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THE LAST PRINCESS

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THE LAST PRINCESS

or

It's on, like Gyanki don!

Written by the GagMen on The GagMen Podcast Ep. 18

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Special guest Josh Wardrop of ArcKnight Games

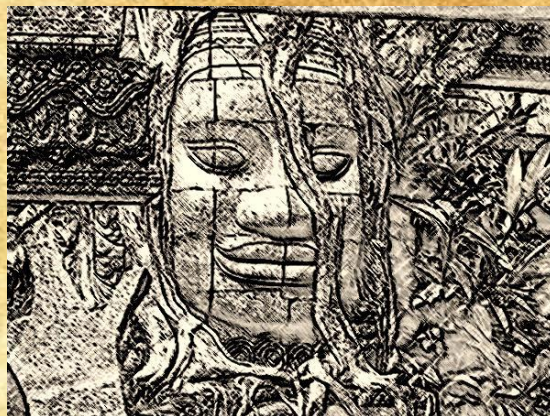
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INTRODUCTION

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) in mind, and was intended for upper level characters (for 8th to 10th level). As always, this adventure was written live on the GagMen RPG Podcast in Episode 18:



“Going Bananas” with Special guest Josh Wardrop of ArcKnight Games, who we want to thank for making time to join in our crazy antics. The GagMen Podcast is dedicated to help the DM by providing ideas, prompts, and possibilities for their next game, while still allowing them to make it their own. We hope you and your players enjoy the game and will look for us the next time you could use some help or a laugh. As always, feel free to modify the adventure to suit your own campaign and game mastering style, and if you do let us know at shutup@gagmen.net.

The GagMen are considered fascinating creatures, by a few. Brave, but on the whole stupid. Yes, they're stupid. Except for the occasional one. These GagMen let the other podcasts fight each other while they wait. Wait until the survivors are so exhausted that he cannot defend himself. And then, like unexpected diarrhea, they strike!



SUMMARY

Deep in the jungle lies the ruins of the ancient civilization of the Ditani, now overrun with arachno-apes and other jungle savages. Our heroes are hired by the great explorer Raeyon, the lady Ipeneth and their team to help them find and capture the legendary Gyanki'don, a massive arachno-ape rumored to protect the natives from harm. When the group stumbles upon the village of the Coleco tribe, they find themselves at the whim of a crazy witch doctor and his half-baked ideas, which may lead the entire tribe to a grizzly and badly planned demise. When the Witch Doctor decides to sacrifice the Lady Ipeneth to Gyanki'don, the party must chase the giant arachno-ape and his new hostage to the pyramid of Li'kani. Can the party survive the horrors of the Pyramid and rescue the beautiful damsel? Will the video game references contained within overpower the rest of the adventure? Will the witch Doctor succeed in accidentally killing off his entire tribe? Discover the answers and the punchlines as you and your party search through jungles and temples for “The Last Ditani Princess.”





SETTING

The Ditani Jungles

Deep in the jungle, the once prosperous kingdom of the Ditani now lies in ruin; the great city is now overrun with jungle, savage creatures, and superstitious tribal cults. The party finds themselves in an area called the Shrine Hills, which are riddled with old temples that are now just massive piles of vine covered stone.

The Ditani jungles are home to the dangerous arachno-apes, a frightening group of creatures that have spun sticky webbing throughout the jungle. The heavy forest canopy blocks the sky and extends over a hundred feet up, trapping a sticky humid atmosphere of poisonous insects and savage creatures. The undisputed ruler of the jungle creatures is the legendary Gyanki'don. According to rumors and local legends, this monstrous red/silver arachno-ape stands over thirty feet tall and weighs nearly six tons.



The Ditani jungles are deep, dense and treacherous. Explorers of the area must be accompanied by a cavalcade of experienced and skilled explorers for any progress to be made. Every corner of this jungle is alive, with creatures found in no other parts of the world. From the

massive beasts to the smallest insects, many dangers await adventures foolish enough to tempt fate.



The Shrine Hills are a series of twenty two different stony rocky hills, overgrown with vines, fungus, and mold. These towering hills vary in heights ranging twenty to fifty meters (60 to 150 feet) tall, with the tallest actually piercing the canopy of the jungle itself. These densely packed hills are steep and difficult to climb, requiring climbing gear or special equipment to ascend.



The Village

This tiny pocket of humanity consists of a few dozen huts, built with giant leaves and mud to protect the dwellers from the elements. The tiny hovels are surrounded by a massive barrier of logs and bindings. The colossal fence stands over fifty feet high and circles the village completely; an imposing gate is the only way in and out of the village. The barricade protects the villagers from most of the larger and more dangerous animals that roam the jungles. It may occur to the party that building such a large barrier would take advanced engineering skills, something the Coleco don't seem to possess in any form.



The Coleco are the only a remnant of the Ditani culture, but their confusing behavior would lead anyone to believe they have all gone mad. From divining through the entrails of slaughtered animals to the prediction of future events based on how leaves fall, the Coleco are terribly superstitious and fearful of change. The village is the only inhabited area inside the Ditani jungle, which makes it the perfect place to learn local legend and determine the truth before adventuring deeper into the jungle.



Raeyon has a Plan

The party will meet with Raeyon, the historian for the elven courts, who has summoned the party to hunt down and capture the legendary Gyanki'don. Raeyon is certain that the creature is real and can be captured. He has outfitted thirty men with gear survive the jungle and capture dangerous creatures. He has conscripted a small contingent of gnomish engineers with



specialized equipment that they claim will subdue any large beast quickly.

Raeyon needs the party's help to protect Lady Ipeneth, who has funded the venture and insists on coming along. The heroes are to protect her at all costs, and will be richly rewarded upon their successful return.

PLOT

(-- Insert Heart of Darkness pun here --)

The famous elven explorer, Raeyon, known for being the first to conquer the dangers of the Ash Mountains years ago and going to the most dangerous corners of the world, has invited the adventuring party to join in on his latest expedition to the Ditani Jungles. He intends to explore the ruins of the Ditani, and not only find but capture the legendary behemoth arachno-ape, Gyanki'don.

When the adventure begins, the heroes have been travelling with the exploration party for several weeks. Having just broken camp after breakfast, the caravan is preparing for another day's travel towards the Shrine Hills. Before they depart, Raeyon will take the group aside and ask them to scout ahead,



presumably to head off any possible threats. As the party explores, they will eventually see smoke and hear the sounds of people. When they investigate further, they will find the village of the Coleco. During their exploration of the surrounding jungle, feel free to throw in a random encounter or even an arachno-ape attack to warm everyone up.

Welcome to the Neighborhood!

When the party enters the village (with or without Raeyon), they will find the villagers friendly and welcoming, though some practices will appear lacking in common sense. The observant player might notice the latrine near the main cooking fire, and a bathing pool upstream from the main drinking water pool. As the group speaks to the villagers, they will find that the natives believe Gyanki'don is the protector of the jungle. Eventually the party will meet Skwari, the village witch doctor, who will share tribal

legends of how Gyanki'don has always been the protector of the area, and claim that when the Ditani became wasteful, Gyanki'don destroyed them and summoned the jungle to swallow the city.



How dumb are these guys?!

As the party spends more and more time in the village, they should begin to worry about the intelligence and judgment of the tribe. Though the witch doctor's knowledge of folklore and legend is extensive, his facts should also be frustratingly muddled and contradictory. Skwari will present several confusing prophecies that will not make any sense, and the party should question every point. The final conclusion should be that the villagers are completely ignorant of how their world really works, and are in danger of killing themselves in the process of trying to appease their unrealistic gods.



1D10 Table for Legends of the Coleco (Rumors, Gossip, and just Crazy Talk)

1	The Coleco were created from the dust, and then we saw the dust, and then we swept up the dust, and threw it away, because who wants dust?
2	The Ditani were ruled by a horde of beings neither living nor dead, which could summon the buried to do their bidding, like the cooking.
3	The Coin will guide us to the chosen vessel! For the coin is round, and it rolls, and its path will spiral until we find the truth at the center!
4	Skwari tells the tale of Gyanki'don, "Gyanki'don done watches over the dead princess, When blood is spilled she will flinch. When breaks her sword her eyes they will flutter, Gyanki'don's sleep will wake this other. The princess will wake with the temple plundered And her rage will tear the earth asunder."
5	Skwari's mother was a clumsy woman, and constantly dropped things. I wonder...
6	The Coleco are the guardians of Gyanki'don, who is the protector of the jungle, which the Coleco live in, so Gyanki'don protects them, and so Gyanki'don protects himself, though he is unaware he is helping the Coleco in their task.
7	The Ditani were destroyed for their sins, and the Coleco are all that remain.
8	If you cannot jump the fiery barrels of life, choose to continue to try again!
9	Gyanki'don is the protector of the jungle
10	The Game of Life will only begin once you've paid the price to start!

That isn't a Monkey...

If Raeyon did not enter the village with the heroes, he will arrive while they are talking to



Skwari. During this talk, the witch doctor will discuss different calamities that have struck the village of late. According to the Witch

Doctor, the gods have been angered and have poisoned the drinking water and attempted to destroy the villagers with explosions near the cooking fire. Upon seeing lady Ipeneth, Skwari will declare it a sign and thank the party wholeheartedly. He will explain that the villagers have been praying for the last two years for something to sacrifice to the gods, and the arrival of the group and the lady coincide perfectly. It must be a sign that she is their sacrifice!

The group will probably attempt to protect her, but the villagers will overpower them and seize Ipeneth. The natives will try to sacrifice Lady Ipeneth to appease the great Gyanki'don by tying her to a giant post near the wall and use a powerful horn to call upon him. When asked if this has worked in the past they will admit they have never needed to make a sacrifice before, but it seemed like the way to solve their problems. Once the horn is blown, it will be answered by a Jungle Rex that will attack the village.

Now that's a big Monkey

As the Rex attacks the village, the villagers will run randomly, confused by the





Rex's arrival. If the party attempts to question a villager, they will find the villagers have constructed the horn of their own accord, and just assumed that Gyanki'don would know they were calling him. If the party decides to help the village, then Skwari will direct them to largest hill, to find Gyanki'don. If the party refuses to help the villagers, Gyanki'don will show up and kill the dinosaur. He will see Ipeneth tied to the post, gently remove her, roar at the party, and immediately disappear into the jungle. The party will be able to easily track a forty-foot Ape-Spider, which Raeyon will strongly encourage them to do.

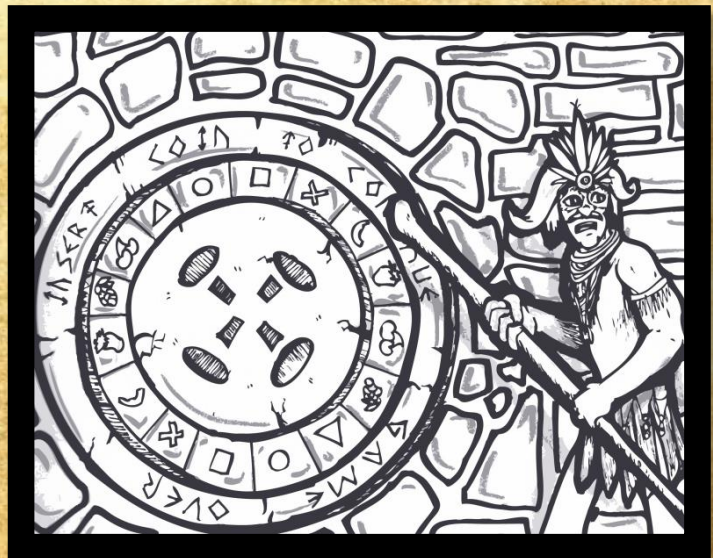


and eventually arrive at the ancient temple of Gyanki'don.

The towering pyramid like hill will rise out of the jungle unexpectedly, and a large door can be found near its base. A large round stone slab will cover the entrance. Any effort to move the slab will prove useless. Any attempts to climb the pyramid will also be unsuccessful, as Gynki'don will throw items such as barrels, rocks, and logs down the side. A search of the area around the door will reveal a small set of hieroglyphics nearby engraved over a thin slot on the stone. Hopefully it won't take the group long to realize they need to insert the coin, which will cause the stone slab will roll away and allow entrance to the temple. The heroes

Insert Coin to Continue...

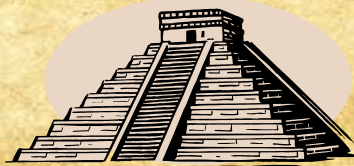
Before following the Arachno-Ape, Skwari will approach the party and reveal why he chose the Lady as his sacrifice. He will hand a member of the party a silver coin and will assure them that it will help them find Ipeneth, as it had helped him. The coin displays a building of some kind on one side, and a beautiful woman rendered in silver on the other. As Ipeneth's hair was silver, the party may groan when they put it together. When Skwari finishes, the party will be free to follow the Monkey's path. They will doubtlessly encounter danger on the way,



must fight their way through the ancient ruin, facing skeletons, wild animals, and dangerous arachno-apes. Eventually, the party will reach the top of the pyramid and must find a way to subdue the behemoth.

CONFLICT

Enter into the Pyramid of Doom



The pyramid is actually a dank tomb left behind by the previous lords of the Ditani, which is detailed in hieroglyphics on the walls of the pyramid's passageways. The dark tunnels have a stale, musty odor, with stones moist to the touch from the constant humidity of the surrounding jungle. The pyramid has several hidden passages and traps designed to keep out unwanted invaders, left over from the time the pyramids were used as fortresses for the lich overlords. As the dungeon master feel free to add in pressure plates, breakaway floors, or any other traps that you wish to spring on your party.

I Opened up my eyes and saw the Sign

The history of the Ditani and the Coleco are engraved upon the hallways, allowing the heroes to put together the truth. As told by the history, the great beast is a protector, a manifested spirit summoned into the body of a local creature (an arachno-

ape) to protect the Ditani from their controlling Lich overlords. Gyanki'don drove the liches into the tombs and sealed them in, staying behind to ensure that they would never escape. Unfortunately, the Ditani were not prepared to govern themselves, their society and culture quickly deteriorated over the last two-thousand years, leaving their descendants to form Coleco tribe.

Dem Bones

The pyramid was used to imprison the lich with their guards and other undead minions. The heroes should expect a wide variety of undead throughout the pyramid, including the personal guards of Li'kani, several skeletal warriors and undead hounds. The horrible creatures are undead and will be weak to clerics turn abilities. Just remember, this is a nest of undead, and there is only so far the party can run before they encounter more.





The lowest levels of the pyramid store casks of wine (the blood of Li'kani), which was created with a single drop of the lich's blood in each cask. Anyone that drinks from it must save vs. poison or suffer three damage per round; upon death the character will rise as a zombie follower of Li'kani. Each cask can be purified by "purify food and water", "remove curse", or a single drop of holy water.

The upper levels are protected by mummy defenders, the personal guards of Li'kani (the sword of Li'kani). These bandaged warriors carry armor and weapons that make them a solid threat, but the real danger will be revealed as guards begin to surround the sarcophagus of Li'kani, waiting

for her to rise. Until she awakens, they will stand in the room protecting her sarcophagus, if threatened they will immediately retaliate.

Once the party has made their way to the top of the pyramid and defeated Gyanki'don, Li'kani will rise from her tomb before she and her personal guards will begin cleansing the area of the living. If the players open the sarcophagus before defeating Gyanki'don, Li'kani will awaken and offer to help the party defeat the terrible beast Gyanki'don as repayment of 'saving' her. Expect that the lich will betray the party and plans on turning them into her willing slaves.



SUPER HAPPY FUN ENDING

The key to our “super happy fun ending” is keeping Gyanki’don alive. The best way to keep him alive is just before the party murders him on top of the pyramid, send in the gnome team and trap him at the last minute. Then Li’kani will rise and attack the heroes. The heroes will hopefully realize

their mistake, free Gyanki’don, and he will seal Li’kani back into the tomb. A bonus would be to help the Coleco and putting them on the right path to understanding their history, perhaps making sure they receive a book from the library in Li’kani’s tomb. At least then they would understand where they came from and what they need to do to become a better people.



CHARACTERS

Raeyon

(AC 19; hd 7; hp 21-42; #AT: 1; DMG longsword 1d8+3)

The dashing elven explorer known for his heroic exploits during the Skrin/Elven Wars, Raeyon served as a commander during the battle of the swamps of Fernaria. He has since become the first non-flying creature to successfully ascend the Ash Mountains, and has since conquered the deep forests of Ungroth. Raeyon's latest obsession is the mythical Gyanki'don, and he has convinced Lady Ipeneth to finance his newest expedition. Raeyon is a strong daring elf, with more practical experience than his elven peers. He views nature as a thing that must be mastered, observed, and controlled; to this end he has sought out the most challenging and remote locations and creatures to prove himself.



Lady Ipeneth

(AC 15; hd 3; hp 16-21; #AT: 1; DMG longbow 1d8)

The Lady Ipeneth is a beautiful silvered haired female elf, with all the refinements of the high elven courts. Her studies have taught her a great deal about the world, but she has never actually experienced it. She has become envious of great explorers like Raeyon, leading her to fund his latest expedition with the stipulation that he brings her along. She has grown less dependent on her family's guidance and follows her own feelings about she wants to see the world. She has been trained in the art of fencing, horseback riding, astronomy, alchemy, and thousands of other subjects, making her far from incompetent. However, her lack of experience in dealing with the world will draw her to Raeyon and the other party members, and she will ask them about their adventures and trying to understand how the world works.



Captain Jackie Bampot "The Face of Throw"



(AC 17; hd 6; hp 21-42; #AT: 1; DMG short sword 1d6+3)

Captain Jackie Bampot served on the gnomish artillery teams for the elves and worked closely under Commander Raeyon. After the war Jackie went on many different adventures with Raeyon, creating new technologies in the moments whenever a need would arise. For this expedition Jackie has developed a spring-loaded delivery system for a large weighted net gun. The net gun should work perfectly for Raeyon's purpose of capturing a large creature, and if it doesn't Jackie and his fellow gnomes have brought along extra gear to make it happen. His dark hair and constant soot covered face kept Jackie from ever progressing in the courts or ever being fully welcomed. He stands only three and a half feet tall, but is very stout for a gnome and could easily pass as a short dwarf.

Skwari

(AC 16; hd 6; hp 34; #AT: 1; DMG Medicine Staff 1d6+2)

Skwari is the aged leader of the Coleco, a people descended from the fallen civilization of the Ditani. Skwari has built most of the beliefs and 'traditions' of the Coleco by simple guesswork and intuition. His people willingly follow him, assured that they will all be together in the end. The Witchdoctors of the Coleco have been trusted to hand down the traditions and history of the Ditani, but over the last two-thousand years the stories have been confused over and over again. The current versions that Skwari teaches to his people barely make sense to him, but he believes in the powerful Gyanki'don and his power to protect the Coleco.



Gyanki'don

Armor Class: 22
Hit Dice: 10
No. of Attacks: 3 (claw/claw/bite)
Damage: 6d6/6d6/6d8 (*turn undead)
Movement: 40' (tree swinging 100')

No. Appearing: 1
Save As: Fighter: 10
Morale: 11
Treasure Type: None
XP: 3,500

This mighty spirit creature was originally summoned into existence by the Ditani to free them from their evil lich masters. Gyanki'don forced the undead back into their pyramid tombs and has guarded their prison ever since. Gyanki'don has stood sentinel the Shrine Hills for over two millennia, only occasionally venturing out to help the descendants of the Ditani, now known as the Coleco.

Gyanki'don is a spirit creature, a magically enhanced native arachno-ape, and derives his size and power from the ethereal plane. Like the arachno-apes he is able to spin a web, but since he has no need for food he uses his webbing to entrap intruders in the Shrine Hills. He is able to cast "turn undead" as if he is an eight level cleric. Also, like a cleric he may cast "cure light wounds" three times a day and "cure serious wounds" once per day. As a supernatural creature he doesn't need to sleep or eat, though he does take food as an offering from the Coleco regularly. Gyanki'don doesn't speak but does understand the Coleco's gestures, and tries to guide them from time to time with little success.



Li'kani, The Lich Princess

Armor Class: 20

Hit Dice: 9

No. of Attacks: 1 (staff)

Damage: 1d8 (Staff of Li'kani)

Movement: 40'

No. Appearing: 1

Save As: Fighter: 9

Morale: 11

Treasure Type: F

XP: 1,525

Li'kani was sealed into her temple over two thousand years ago and has grown to hate the ape creature that locked her in. When awakened by the adventurers, she may try to befriend them claiming that she was a beautiful princess before the 'horrible' monkey did this (pointing to her face) to her. If she realizes that they are trying to capture the ape, she will be more than happy to help. Naturally, once she has used the party, she will turn them into her undead slaves, with little gratitude for their assistance. In dealing with Li'kani the party may realize that she is not the only lich around, and that by tampering with any of the other 22 Shrine Hills could result in the release of twenty-one other liches, which would be a bad ending if ever there was one.

Lich's special abilities:

Fear- liches are surrounded in a dreadful haze similar to death, any player or npc with less than five hit dice (lower than level 6) will need to make a morale check ever turn in order to be around the lich, much less fight it.

Paralysis - a successful attack by hand, can cause a temporary paralysis (save vs. paralysis) otherwise the character will fall into a "death-like" coma for 2d20 hours.

Spells - Liches can cast spells as if they are a ninth level magic user.

Resistance to Turn Undead - More powerful than the average undead they have a +4 resistance to avoid turning.

Immune to electricity, cold, polymorph, and mind affecting attacks. Can only be damaged by magical weapons.

Equipment:

Staff of Li'kani - treat this staff as a wand of lightning bolts (6d6 damage, with 22 charges)



DETAILS

Li'kani's Royal Undead Guards (undead) (1d6 appearing)

(AC 18; hd 5; hp 15-30; #AT: 1; DMG longsword 1d8)

Skeleton in the Pyramid of Doom (undead) (2d8 appearing)

(AC 13; hd 2; hp 6-12; #AT: 1; DMG by weapon (commonly a short sword 1d6))

Skeletal Hounds in the Pyramid of Doom (undead) (1d6 appearing)

(AC 17; hd 5; hp 15-30; #AT: 3; DMG claw(1d6) claw(1d6) bite(1d8))



Creatures

Arachno-Ape

No. Appearing: 1d3

Armor Class: 15

Save As: Fighter: 3

Hit Dice: 3

Morale: 8

No. of Attacks: 3 (claw/claw/bite)

Treasure Type: None

Damage: 1d6/1d6/1d8+poison

XP: 240

Movement: 50'

These apelike spiders have both humanoid and arachnid features. Arachno-Apes are natural climbers and can cling to almost any surface just as a spider would. The creature can inject a poison into its victim during a bite attack, requiring the victim to save vs. poison or suffer paralysis for 2d8 rounds. The Arachno-Ape uses its spinnerets to create a thin rope that can snare creatures flying through the trees. Any creature or person that walks into the webbing becomes stuck, and must make an escape roll (as in forcing door open) to gain freedom.



Jungle Rex

Armor Class: 21

Hit Dice: 12

No. of Attacks: 1 (bite)

Damage: 6d6

Movement: 40'

No. Appearing: 1d2

Save As: Fighter: 9

Morale: 11

Treasure Type: None

XP: 2,650

This massive lizard weighs approximately 5 tons and travels on two legs, with a tail spanning over 20 yards long. The Jungle Rex is a Rex in name only, and is closer in biology to a tree lizard, though this beast is a large, dangerous, and carnivorous creature. Despite its size and power, it's a simple-minded creature, with little more on its mind than attacking and eating its closest food source.



Pyramid of Doom (The Overview)

Many of these layouts are simply a room description, with very few details. Add more monsters into each room from the wandering monster table.

1d6	Wandering Monsters in the Pyramid of Doom
1	Skeletal Hounds (# appearing 2d8)
2	Giant Centipedes (# appearing 2d10)
3	Skeleton (# appearing 2d8)
4	Ghost (# appearing 1d2)
5	Royal Guards, Mummies (# appearing 1d6)
6	Bats (# appearing 2d6)



Ground floor - Level 1



1) Cask Room - This room is stacked floor to ceiling with wine casks. These wine casks are several thousand years old, but have been kept fresh magically by a single drop of Li'kani's blood. Any party member that drinks the wine will have a bonus of +1 to their primary stat for ten minutes. Each sip of wine restores the bonus, but reduces the time of its duration. After ten sips, the character will be a willing servant to Li'kani and must save vs. death every turn or change into an undead. These effects can only be removed by a remove curse spell or the wine is blessed.

2) Wine Sampling Room - this room resembles a torture chamber with a table and manacles to hold the victim in place. On the wall are a large metal funnel and a set of pincers to hold the victim's nose, forcing them to drink the wine.



3) What happened? - On one wall are the charred remains of a human, burned to a crisp, partially melted into the wall.

4) "What will become of us?" - This humid room has no distinguishing features except the curled up skeleton of a dwarf in the corner. The remains are clutching a holy symbol of the dwarves and there are three empty flasks lying next to the skeleton.



5) Empty Room - Little more to be found other than bits of rubble and debris.

6) Dance Hall - An iron chandelier hangs from the ceiling of the room, several pieces of rotten leather are scattered throughout the room. The floor is made of a black and white marble tiles.

7) Kennel - A room filled with skeletal hounds pretending to sleep that jump in surprise when the players walk in the room. (see Skeletal Hounds from Creature section).

8) Tapestry - On the south wall hangs a tapestry depicting Li'kani holding a large green gem.

9) Tapestry Room - A faded and torn tapestry hangs from the west wall, the images visible seem to portray dark demonic figures as godlike figures.

10) Demon Room - A group of demonic faces have been carved into the east wall, and the scent of smoke fills the room

11) Wall Carvings - All the walls contain special carvings that describe the history of the Ditani and how they ruled over the humans of the area.



12) Empty Room - Little more to be found other than bits of rubble and debris.

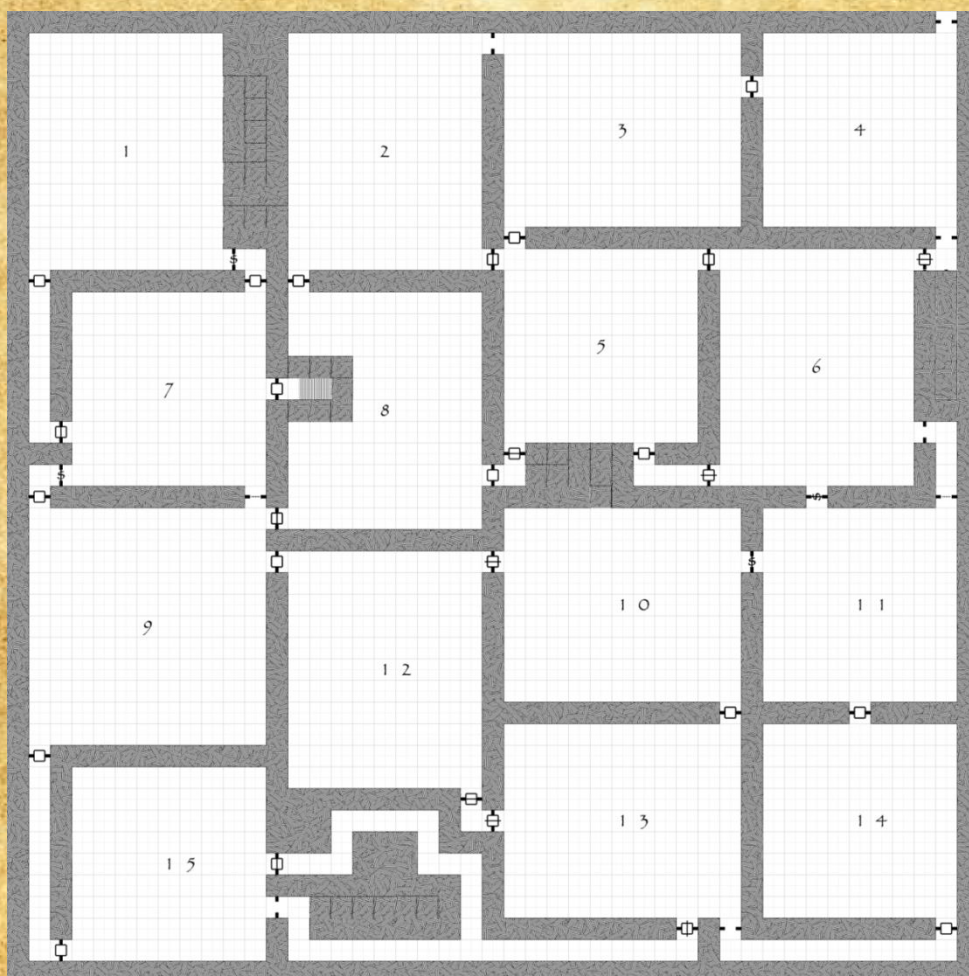




13) Fungus Among Us - Because of all the moisture from the swampy room (#15), this musty room floor is covered entirely in a mossy mold and many large mushrooms. The mushrooms have been tainted by magic and evil over the years, and if eaten will force a save vs. poison or the character will fall into a hallucinatory state for 1d6 hours. During this time the character will believe that everyone else in the party is turning into zombies.

14) A stack of water-filled barrels stands against the west wall; a swarm of crawling insects covers the floor.

15) Swamp Leak - This dank, humid room has a crack in the sidewall and is letting water and other creatures slip into the area. Knee deep water has filled the majority of the room and the waters are filled with several poisonous snakes and frogs. (use Snake and Frog from regular monster listing)



Second Floor - Level 2



1) This long running room has a headless statue place every twenty feet. The heads have definitely been cut off, but no heads remain on the floor.

2) Two Chests - On the north wall there are two wooden, iron-bound chests. The chest on the north east side has weapon scratches and claw marks all around, as if something came out of it and then drug a victim back in. This chest is also locked.

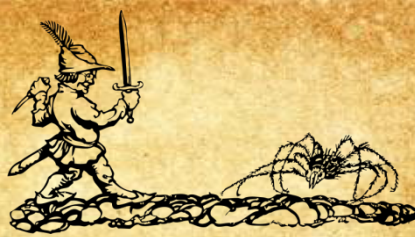
The other chest is unlocked and other than being dusty is in excellent condition. Inside sits a key with scratches in the otherwise empty chest. If the key is used on the locked chest it will release an Undead Jaguar that has been trapped inside for a thousand years. (see Jaguar, Undead in Creatures section)

3) There are several alcoves with shelves along the walls around the room. On each shelf there is an urn filled with ashes. The urns all have unusual writing on the facing side; if the lids are opened or an urn is disturbed a ghost for each urn will appear and attack the person responsible. (Use Ghost from regular Monster listings)

4) Burning torches in iron sconces line the north and east walls, while Clouds of flying insects patrol the south-west corner of the room. Under the insects is a shining, silvered dagger stuck in the head of a skeleton that the insects have been feeding on. Any attempt to approach the dagger will cause the insects to swarm the nearest person. (use Insect Swarm from regular Monster listing, but feel free to give the insects a Malaria effect for flavor)

5) The Altar - A carved stone statue stands in the south-east corner of the room, standing behind a blood-stained, stone altar. The altar has a hidden switch that slides open a small compartment with a small chest hidden inside. The chest is booby trapped with a paralysis poison needle, preventing anyone from tampering with the lock. Once the chest has been removed from the compartment, a weight sensor will shift and open the other side of the altar, releasing twelve giant centipedes (use Centipede, Giant from regular Monster listings).





6) Game Room - This small room is covered in dust, as nothing has been touched for centuries. In the center a small table has a set of small odd shaped gaming dice, with four chairs. If a character sits at the table and rolls the dice (use 2d8), a ghostly player will appear in one of the chairs. The ghost is intangible to the players but will make the calls of what the dice rolls mean. The ghost will warn the participants that they should only roll once, if any character rolls a second time instantly count their roll as if it were 9 on the result table.

2d8	Result
2 or 16	Big Winner! Player granted +1 to any character ability (STR, CHA, etc.) permanent.
3 or 15	Good Luck! For the next 24 hours the player may choose to reroll any 'first' attack made on a creature. This can only be applied once per creature.
4 or 14	Not Bad! All of your clothes appear cleaned and pressed for the next 24 hour period, even if they are placed in mud or dirtied in any way they will appear clean.
5 or 13	Even Break! A group of brownies (see brownies from Monsters listings), that will follow the character around and celebrate every good and bad thing that happens to them. Otherwise they will not interfere with the party.
6 or 12	Break Even! For the next 24 hours you will smell awful, bad enough that the characters eyes will be watering. Expect the party to demand the character stay downwind. All living creatures will smell the character from twice the normal distance alerting them before arriving in the area.
7 or 11	Too Bad! Players' pants disappear, permanent.
8 or 10	Bad Luck! For the next 24 hours all critical hits made by the character is compelled to reroll.
9	You Lose! Save vs. Death, else player suffers heart attack and dies at the table.

7) Empty Room - Little more to be found other than bits of rubble and debris.

8) A mural of a legendary battle between a large, glowing, white figure and several smaller dark figures covers the ceiling. All the figures seem to have certain animal qualities.



9) A tile mosaic of ghoulish carnage covers the floor; A simple portrait hangs against the west wall.

10) A Spartan room that bares no interesting features except a bent key lies in the north-west corner of the room.



11) Empty Room - Little more to be found other than bits of rubble and debris.

12) Various torture devices are scattered throughout the room, most are in disrepair. The rack still has bones attached as if the victim died on the rack and was never released.

13) Empty Room - Little more to be found other than bits of rubble and debris.

14) A Clue - a small collection of stones are arranged in an arrow pattern, pointing to the door on the east wall. (Leading to room #16).

15) Several empty barrels are scattered throughout the room.



16) Along the west entrance there are the remains of a previous adventuring party, smashed to the ground, chopped at, and burned to a crisp. Nothing but blackened bones left.

17) A large table and several chairs sit in the east side of the room, Several monstrous skeletons are scattered throughout the room.

18) A briny odor fills the room, several pieces of fossilized bread are scattered throughout the room.

19) Empty Room - Little more to be found other than bits of rubble and debris.

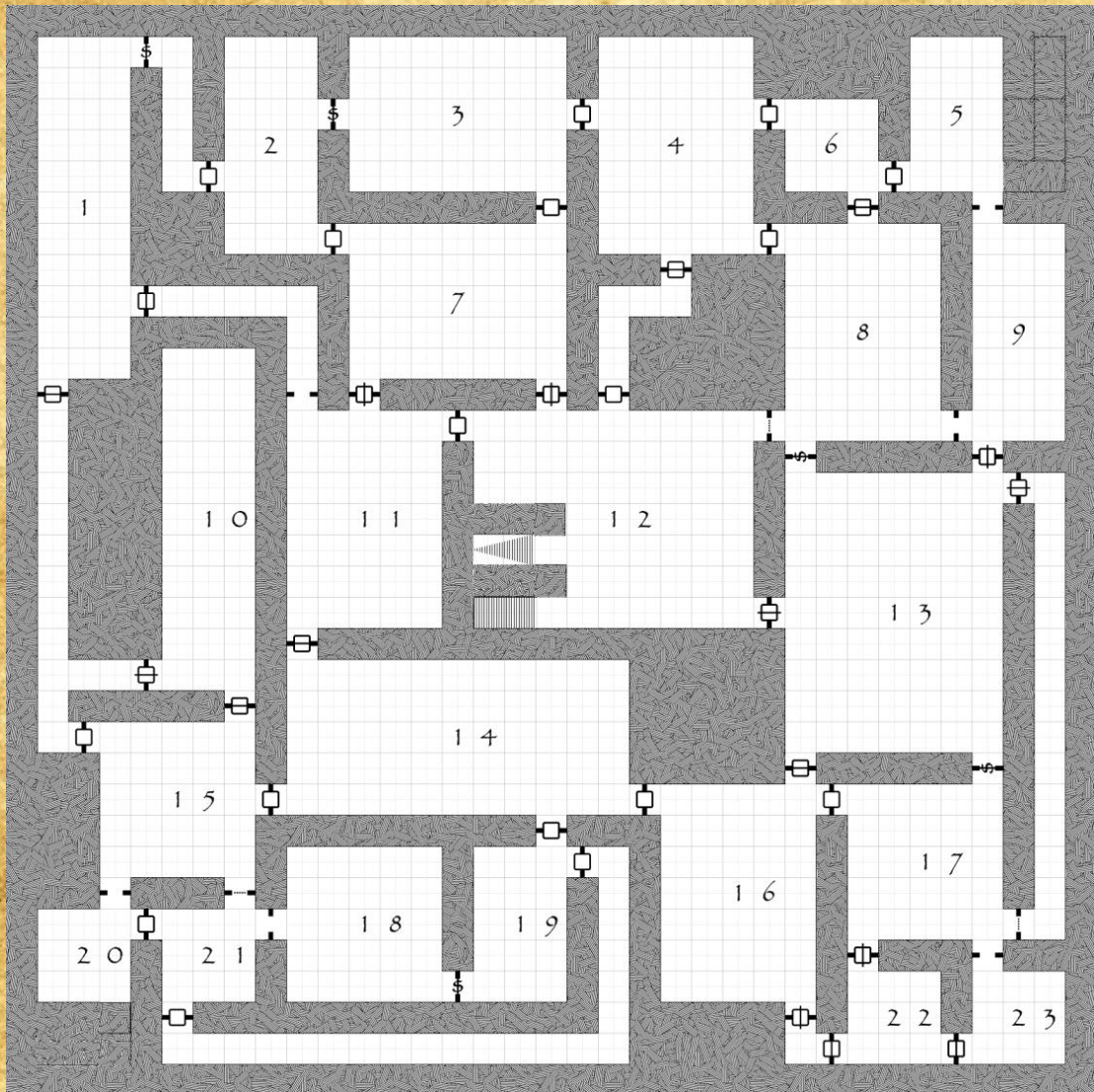


20) The north and west walls are covered with claw marks.

21) Rusting iron spikes line the north and an east wall, a torn satchel lies in the center of the room.

22) A crude bed and spinning wheel sit in the west side of the room.

23) The Smith - A large kiln and coal bin sit in the north-east corner of the room, A shattered sword lies in the north-east corner of the room.





Top Floor - Level 3

1) Tomb of Li'kani - This room contains the sarcophagus of Li'kani, placed in the center of the room. The stone covering the sarcophagus has been long since broken open by her guardsmen. Presuming the party has been hacking their way to the top of the pyramid, at least ten guardsmen will be in this room surrounding the sarcophagus and they will defend it against all opposition.

2) Grand Exit - This large room floor is covered in bat guano, due to the fifty (or so) bats that are clinging to the rafters along the ceiling. The bats are slowly waking up because of all the noise that Gyanki'don is making outside, but any further noises will certainly awake the bats making a swarm that will be difficult to avoid in the room. (Use Bat from the regular monster listing)

3) Wailing Room - This room is filled with a wailing call, which may seem like a ghost or other creature is present. Actually there is a crack in the far wall that is making a wailing sound every time the wind blows through.

4) Empty Room - Little more to be found other than bits of rubble and debris.

5) The Top - After climbing to the top of the stairs, the party is faced by a small horde of skeletal servants (fifteen skeletons), all armed with clubs, short swords, or spears. The skeletons are waiting in ambush for the adventurers. This was once a grand throne room for Li'kani, but now houses little more than a heavy stone pedestal that was once a throne.

6) Dressing Room - This musty room is filled with a plentiful supply of royal robes that have been deteriorated with time and mold.

7) Treasure Room - You have made it! The room is filled with various coins, jewelry, statue, and other valuables. (Add any magical items as desired by your party level). In the center of the room stands a statue of Li'kani, in all of



her beauty, holding a six-inch circular cut emerald. Any attempt to remove the gem from the statue or remove the statue from the room will result in a stone slab falling over the exit door and the stone ceiling will begin coming down. Characters in the room must make a save versus death or suffer a crushing death, characters that make a successful save will only suffer half of their total hit points and many broken bones, before the ceiling and door will reset.



8) Empty Room - Little more to be found other than bits of rubble and debris.

9) Mirrors - On the south wall is a magic mirror, by approaching the mirror and asking it a question, a magical figure will appear in the reflection and respond with an answer. Unfortunately, the mirror only speaks the ancient Ditani tongue. The mirror cannot predict the future or answer any questions that it doesn't know, and since it has been sealed inside a pyramid for the last thousand years its knowledge will be very limited.

10) The Room of Shelves - This was once a library, but this is only evident because of the empty shelves lining the wall. Otherwise there is very little to see in this room.

Creature

*All undead creatures in this adventure are immune to sleep, charm, and hold magic. Undead never fail moral and will fight until they are smashed to pieces or destroyed, but may be turned by Cleric abilities.

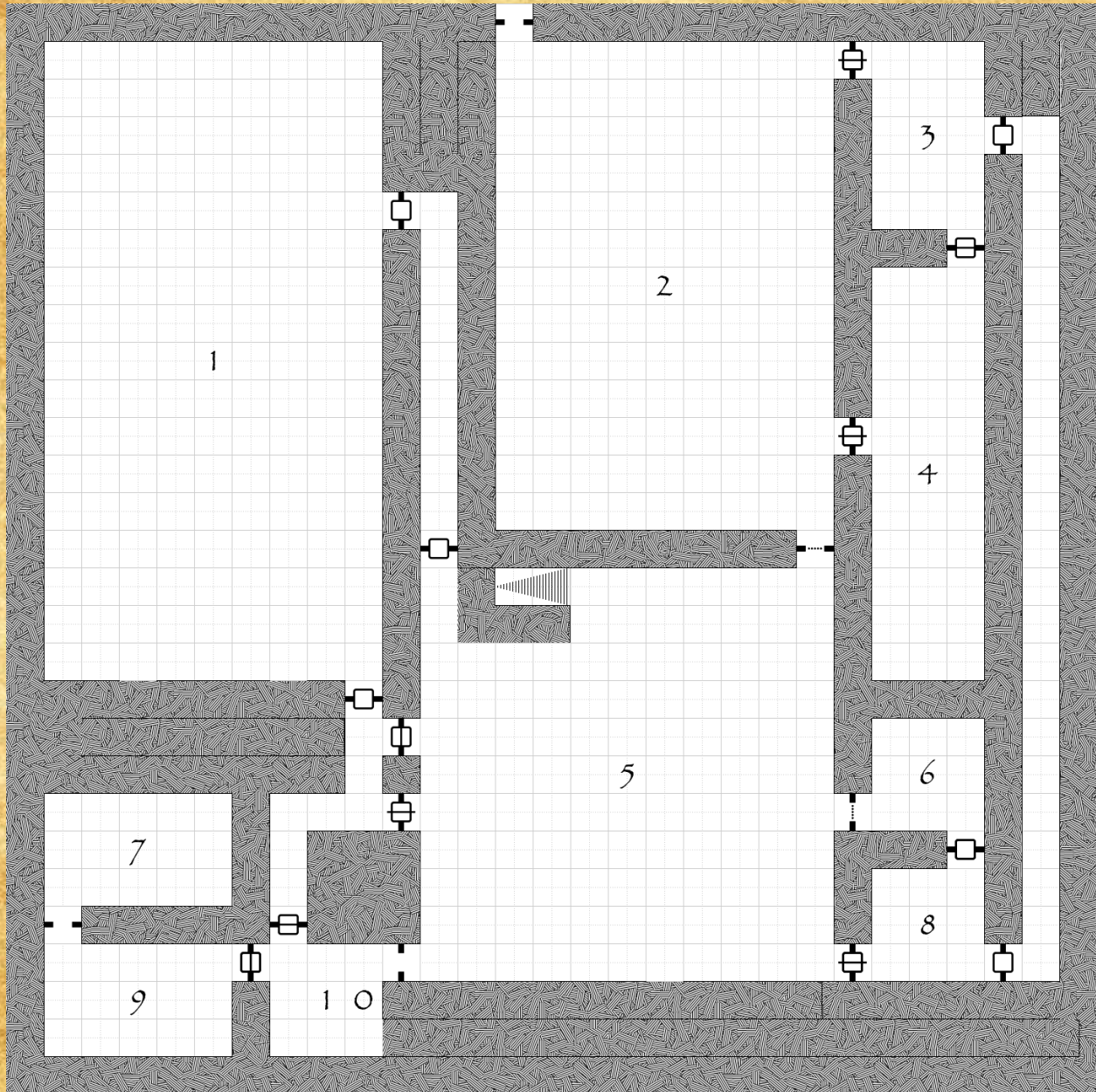


Jaguar, Undead in the Pyramid of Doom (undead) (1 appearing)

(AC 22; hd 8; hp 24-48; #AT: 3; DMG claw(1d6) claw(1d6) bite(2d6))



Third Floor



The Gagmen wish to give special Thanks DonJohn.org for helping to create the maps, and Special guest Josh Wardrop of ArcKnight Games for joining us on the show!





THE LAST PRINCESS

Deep in the jungle lies the ruins of the ancient civilization of the Ditani, now overrun with arachno-apes and other jungle savages. Our heroes are hired by the great explorer Raeyon, the lady Ipeneth and their team to help them find and capture the legendary Gyanki'don, a massive arachno-ape rumored to protect the natives from harm. When the group stumbles upon the village of the Coleco tribe, they find themselves at the whim of a crazy witch doctor and his half-baked ideas, which may lead the entire tribe to a grizzly and badly planned demise. When the Witch Doctor decides to sacrifice the Lady Ipeneth to Gyanki'don, the party must chase the giant arachno-ape and his new hostage to the pyramid of Li'kani. Can the party survive the horrors of the Pyramid and rescue the beautiful damsel? Will the video game references contained within overpower the rest of the adventure? Will the witch Doctor succeed in accidentally killing off his entire tribe? Discover the answers and the punchlines as you and your party search through jungles and temples for "The Last Ditani Princess."