique spell list, included here are the equivalent spells should someone wish to use this adventure for a different system. Also, use gold pieces for the silver piece values, or whatever is the standard currency of your campaign world.

- *Imperceptible Cerebral Divulgence*- Detect Thoughts/ ESP
- *Command the Dead*- Caster can Command Undead as though the caster were an Evil Cleric of equivalent level
- *Query the Skull*- Speak With Dead
- *Raise Corpse*- Animate Dead
- *Compel Flesh*- Dominate Person
- *Festering Curse*- Bestow Curse

# Maps

## The Upper Caves



# The Lower Tomb

