



Castles & Crusades

SURNE

THE DREAD CRYPT OF SRIHOZ

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DUNGEON CRAWL CLASSICS: THE DREAD CRYPT OF SRIHOZ

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AN ADVENTURE FOR CHARACTER
LEVELS 9-11



OGL

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DUNGEON CRAWL CLASSICS: THE DREAD CRYPT OF SRIHOZ

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INTRODUCTION

Remember the good old days, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Those days are back. Dungeon Crawl Classics don't waste your time with long-winded speeches, weird campaign settings, or NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know are there somewhere.

The Dread Crypt of Srihoz is designed for four to six player characters of 9th through 11th level. While the composition of the player character group is not dictated by the adventure, a rogue, a good-aligned cleric, a druid, and a wizard may be especially useful. As always, a good blend of classes is ideal. Refer to the Scaling Information section for suggestions on ways to tailor the adventure to your party's particular strengths, interests, and styles of play. The setting is appropriate to any wilderness area adjacent to a sea or large lake, and can easily be added to an existing campaign.

ADVENTURE SUMMARY

The characters are lured to the archaic crypt of Srihoz, a vampire king of ancient lineage and a master of exotic sorceries from mysterious kingdoms beyond the knowledge of most men. Using his vast fortune to gleefully lure the characters through the traps and minions he has set out for them, Srihoz hopes to weaken them to the point where he can easily feed on those powerful or clever enough to penetrate his magnificent crypt.

Srihoz has spared no energy to ensure that only those who endure long enough to face him at the end are worthy of his attention. His crypt uses the promise of treasure to tempt adventurers into taking risks, forcing them to consume resources, lose party members, and otherwise wear them down so he can easily overcome the survivors and feed. This way he need not emerge from his remote crypt to find prey.

The adventurers can turn the tables on him, however. If they understand the purpose of the crypt, they can avoid risking themselves for the relatively worthless rewards the ancient vampire has laid out as bait. There is, however, the opportunity to recover the secret weapon the vampire has so carefully protected, defeat his dreadful guardians, and find his carefully hidden central crypt to earn the chance to defeat Srihoz and claim the vast fortune he has hoarded for centuries.

GAME MASTER'S SECTION

ENCOUNTER TABLE

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. The abbreviations used are: **LOC** – the location number keyed to the map for the encounter, listed by area number. **PG** – The module page number on which the encounter can be found. **TYPE** – this indicates if the encounter is a trap (T), combat (C), or puzzle (P). **ENCOUNTER** – the key monsters or traps that can be found in the encounter. Names in *italics* are classed NPCs.

LOC	PG	TYPE	ENCOUNTER
1-1A	7	T	Pit trap with scythes Assassin vines (2)
1-2	8	C	Phantom fungus Vampiric blooms (2)
1-2A	8	T	Pit trap with scythes
1-3	9	T	Freezing trap
1-4	9	T	Spoiled chum trap
1-5	10	T	Amber stasis field trap Ungol dust trap
1-6	10	C	Vampire aboleth
1-7A	12	C	Mimic
1-8A	12	T	<i>Scorching ray</i> trap <i>Suggestion</i> traps (5)
1-8B	12	T	Wretched water trap
1-9A	13	C	Vrock
1-9B	14	T	Amber stasis field trap Ungol dust trap
1-9C	14	T	Pit trap with scythes
1-10A	14	T	<i>Vampiric touch</i> trap <i>Shocking grasp</i> trap
1-11	15	T	Windy abyss
1-12	15	T	<i>Grease</i> trap Falling ceiling trap
1-13A	16	T	<i>Black tentacles</i> trap (2)
1-13B	16	C	Ash guardian
1-15A	17	C	<i>The Champion</i> , ghost Ftr5
1-15B	17	T	Amber stasis field trap Ungol dust trap
1-16A	18	T	Pit trap with scythes
1-17A	19	C	Spectres (3)
1-18	20	T	Seal traps (3)
1-19B	21	C	Skeletal human guards (25)
1-20	21	T	Basic arrow trap Pit trap
1-21	21	T	Crushing ceiling and floor trap
1-22	22	T	Pit trap Poison needle trap (3)
1-23A	22	T	Teleportation trap <i>Chain lightning</i> trap
1-24	23	T	<i>Dimensional anchor</i> trap Pit trap with scythes
1-25A	23	T	Amber stasis field trap Ungol dust trap
1-26	24	C	Amber golem Srihoz, vampire Wiz11 <i>Ghoul touch</i> trap

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SCALING INFORMATION

The Dread Crypt of Srihoz is intended for four to six characters of 9th to 11th level, but it can be modified for parties of different sizes or levels. The adventure is more suitable when scaled up than down, since lower level parties are unlikely to have the resources to escape some of the most vicious traps in the crypt. Consider adapting the adventure as follows:

WEAKER PARTIES (LEVEL 8 OR LOWER, OR THREE OR FEWER PCs): Remove the vampire blooms from area 1-2. Reduce the amount of preparation allowed for the vampire aboleth and Srihoz. Make Srihoz a lower-level wizard and reduce his Hit Dice accordingly (perhaps 8th or 9th level). Remove three of the pit traps with scythe blades throughout the halls. Remove one spectre from area 1-17A, and remove the amber stasis field traps from the false doors.

STRONGER PARTIES (LEVEL 12 OR HIGHER, OR SEVEN OR MORE PCs): Place three phantom fungus in area 1-2. Double the number of spectres in area 1-17A, and give the skeletons in area 1-19B three additional Hit Dice. Make the false door traps *prismatic spray* traps (caster level 13) instead of ungol dust traps. The water in areas 1-4, 1-6, and 1-8B applies *bestow curse* (caster level 13) in addition to the diseases when touched to bare skin – no injury required. Add two more wizard levels to Srihoz.

GETTING THE PLAYERS INVOLVED

Srihoz was a well-known tyrant in his day, so it is possible for his name and current location to come up in any history of the area, which may help tie this adventure into the rest of your campaign. However, the most likely way for the characters to discover Srihoz is from his active network of recruiters.

Srihoz has many servants in civilized lands with whom he communicates when he returns from his astral travels, eager to feed. These agents spread the word of Srihoz's wealth and lure adventurers to try their luck in the crypt. Successful recruiters are rewarded for their efforts with magic, treasure, and the favor of their powerful master.

Recruiters try to blend into the society in which they live, and most of the time they are normal citizens of their town, city, or village. However, any attempt to discern their alignment will show them to be evil. If they are captured and forced to speak, they will admit that Srihoz communicates with them and tells them to spread the word of his riches and glory so that others will know his power. This is, in fact, how Srihoz explains the work to the recruiters. They will insist that the crypt is exactly where they claim it is, and they may even have supporting evidence, such as ancient but vague texts about Srihoz, which they view as a sort of scripture.

Here are three examples of cover stories Srihoz's recruiters might use:

- **BALTI THE SAGE:** Balti is a historian who has done extensive research about the history of the region. The characters may need to consult a historian to help with an adventure, and in the process of supplying them with the information they need, he might drop a few obvious hints about Srihoz's crypt and the wealth it contains.
- **DIANN THE BARD:** Diann sings dirges and ballads from the time of Srihoz's rule at pubs adventurers are known to

frequent. During her act, she mentions the crypt and the fact that many have tried and failed to recover the treasure it contains. If she sees someone take interest, she approaches after her act, ostensibly to ask the interested party about his or her travels. In reality, she hopes to convince another foolish adventurer to pillage the tomb.

- **GER THE FIGHTER:** He will find the characters while working on another job, perhaps as a bodyguard or as part of a military organization. He gets into a session of sharing a laugh over war stories with the characters, but toward the end of the night, he gets very serious and tells of a crypt full of treasure that he and his party were unable to plunder. He was the only one to escape alive, but he talks about the wealth inside with awe, and wishes he could have taken just a small part of it with him. After seeing all his friends killed, however, he has abandoned the adventuring lifestyle and taken more stable work, and refuses to travel with the characters. However, he will tell them how to get to the crypt.
- **THE LAST VILLAIN:** When the characters approach the main villain in the adventure just prior to this one, that villain may be a recruiter for Srihoz. He can attempt to bargain with the characters, telling them of a crypt full of riches. He offers to trade them the location of the crypt in exchange for his life.

Remember, most of the time these recruiters are working at normal jobs, so in a way their cover is real. However, because of their evil natures, it may be possible for the characters to use Gather Information or magic to determine that something is not quite right with these people.

BACKGROUND STORY

Srihoz is a vampire, and for seven centuries he has plagued the earth with his undeath. He was not always so. Born Heironeous Uliran Theophal, he stood as the scion of an ancient family with a long, noble lineage, but a dwindling fortune. Traveling in distant, wild lands seeking a new source of wealth for his family, the young and impetuous Heironeous became obsessed with the study of arcane magics unknown or forgotten in his homeland. Inevitably, wanderlust struck again, and he traveled even further into dark and unknown lands. For over ten years his family had no news of him, and feared the worst.

Then, as fall gave way to another bleak winter, a massive barbarian horde erupted, without warning, from the northern steppes. Leading the western "pincer" of this army was Heironeous, now possessed of ferocious magic power, and wielding a terrible black sword that had already carved out many dark legends in the north. Some said it once belonged to a cruel demigod, who died eons ago in the last of the great wars between the gods. The sword was supposed to have disappeared, to the relief of the civilized world – but now here it was, in the hands of another conqueror possessing power beyond that of mortals.

The barbarians swept through the north like a terrible scythe, laying low armies revered for their prowess in battle, and scattering proud kingdoms like leaves in the winter wind. Lord Theophal's army seemed to be driven by a madness that turned them into slaving beasts on the battlefield, and none could withstand them. When his thirst for battle and conquest had

finally been slaked, Heironeous, now in his sixties, yet still hale and youthful, returned to his family estates. His reception was chilly, however, for the Lord had embarrassed the family when his barbarian army crushed kingdoms and principalities belonging to distant family members and friends. There was also the question of his seemingly perpetual youth – it wasn't right, it seemed "unholy." *It wasn't natural.* Other men were born, grew old and died, while Heironeous seemed to age slower than the earth itself. Whispers spoke of the living dead and nosferatu. Where had the fellow actually gone during his long absence? What sort of ghastly magics had he learned? What traps had been laid to ensnare his soul?

Soon, Lord Theophal found life in his homeland untenable, and he made a long-prepared retreat to his castle in the wastes to the north, where he openly revealed his status as a vampire of terrible power. He took the name Srihoz, which had some nefarious meaning in the guttural languages of his barbarian soldiers, now forgotten. He kept servants in great numbers, including a small army to protect his lands, a dreary landscape of death and emptiness.

After six centuries, Srihoz tired of this world. He made preparations for the secure interment of his corporeal form, while ordering his servants to delve a great underground crypt in the cliffs that hung over the pounding surf of the icy northern seas. The exact location of the tomb was kept quiet; a fact Srihoz ensured by having all of his servants slaughtered and hastily buried in a vast catacomb, which had been there already, part of a series of small underground dwellings belonging to a vanished civilization. This black crime sealed his pact with the powers of darkness, and the last shreds of his humanity vanished. Then, Srihoz sealed his doors and lay down into a long sleep, traveling in ethereal form through many planes, while his body slept in the utter blackness and silence of his crypt. At times he returned, sending out his undead servants to fetch victims to feed his foul appetites. Srihoz filled the halls and chambers of his complex with his evil and hideousness, and devised cruel traps to slay the inevitable adventurers who would, in time, learn of the crypt and come seeking to rob him of his treasure. A hideous game he made of watching the ghastly suffering of the intruders, adding them to his army of undead.

In a withered and weakened world, whose greatest warriors now lie in corruption in the earth or beneath the waves, whose magic is diluted by bickering and the experiments of fools, who now can stand against the horrid blackness of Srihoz? Who dares match himself against the awesome power of the vampire, whose magic is culled from the archaic bones of a mysterious culture long steeped in death and slaughter?

Who indeed?



PLAYER BEGINNING

The trail emerged from the forest miles ago and now traces through the rocky tundra that borders the seaside cliffs in this region. A lacework of frost covers the sparse vegetation. The ground is only visible where it rises into ridges, as the gullies and flat areas are covered by a current of blowing ice crystals, a kind of low, frozen fog that rises to your ankles, like snow driven on the ceaseless wind.

The path dips over the edge of the cliff and takes you along a ledge over the storm-battered shore of the icy sea. The eternally damp rock is covered in places by a sickly film of grey moss and lichen. The wet, frigid wind cuts through your clothes and the waves below crash with vigorous hostility into the sharp rocks that line the base of the cliff. It is a thoroughly inhospitable and miserable place.

Exactly as described to you, the path ends in a ten-foot-wide ledge that stands before a large stone door inset into the cliff. With the wind, frost, and sea spray, it is impossible to say how long it has been since this door was opened last, but clearly it could not have been within the last few weeks. The door is covered with moss and ice, and there is some kind of worn carving partially visible.

THE DREAD CRYPT OF SRIHOZ

Srihoz's workers widened existing passages and cracks where they could, but the bulk of this complex was carved out of the solid rock of the cliff. It extends well under the surface tundra. Although the passages slope slightly downhill as they move away from the entrance; it would take a skilled surveyor or a bag of marbles to discern the subtle grade.

For all practical purposes, the crypt occupies a single level. From the entrance to the farthest point of the dungeon it is 265 feet. Although there is a great deal of variation throughout, the crypt is a compact resting place for someone of Srihoz's magical abilities and historic political power.

The air is still and damp, and the smell of rot, fungus, and disease is everywhere, though most intense right around the lair of the aboleth in area 1-6. No daylight enters the crypt when the door is shut, and there are no potential light sources in the dungeon (such as lanterns or torches) except where noted.

The passages are straight and were clearly designed and built with great care, though tiny stalactites and stalagmites are already forming on the ceilings and floors. The ceilings of the passages are arched, coming to a gothic point some ten feet above the floor. The walls are hewn stone covered in a layer of crumbling plaster, which once held frescos telling the story of Srihoz's glory. The characters can tell what the intent of the plaster must have been, but the colors have faded and much of the plaster has flaked onto the floors, making the details of these images illegible except where noted. Attentive characters will notice (**Wisdom check CL -5**) that wherever any real color is visible, a reddish, amber hue is the predominant theme.

Note from the map that there are not many places where chambers are actually adjacent to each other – most often, solid stone extends for five to ten feet between chambers. Walls around doors, or those built to separate two areas, are masonry covered in the same style of frescos, but the plaster is so badly damaged

it is obvious to anyone that the material underneath is different. The crumbling plaster also makes Climb checks more difficult, as pieces of it will come off the wall with the slightest pressure.

MASONRY WALL WITH CRUMBLING PLASTER AROUND DOORS AND BETWEEN ADJACENT CHAMBERS: 1 ft. thick; minimum damage; hp 90; Climb CL 10.

HEWN STONE WALL: 5 ft. thick (at least); only takes minimum damage; hp 900 (per 5 ft. thickness); Climb CL 0.

BLACK ALDER AND OAK DOOR BRACED WITH DECORATIVE METALS: 2" thick; half damage; hp 20; break-down Strength CL 8 (stuck), 10 (locked).

AREAS OF THE MAP

AREA 1-1 – ENTRANCE TO SRIHOZ'S CRYPT: Read or paraphrase the following:

Beneath an outcropping in a moss-filled crevice, a massive stone door can be seen. Little has been done to hide it. It is eight feet across and ten feet high with a single worn symbol in its center. There is an inch-wide hole in the door half-filled with ice, clearly meant for some kind of key.

A successful **CL -3 Wisdom** check by a Druid or Ranger will determine that there should be numerous seabirds nesting in cliffs like these, but the entire cliff face is unnaturally still. Once this information is revealed, a **CL 0 Intelligence** check will determine that a lack of healthy animal life is a sign of deep-rooted evil, a taint that takes centuries to infect an area.

If the characters clear away the encrustation from the door, they find two distinct sets of writing. One is in an ancient and obscure northern tongue that requires a **CL 5 Decipher Script** check. The other is much more recent, and requires only a **CL -10** check to read.

The oldest writing says:

Herein rests Srihoz, the ancient and terrible king. He mastered the ancient magic of the wild East, and thus he conquered our world. Now his conquests continue in other worlds beyond imagining. Any who would interrupt his rest, beware! He will conquer you in turn.

The more recent carving says:

Srihoz the Bloody is a murderer, a blasphemer, and a liar. His treasure merely lures you here so he might feed. Leave this place and do not offer yourself to his dark, unquenchable thirst!

The image is Srihoz's symbol, which characters will see repeated throughout the crypt: an open hand extending from right to left, palm facing the viewer. When it is in color it is amber-hued and threaded in blood, but here it is simply the image of a hand.

The door is locked and half-frozen in place by rime and encrustation that has built up around its edges. Opening the door by means of the lock mechanism requires a **CL 20 Open Lock** check. It is a standard, non-magical device that trips a series of weights that pull open the door, but when the characters

investigate, they will find the lock sealed with layers of ice. If they melt the ice before making the attempt, the CL lowers to 10, but the mechanism is deep in the rock, and it would require a bonfire burning on the ledge for a couple of hours (quite a feat under the conditions!) or something equivalent to melt the ice.

If the mechanism is used, the door swings open across the ledge. Anyone standing in its path must make a **CL -5 Dexterity** save to avoid being pushed off the ledge. A second Dexterity save at the same CL determines whether the character can grab hold of the side of the ledge before plummeting to the rocks below.

A **CL 20 Strength** check is required to force open the door without using the mechanism, and even then, it only opens in fits: each success opens the door five or six inches, grinding against the ground and its own ancient, rusty hinges. The door is six inches thick, has 80 hit points, and takes half damage each time it is hit.

The tomb has not been penetrated in hundreds of years. The moment it is opened, a great blast of fetid, poisonous air escapes, and anyone within five feet of the door must succeed at a **CL -5 Constitution** save or become nauseated for 2d6 rounds. Nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring focus. The only action such a character can take is a single move at half speed each round. Anyone who was in the path of the door and makes their Dexterity save avoids this blast of air as they dodge the door or get swept off the ledge.

AREA 1-1A – THE ENTRANCE HALL: Read or paraphrase the following:

The passage leading into the tomb is tall and narrow – about five feet across and ten feet high, coming to a point at the top in a finely worked gothic arch. Near the walls, the floor is covered in dust that crunches when you walk on it. The walls are comprised of excellent masonry, covered in places by plaster that has been flaking away for centuries to create the sediment along the bottom of the walls. The plaster has some pigment left in it, but not enough to make out the images once painted there. Between the fading and chipping of these frescos, you can't be certain what the subject was, but the overall impression is of a great pictographic history.

The characters may search this area. If they do, there are two items to find: the first is the pit trap directly in front of them (**CL 5 Wisdom check**), and the second is the portcullis over their heads (**CL 10 Wisdom check**). The trigger for the portcullis is nowhere to be found, as Srihoz has the triggers for this and several other doors in his crypt.

DEVELOPMENT: Once all the PCs have moved past the portcullis, it shuts behind them. A character within five feet of the falling door can attempt to dive to the other side of the portcullis with a **CL 0 Dexterity** check. Missing the check by more than 5 means the spiked bottom of the gate falls on the character, who receives 2d4+3 piercing damage and becomes pinned beneath the portcullis. The door does not rise again – anyone who made it through to the other side must now find a way to rejoin the group or give up and go home.

The pit trap is five feet in front of the portcullis, and is masterfully designed: The trapdoor rests on a center axis hinge, which swings downward after a full second when any weight over 20 pounds has been placed on it, dumping the victim 40 feet down. At the bottom of the pit

is a pressure plate that, when struck, activates four scything blades, which fill the entire bottom of the pit, from the plate and eight feet upwards.

SCRYING STONE: When anyone passes through this area it activates a scrying stone, which is a small, amber stone embedded in the masonry, hidden in the remains of the plaster. A **CL 5 Wisdom** check is required to find the stone. It has 10 hit points, so it is fairly easy to destroy. So long as it remains, Srihoz has the option of observing those moving through this area as per the spell *scrying*, but he needs no material components and can do this from any location as a free action. While using the scrying stone Srihoz is unaware of his immediate surroundings. Identifying the purpose of the stone requires a **CL 5 Intelligence** check by a spellcaster.



PORTCULLIS, IRON: 2" thick; only takes minimum damage per hit; hp 60; break-down Strength **CL 13** (stuck), 28 (locked); lift **CL 10**.

PIT TRAP: manual reset; **CL 5 Dexterity** save avoids; 40 ft. deep (4d6, fall); **CL to Find** is 5; **Remove Traps** **CL 5**.

PIT SCYTHE TRAP: automatic reset; **Atk +20** melee (2d4+8 scythe); **CL to Find** is 6; **Remove Traps** **CL 3**.

AREA 1-2 – THE GARDEN OF VILENESS: Read or paraphrase the following:

This unpleasant chamber is clearly a garden of some kind, but the almost complete lack of light begs the question: a garden of what? Bathed in the hideous glow of a blackish-purple unlight, a ghastly tangle of withered plants runs along the walls and down the center of the room in stone plant boxes a few feet off the floor. Greasy-looking tentacles and vines hang from the edges, and broad-leafed plants hang like fat strips of dead flesh above. Flowers the purple-pink color of a bruise act as ground cover in the central planter, though the area between the center and wall planters is covered in paving stones like the entrance passage. There is a sickly-sweet smell, like rotting flesh in the air, and a palpable feeling of being watched.

As the characters enter the room, the stench of these plants combined with the foul air in this crypt requires another Constitution check (**CL 0**). Characters that fail are nauseated for 2d4 rounds.

The source of the unlight is uncertain; it's just a gloom cast by Srihoz for the sake of his dear little garden.

DEVELOPMENT: Once the characters are in the room, the plants are capable of noticing their movements. The plants on the walls are harmless, if disgusting and bizarre. The center planter, however, contains two assassin vines plus a cover of vampire blooms and a place for a phantom fungus. These creatures live in a symbiotic relationship. The vampiric blooms are a variety of Srihoz' design,

and live on blood rather than water. The assassin vines prefer soil nourished by decaying flesh, and the phantom fungus also feeds on flesh. These creatures are not consciously working together, but due to their arrangement, they form an effective combination.

In the middle of the central planter, concealed by foliage (**Wisdom CL -5 to find**), is a lever. There is nothing to indicate its purpose, but it will open the door that seals the characters inside area 1-3. If it is used before the trap is sprung it will have no effect. There is also a crack about two inches wide and five inches long that extends through the eastern wall into area 1-3, but it is also covered by foliage, and a **Wisdom check (CL 15)** is required to notice that it is anything more than a defect in the masonry.

TACTICS: The phantom fungus moves invisibly around the room. It charges the character closest to it and attempts to bull rush him or her into the central planter. If the fungus has surprised the victim, there is no attack of opportunity by the defender. After this, the other plants are made aware of the characters. The two assassin vines attempt to grapple the PCs, and any PCs that are dropped are then tripped or grappled by the vampire blooms.

ASSASSIN VINES (2): (Their vital statistics are: **HD5d8**, **hp 25** each, **AC 15**, neutral. Their primary attributes are physical. Their 8 vine attacks do **d4** dmg each + *Entangle*. Their special abilities include: *Entangle*, *constriction*, *plant traits*, *half damage from fire or cold*, *camouflage*. **XP 445** each [890 total]).

PHANTOM FUNGUS: (Its vital statistics are **HD 3d8**, **hp 15**, **AC 14**, neutral. Its prime attributes are physical. It attacks with its bite for **1d10** dmg. Its special abilities include *Low-light vision*, *plant traits*, *greater invisibility* [it is always invisible, even while attacking] **XP: 80**).

VAMPIRIC BLOOMS (2): (Their vital statistics are **HD 4d8**, **20 hp** each, **AC 12**, neutral. Their prime attributes are physical. They attack by *Swarm* for **1d8** dmg [1d4 vs. standing targets] plus *knock-down*. They can also shoot *poison* barbs **1d4**dmg + *poison*. Their special abilities include *Lacerate*, *Poison*, *blindsight 20'*, *camouflage*, *low-light vision*. See the "New Monsters" appendix for more information. **XP: 200** each [400 total]).

AREA 1-2A – THE DAMP PASSAGE: Read or paraphrase the following:

This 20-foot passage is damp, and the sound of tiny waves lapping at stone can be heard from the opposite side.

Two of the same traps that were found in area 1-1A have been placed in this passage.

PIT TRAP: manual reset; CL 5 Dexterity save avoids; 40 ft. deep (4d6, fall); CL to Find is 5; Remove Traps CL 5.

PIT SCYTHE TRAP: automatic reset; Atk +20 melee (2d4+8 dmg); CL to Find is 6; Remove Traps CL 3.

AREA 1-3 – FROZEN STIFFS: Read or paraphrase the following:

Upon entering this T-shaped chamber, the first and only thing to notice is the massive, round seal mounted on the opposite wall, set in a wide recess. The seal is burnished bronze and quite intricate and beautiful, with several lines of graceful writing running in opposing directions around it. The letters are painted in a rich amber color. In its center is the open-hand symbol found on the door outside. Many of the stones in the walls and floors are cracked, and in some places, split wide open.

The seal would be not be worth much except perhaps 300 gp to a historian or collector.

There is a 2 x 5 inch hole in the western wall that leads to the wall crack in area 1-2; this can be discovered with a **CL 15 Wisdom** check. This space, and others like it, is used by Srihoz to navigate his crypt in gaseous form.

Ten feet before the door to this room, the presence of a door that can slide down to block the entrance passage can be discovered with a **CL 2 Wisdom** check. It is held open by *hold portal* cast by an 11th level wizard.

Reading the lettering on the seal requires a **CL 5 Decipher Script** check. It says:

He who would take power must be cold, dispassionate, and merciless.

Something about the way it is written suggests it is a passage from scripture, and it is – Srihoz's life story that he distributes to his recruiters mentions this and other advice to those who would be tyrants.

DEVELOPMENT: As soon as at least 4 Medium-sized warm-blooded creatures are inside the room (not the passage, but inside the room itself), a careful spell crafted by Srihoz detects the rise in room temperature and instantly sets in motion the following chain of events:

- *Hold portal* on the sliding door is terminated. The 10-inch-thick stone door crashes shut in the corridor 10 feet back from the entrance to the room. Anyone within 10 feet of the door can attempt a **CL 10 Dex** check to get outside, but if they miss by more than 5 they receive 9d6 damage and are pinned beneath the huge stone door. The door weighs about 1,800 pounds and requires a **CL 20 Str** check to lift (each helper gives the main lifter a +2 bonus). Once the door has hit the floor, there is no way to get fingers beneath the door, and its weight bends swords or any thin, metal, improvised prying tools. A crowbar or similarly appropriate tool with a **CL 15 Str** check can get enough room to get fingers beneath the door, but if the result misses by 10 or more, then those making the attempt get their fingers crushed as the crowbar slips out. They take 2d6 damage and have a -6 penalty to any attacks or checks involving their hands until the damage is healed.

- Shortly after the door closes, the seal begins to glow with a dim, blue-white light and the temperature begins to drop. Every 2 rounds the temperature drops 10°, from a starting point of 60° Fahrenheit. Within 2 minutes, the temperature has dropped to -40°, and it continues to drop until it has reached -120° just before the fourth minute. When the temperature reaches 0°, the characters must make a **CL 1 Constitution** save or take 1d6 points of nonlethal damage. Once the temperature drops below -20° the characters take 1d6 lethal cold damage with no save and must make a **CL 2 Constitution** save to avoid 1d4 nonlethal damage. Each minute the check must be made again, and the CL increases by 1 point each time. This spell is a creation of Srihoz, and the seal contains a 6th level evocation spell cast by an 11th level wizard.
- Any magical or mundane fires are immediately extinguished once the spell begins, and they cannot be rekindled. Any spells, spell-like abilities, mundane alchemical tricks, or magic items that directly create warmth of any kind fail for the duration of the spell, with no save.

Anyone who receives nonlethal damage is experiencing hypothermia and can be considered fatigued. A **CL 0 Wisdom** check by a Barbarian, Ranger, or Druid can be used to give a +2 bonus to the Constitution save, and for each point over CL 0 on the result, the character can extend this bonus to one additional character – so a result of **CL 5** would give a +2 to the character and five other characters.

THICK GRANITE DOOR: Minimum damage per hit, hp 150.

AREA 1-4 – THE PET'S LARDER: Read or paraphrase the following:

A roughly hewn passage slopes gently downward, until by the time you reach a small, crude chamber, you are standing in a foot of greasy, stagnant water that smells rather like raw sewage. It is also icy cold. Three barrels stand in the corner on a platform that has kept them dry, their lids still securely fastened by the look of it.

This area holds the remains of food that once fed the undead aboleth in area 1-6.

The water is filled with disease. A **CL -1 Wisdom** check can determine that the water is unsafe, not only to drink, but would probably also cause infection if a wounded body part was immersed in it. The water contains filth fever, blinding sickness, and red ache. Any character that takes a wound on a part of their body that is in contact with the water, and has not treated their wounds, must save against all three diseases. Drinking the water requires a Constitution save against only blinding sickness.

DEVELOPMENT: Should the PCs open a barrel, the powdered remnants of the vile food will immediately be released into the air. This area is so full of disease that the spoiling food has taken on unexpectedly poisonous qualities. Everyone within 15 feet of any barrel when it is opened is exposed to the poison. Aside from this strange toxin, there is nothing in the barrels or the room of interest. If the characters have experience with alchemy or cooking, they can attempt a **CL 0 Intelligence** check to see what this substance is. If someone wants to collect the toxin, there are approximately 20 doses per barrel.

SPOILED FOOD POISON: *Inhaled; Constitution CL 0; 2d6 initial damage; 1d6 Con secondary damage 1 minute later (if a second Constitution save fails); 300 gp.*

BLINDING SICKNESS: *Ingested; Constitution CL 1; 1d3 days incubation; 1d4 Str damage; every time character receives 2 or more points of damage from the disease he must make another Constitution save or be permanently blinded.*

FILTH FEVER: *Injury; Constitution CL -3; 1d3 days incubation; 1d3 Dex and 1d3 Con damage.*

RED ACHE: *Injury; Constitution CL 0; 1d3 days incubation; 1d6 Str damage.*

AREA 1-5 – FALSE DOOR: The east door is, except where otherwise noted, identical to all other doors in the crypt, but there is a surprise. The door opens to a small niche about two feet deep, which is meant to deceive anyone peeking beneath the door, and when opened, a trap is sprung. The person opening the door is stuck within an amber stasis field, which allows him to be stored for later consumption by Srihoz. Anyone else is affected by the dust trap, which is also triggered by the door opening. The traps are distinct and must be discovered and disabled separately.

Additionally, when the dust trap is triggered, the first seal in area 1-18 is activated. With a **CL 0 Listen** check characters can tell that there is some activity in another part of the dungeon after the trap was sprung. If the ungol dust trap is disabled, this secondary effect is also nullified.

The door to the north is locked from the opposite side, but can be opened from area 1-7A.

AMBER STASIS FIELD TRAP: *automatic reset; magical trap imprisons the victim within an amber field of force for 1d4 days. While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. A CL 5 Dexterity save avoids the stasis field; CL to Find is 17, Remove Traps CL 13.*

UNGOL DUST TRAP: *manual reset; gas; multiple targets (all targets in a 20-ft.-by-5-ft. corridor); poison (ungol dust, CL 0 Constitution save resists, 1 Cha temporary/1 minute later a second Constitution save is needed or the victim will lose another 1d6 Cha temporary plus 1 Cha permanent drain); CL to Find is 9; Remove Traps CL 1.*

AREA 1-6 – THE POOL OF THE ABOLETH: Read or paraphrase the following:

This massive room has a vaulted ceiling, running up in graceful arches from each corner. Ornately carved ribs extend to every wall. A hypnotic pattern of glittering light dances over the ceiling, reflecting from the water below, which fills the entire room about five feet below the four main doors that occupy the cardinal positions. The water smells fetid but not stagnant, an almost refreshing odor considering the sickening poison in the “garden room” and the passages. The water is an impenetrable inky black. There is no sound other than the slight gurgling of the waters.

This pool was made for Srihoz’s dear pet, an aboleth. The beast has long since departed from the mortal world, and is now an undead aboleth. The constant presence of this unnatural beast has polluted the water, filling it with disease. The water contains filth fever, blinding sickness, and red ache. It is the same water that fills areas 1-4 and 1-8B. Any wound taken inside the water, or any wounds that have been exposed to the water before treatment with magic or the Heal skill, require a save against all three, while drinking or breathing the water requires only a save against the blinding sickness. A **CL -1 Wisdom** check can determine that the water is unsafe (Barbarians, Rangers, and Druids may add their level to this check).

DEVELOPMENT: The aboleth lies in wait for the characters, probably having heard them making an entrance from the previous rooms. With exceptional hearing, the vampire aboleth is only surprised on a roll of 1. If the PCs set off a trap or battled the plants in area 1-2, the aboleth has warning they are coming. The only way to avoid warning the aboleth is for the characters to successfully use Move Silently or magical silence from the moment they enter the dungeon.

If the aboleth is surprised, the water is merely murky and an iron bridge is visible. You can read or paraphrase the following:

An iron bridge in the shape of a cross extends to a door in the midst of each wall. It is somewhat rusty, but looks sound enough. The bridge has no railings and the water can be seen through the gratings five feet below.

The sections of the cross-shaped bridge marked with an X on the map are missing, and the aboleth is floating near the surface, obscured by the murky water but visible with a **CL -5 Wisdom** check.

If, as is more likely, the aboleth has warning and time to prepare, it performs the following actions each round until the characters interrupt its preparations, or until it finishes this series of actions:

1st Round: The aboleth uses *illusory wall* to mask the missing sections of the bridge so they appear to be solid. If a character moving into this area fails a **CL 16 Intelligence** save, he falls into the water and automatically fails his Strength check to swim for the round. A character that makes the Intelligence save can make a **CL -3 Dexterity** save to avoid falling in.

2nd Round: The aboleth summons 1d6 Large squid that it has previously enslaved. The squid will immediately use their ink to cloud the water and hide the aboleth. Hiding the aboleth takes four uses of the ink ability, which can be done by four squids or one squid over four rounds. The squid then take positions under the bridge, sinking into the water. The water is pitch black and nothing can be seen inside the inky water for one hour.

3rd Round: The aboleth sinks to the bottom of the pool about 30 feet down, letting the squid make the first attack, while it sits in relative safety.

4th Round: The aboleth uses *mirage arcana* to make the bridge entirely invisible. The description at the beginning of this entry assumes that the aboleth has had four rounds to prepare – which will almost always be the case. The idea is the characters will first attempt to see through the invisibility of the bridge; once they’ve overcome this, they will not think to look for the missing section of bridge. Anyone attempting to jump into the water in the area where the bridge is hidden gets

AQUATIC COMBAT

You will want to remember the following important factors about this aquatic combat.

- A **CL -5 Strength** check to swim is sufficient to stay on the surface – every round a character fails this check while underwater, or if he stays underwater for as many rounds as his **Con** score, he begins to drown. Encumbrance makes this Strength check much harder. Increase the CL by 5 for every point of armor above studded leather. For instance, a character wearing chain mail and a shield would have to make a **CL 10 Strength** check to stay afloat.
- This murky water allows only 20 feet of visibility without the squid ink, so the aboleth cannot be seen 30 feet below on the bottom of the pool unless someone moves within 20 feet of it. The squid ink extends to about 10 feet below the surface.
- Any creature swimming at the surface of the water gets a +8 AC bonus and +4 bonus to Dexterity saves from attacks from opponents not in the water. Thrown weapons are useless against creatures underwater, and other ranged attacks take a -2 penalty for every 5 feet of water they must pass through.
- Be sure to keep track of what light sources the PCs are using to see (their torches won't work). Additionally, only thrusting weapons will do normal damage underwater, and all attacks have a -2 penalty unless the character has some sort of *freedom of movement* ability. All other weapons do half damage. Ranged and thrown weapons are useless underwater, except specially made crossbows, which have half the range, and nets, which have a range of 1 foot per point of the thrower's strength (assume a 10-foot range for monsters, +1 foot per HD).
- Spells also work differently underwater. Magical fire spells will not function at all (there is no oxygen to fuel the fire), and electrical spells will function differently. A *lightning bolt* will burst as a *fireball* at its point of origin, instead of striking in a line. Similarly, *shocking grasp* will affect an area as a *burning hands* spell. Note that *heat metal* will function normally—it does not use fire, but actually just heats the metal, which also begins turning the water in the target's area into steam, obscuring the target's vision (giving a -1 penalty to hit and AC) in addition to the damage. *Chill Metal* does no damage underwater, however, it does make the target more buoyant as ice forms on the metal. On armor, this would give a penalty of -3 on checks to move in any direction other than straight up. On an item held in the hand, the target must make a Strength check or the item floats to the surface, and a weapon will become useless in this sheath of buoyant ice.
- Anyone with firm footing in water at least chest deep, as in the passage from area 1-4 or at the bottom of the pool, moves at half speed and has the same attack penalties mentioned above for slashing or bludgeoning attacks.
- A creature without a swim speed that does not have firm footing, as in any area in the pool itself, must make a **CL -5 Strength** check to swim. Success means the creature suffers the penalties listed above and gains the ability to move at one-quarter speed and attack, or move at half speed with no other action. Failure means the character cannot move; he loses his Dex bonus to AC and opponents get an additional +2 on attacks against him.
- Getting out of this water can be tricky. The passage to area 1-4 is easy to get into and requires merely the ability to move into it. The aboleth cannot follow the character easily in its normal form, although it can chase them as a bat. Climbing back onto the bridge is trickier. Getting up the 5 feet requires a **CL 5 Strength** check to jump or swim. Success allows the characters to hang from the bridge. A character attempting to pull himself up onto the bridge must make a **CL -5 Strength** or climb check. This process takes an entire round. If the character moves to the bridge first, he does not have time to pull himself up.
- Any characters that attempt to climb onto an area of the bridge that is merely an illusion get an Intelligence save. If they fail, they fall back into the water, and if they do not have a swim speed, they automatically fail their Strength check to swim for that round. If they succeed, they can make their check normally because they discover the bridge is false before they commit their weight to it.

the **CL 16 Intelligence** save against the illusion, and if he succeeds, he stands on the bridge. If he fails, he stumbles and must make a **CL 0 Dexterity** save to avoid falling into the water. If he falls, he automatically fails his Strength check to swim.

TACTICS: If possible, the squid are the first attackers. If they succeed in a grapple check, they can damage a character with their beaks and force any grappled character to make the Constitution saves for all three diseases. They use the cover of the bridge to prevent any ranged attacks. The squid are intended to be distractions and are most useful to the aboleth for their ink – any other damage they are able to do or spells they are able to draw away from the aboleth is merely a bonus.

While the characters are engaged with the squid, the aboleth uses *project image* to send a version of itself to the surface. The image sits just at the surface and tries to enslave whoever appears to be the strongest character. It takes a **CL 0 Wisdom** check to see the image of the aboleth while in battle, or **CL -5** if not in battle or otherwise distracted. If the character is enslaved, he attempts to push the other characters off the bridge.

The aboleth's goal is to get everyone into the water. It ignores those who are engaged by the squid, but if anyone falls in the water and is not engaged, it leaves the image idle and rises up to attack the character from below. If the squid ink was used, the water is clear 10 feet below the surface, but no light passes through the ink. The aboleth attempts to grapple the character, pulling him underwater and keeping the grapple in place until the combination of drowning, energy drain, and blood loss kills the character. It has four tentacles and is willing to use them all – once it has begun its attack, it tries to place itself in a position where it won't have to move to grab another character should a second character move into range.

The aboleth may also sow confusion by using *veil* to disguise all the characters as evil creatures and then *project image* to create the illusion of other attackers. *Hypnotic pattern* would also be useful for reducing the number of opponents actively engaged in the battle if the aboleth decides to emerge.

Once the aboleth feels it has the upper hand, or once all the squid have been killed and the party looks like they may move on, it rises partially out of the water to press the attack. If the party appears interested in

fleeing, it creates the illusion of doors slamming shut with *mirage arcana*. It then attempts to win the situation by brute force, occasionally trying to create more distractions with its illusions or enslave abilities.

If reduced to 0 hit points, the aboleth dives into the water, assumes slime form (instead of mist), and sinks to the bottom of the pool, settling into the muck in solid form. If the characters can find the vampiric aboleth and stake it, they can kill it forever. The image duplicate disappears. If left alone, the aboleth returns to full strength after one hour and one minute.

VAMPIRE ABOLETH. (This creature's vital statistics are HD8d12, 52 hp, AC 18, lawful evil. Its primary attributes are physical and mental. It attacks with its four tentacle slams, which receive +2 to hit, doing 1d6+10 damage and inflict Blood Drain and Slime on the victim. Its special abilities include those of Vampires and Aboleths. See the "New Monsters" appendix for more information. XP: 3,301).

SUMMONED LARGE SQUID (1D6): (These creatures' vital statistics are HD7d8, 36 hp each, AC 19, neutral. Their primary attributes are physical. Their 8 tentacle touch attacks per round do no damage. A target hit by 2 tentacles must make a Strength save (add 1 to the CL for each tentacle beyond the second) or take 1d6 dmg per round from constriction. Once per round, the squid can bite a target it has constricted, doing an additional 1d8 dmg. Each round, a constricted target can attempt another Strength save to break free. A tentacle can be severed by doing 5 points of damage to it (this does not count against the monster's total hp). Once a day, a squid can also eject a cloud of ink, similar to a darkness spell underwater. XP: 557 each).

BLINDING SICKNESS: Ingested; **Constitution CL 1;** 1d3 days incubation; 1d4 Str damage; every time character receives 2 or more points of damage from the disease he must make another Constitution save or be permanently blinded.

FILTH FEVER: Injury; **Constitution CL -3;** 1d3 days incubation; 1d3 Dex and 1d3 Con damage.

RED ACHE: Injury; **Constitution CL 0;** 1d3 days incubation; 1d6 Str damage.

AREA 1-7A – THE GREEN ROOM: Read or paraphrase the following:

You see what must have once been an impressive, comfortable room, at least if one were comfortable with such dreary colors and spectacularly evil, contorted furnishings. The grotesque remains of several chairs, couches, and tables sit in various poses of decay, underneath rotting, amber tapestries and several disintegrated rugs. A niche on the west wall contains a large bed behind more moldering curtains.

There is little of value or interest in this room, but there is no shortage of danger. The curtains that cover the bed niche is actually a disguised mimic that attacks the moment the curtains are touched. A **CL 7 Intelligence** save allows characters to recognize the curtains as something more sinister. If the characters move into area 1-7B, the mimic moves a bit closer and becomes a rolled-up rug in an attempt to get the characters' attention. If they leave without approaching it, the mimic resumes its place on the bed.

MIMIC (1): (This creature has the following vital statistics: 7d8HD, 35hp, AC 15, neutral. Its primary attributes are physical. Its slam attack does 3d4 dmg + Adhesive [breaking free takes a Strength save and inflicts 1d8 dmg]. Any creature held by the adhesive is automatically crushed for 1d8+2 dmg per round. Its special abilities include Adhesive, Mimic, Darkvision 60 and Immunity to Acid. XP: 830).

AREA 1-7B – STORAGE ROOM: Read or paraphrase the following:

A ten-foot-long passage leads into this unadorned storage area. Three large rugs are rolled up and stand against the walls, and two exquisite tapestries hang from the north and south walls. Everything is, as far as you can tell, in nearly perfect condition, though it's no surprise since the air in here, while stuffy, is nowhere near as poisonous and dank as everywhere else you've been in this dungeon.

The door leading to this room forms a snug seal, and thus the room's contents were kept almost completely intact, spared the ravages of time and damp air that have so nearly destroyed the rest of the rugs and tapestries in Srihoz crypt. The tapestries are of excellent quality, and worth upwards of 300 gp each, but the rugs are the real prize. Supposing that they can be carried out of the dungeon at 500 pounds apiece, and the party lives to enjoy their haul, these rugs should fetch at least 1,000 gp each in any fair market, and a large city market or a private collector might offer double that or more for each rug.

AREA 1-8A – A VERY WARM WELCOME: Read or paraphrase the following:

On the eastern end of this passage, barely visible in the torchlight, you can see a large sculpture relief of a face. It is human and almost comical – its mouth is barely open in a half-grin, and its two beady, yellow eyes seem to gleam with a beckoning glow— jewels, perhaps. Two pairs of empty alcoves are placed along the sides of the corridor before the sculpture.

Thirty feet from the face is a magical trap, which triggers *mass suggestion* to indicate that the gems are even more valuable than they truly are. Once anyone is within 15 feet of the face, the lower jaw, which is hinged, clanks open and a huge maw belches forth three powerful rays of fire. Anyone examining any part of the corridor will notice the blackened lines that show something very hot was traced along the walls (**Wisdom CL -5**). When the fire shoots out, PCs get to make a Dexterity save to avoid the damage.

Making the Dexterity save means diving into an alcove, but these alcoves are also rigged with *suggestion* traps. Each trap is customized for a certain type of character, though they trigger for anyone entering the alcove. For various reasons, as described below, a character that fails a Charisma save for the *suggestion* will step out into the blast and will not be allowed a Dexterity save.

The first alcove on the left is for clerics or paladins, and it causes characters that fail their Charisma save to place their faith in their deity – and thus step out into the fiery rays, foregoing a Dexterity save. The second alcove is for wizards and illusionists, who step out into the fire to prove that it is not real. The third alcove, or the first on the right, is targeted to fighters and barbarians and encourages them to walk backward through the corridor. The



fourth alcove is targeted toward assassins, rogues, and bards, and encourages them to place their face right before the mouth to see how the trap works, which also negates their Dexterity save. Note that a character does not automatically trigger a *suggestion* meant for his character type. The alcove a character dives into depends on which he was closest to when the *scorching rays* burst out.

TREASURE: Two amber sculpted eyes worth 500 gp apiece.

Scorching Ray TRAP: automatic reset (1 round delay); Save: Dexterity CL 11, 12d6 fire dmg, CL to Find is 13, Remove Traps CL 9.

Suggestion TRAP #1: automatic reset; spell effect (*suggestion*, 11th-level wizard, Charisma CL 11, -5 to save for clerics and paladins, "My god will protect me."); CL to Find is 9, Remove Traps CL 9.

Suggestion TRAP #2: automatic reset; spell effect (*suggestion*, 11th-level wizard, Charisma CL 11, -5 to save for wizards and illusionists, "The fire is just an illusion."); CL to Find is 9, Remove Traps CL 9.

Suggestion TRAP #3: automatic reset; spell effect (*suggestion*, 11th-level wizard, Charisma CL 11, -5 to Charisma save for characters with Int 10 or lower, "If I walk backward the fire won't hurt me."); CL to Find is 9, Remove Traps CL 9.

Suggestion TRAP #4: automatic reset; spell effect (*suggestion*, 11th-level wizard, Charisma CL 11, -5 to Charisma save for assassins, bards, and rogues); CL to Find is 9, Remove Traps CL 9.

Mass Suggestion TRAP: automatic reset; spell effect (*suggestion*, 11th-level wizard, Charisma CL 11, "Those gems are priceless."); CL to Find is -1, Remove Traps CL -1.

AREA 1-8B – GREAT BLACK PIT: The door leading into this area is stuck and requires a CL 8 **Strength** check to push open. Anyone

participating in the effort must make a CL -3 **Dexterity** save to avoid falling into the pit that comprises the room. The fall causes 2d6 damage. Once the door is open, read or paraphrase the following:

The moment you open the door you feel only emptiness ahead. A vast, deep pit stretches from the threshold of this door to the threshold of another door at least 30 feet away. The pit is approximately 20 feet deep and covered in uninterrupted masonry.

The bottom of the pit is not stone, it is steel laid over with a sheet of stone tiles and mortar, so that even expert eyes could not detect that it is only a thin panel of stone with metal beneath. The steel panel, when struck, triggers four spouts (hidden behind stone covers that easily flip open) to belch forth the rank, poisonous water from area 1-6, filling the pit in 18 feet of water within 8 rounds. A few tiny drains and a siphon system empty it again and pipe the water back to area 1-6 within three days.

Anyone caught in the water finds it very difficult to stay above water while the pit fills up. A CL 5 **Strength** check is required to swim to stay above water, and CL 10 is required to get back to the surface if the character gets pulled down. Any characters in the water with untreated wounds or who receives an injury in the water must make all three diseases' Constitution saves against infection.

WRETCHED WATER TRAP: automatic reset; multiple targets (all targets in a 10-ft.-by-5-ft. pit); never miss; disease (see below); CL to Find is 5; Remove Traps CL 5.

BLINDING SICKNESS: Ingested; Constitution CL 1; 1d3 days incubation; 1d4 Str damage; every time character receives 2 or more points of damage from the disease he must make another Constitution save or be permanently blinded.

FILTH FEVER: Injury; Constitution CL -3; 1d3 days incubation; 1d3 Dex and 1d3 Con damage.

RED ACHE: Injury; Constitution CL 0; 1d3 days incubation; 1d6 Str damage.

AREA 1-9A – CHAMBER OF SUMMONING: Read or paraphrase the following:

This room is barren, but not unmarked. The stones of the walls and floors are chipped and scored, and black, sooty blast-marks can be seen everywhere, as though some great battle had been fought within. The walls bear no devices, paintings, tapestries or writing, and there is no furniture or ornament. The floor is littered with weapon shards and a few scraps of armor beneath the same blanket of dust that covers the floor itself. The only feature of note is a crescent-shaped niche in the north wall, with a single curved step projecting out from it. The niche is ten feet high and, like the ceiling, ends in a graceful curved vault. Like the rest of the crypt, the stonework is exceptional, smooth and perfectly fitted, with subtle, gothic details evident in friezes that run across the tops of the walls and the intricate ribbing in the vaulted ceilings. There is a faint whiff of brimstone in the air.

There is a secret door in the east wall which is visible after a CL 10 **Wisdom** check.

Srihoz had at one time used this chamber for his planar traveling, but as the ages slipped by, he tired of this and instead tweaked the magics that controlled his portal, leaving it as a delightful “welcoming party” for any guests in his crypt.

DEVELOPMENT: The moment anyone enters the room through the door in the south wall (opening the secret door in the east wall has no effect), the summoning begins. A *summon* spell is automatically triggered and, in the niche, a vroock demon appears in 1d4 rounds. The demon is quite angry and not at all pleased at being summoned. It attacks the first creature it sets eyes on with incredible ferocity.

TACTICS: The vroock starts out by attempting to summon dretches to aid it during round 1. It will scarcely wait to engage the characters beyond round 2, pouncing as soon as it has finished the summoning. Its screech and spore attacks work best when it has closed on the group. It can hurl up to twelve creatures standing within 10 feet of one another into a wall for 1d6 damage with *telekinesis*. It will often focus on shoving the defenders of a good cleric or companions of a paladin into the pit room behind them, allowing it to attack others without distraction. If the demon falls to 10 or fewer hit points, it *teleports* to escape from the area. If the demon escapes, it leaves the party alone and tries to find a way back to its own plane.

VROCK: (This creature’s vital statistics are: HD8d8, 40hp, AC 20, chaotic evil. Its primary attributes are physical. It attacks with two claws, each for 1d4 dmg, and two talons do 1d8 dmg, and bite does 1d6 dmg. Its special abilities are flight, darkness, detect invisibility, teleport without error, telekinesis, gate, half damage from cold, electricity, fire, and poison, Spell Resistance 11, and only harmed by cold iron or better weapons. Darkvision 60’, XP: 970).

SUMMONED DRETCH (2D10): (These creatures’ vital statistics are HD2d8, 10hp each, AC 16, chaotic evil. Their primary attributes are physical. They attack with 2 claws for 1d6 dmg and a bite for 1d4. Their special abilities include: Summon Dretch 35% 1/day, Scare 1/day, stinking cloud 1/day, Only harmed by Cold Iron or better weapon,; Darkvision 60’, Half damage from cold, electricity, fire, poison, Telepathy 100’, XP: 40 each).

AREA 1-9B – FALSE DOOR: This door opens to a small niche about two feet deep, which is meant to deceive anyone peeking beneath the door. When it is opened, a trap is sprung. The person opening the door is struck within an amber stasis field, which allows him to be stored for later consumption by Srihoz. Anyone else is affected by the dust trap, which is also triggered by the door opening. The traps are distinct and must be discovered and disabled separately.

Additionally, when the dust trap is triggered, the second seal in area 1-18 is activated. With a **CL 0 Listen** check characters can tell that there is some activity in another part of the dungeon after the trap was sprung. If the dust trap is disabled, this secondary effect is also nullified.

Once Srihoz sees the characters move through the passage to the north of this area, a solid sandstone door falls shut behind them. Anyone within 5 feet of the door may attempt a **CL 0 Dexterity** check to get back under the door, but failure by more than 5 means the character receives 5d6 damage and is stuck under the door.

2” SANDSTONE DOOR: 2” thick; half damage per hit; hp 30; lift **CL 13**

SCRYING STONE: When anyone passes through this area it activates a scrying stone, which is a small amber stone embedded in the masonry, hidden in the remains of the plaster. A **CL 5 Wisdom** check is required to find the stone. It has 10 hit points, so it is fairly easy to destroy. So long as it remains, Srihoz has the option of observing those moving through this area as per the spell *scrying*, but he needs no material components and can do this from any location as a free action. While using the scrying stone Srihoz is unaware of his immediate surroundings. Identifying the purpose of the stone requires a **CL 5 Intelligence** check by a spellcaster.

AMBER STASIS FIELD TRAP: automatic reset; magical trap imprisons the victim within an amber field of force for 1d4 days. While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. A **CL 5 Dexterity** save avoids the stasis field; **CL to Find is 17, Remove Traps CL 13.**

UNGOL DUST TRAP: manual reset; gas; multiple targets (all targets in a 20-ft.-by-5-ft. corridor); never miss; poison (ungol dust, **CL 0 Constitution** save resists or victim loses 1 Cha temporary and must save again 1 minute later or lose 1d6 Cha temporary plus 1 Cha permanent drain); **CL to Find is 9; Remove Traps CL 1.** Market Price: 9,000 gp.

AREA 1-9C – PIT TRAPS: Three of the same traps that were found in area 1-1A have been placed in this passage.

PIT TRAP: manual reset; **CL 5 Dexterity** save avoids; 40 ft. deep (4d6, fall); **CL to Find is 5; Remove Traps CL 5.**

PIT SCYTHE TRAP: automatic reset; Atk +20 melee (2d4+8 dmg); **CL to Find is 6; Remove Traps CL 3.**

AREA 1-10A – THE BLACK CHAPEL: Read or paraphrase the following:

A long staircase descends down the sloping floor, between two rows of massive, granite seats hewn into the living rock. The walls are painted with mock marble veins, in various shades of red, brown, and amber. As the staircase goes down, so does the floor of the room; the seating is tiered like a small theatre. Scraps of tapestries hang in cobwebs of rotting strands from the rectangular pillars that frame this dreary chamber. A half-circle dais rises from the floor at the far end of the room, providing a bit of a stage. It is flanked left and right by two more disintegrating tapestries, black with grime and rot. A gleaming altar sits in the midst of the dais, utterly black. Its surface is smooth and featureless. Everything in this room is coated with dust, nearly an inch thick.

The altar is the central item of interest in this room, and the most dangerous. Anyone approaching it will immediately notice two large ruts in the floor behind it, in an arc. The ruts are the result of the altar being swung backwards across the floor on an axis hinge, which should be obvious to anyone who notices the ruts. Touching the altar with one hand triggers the *vampiric touch* trap, and touching it with both hands triggers the *shocking grasp* trap.

On top of the altar is a circle made of what appears to be magical symbols. A **CL 12 Intelligence** check by a spellcaster determines that there is a permanent *teleportation circle* spell in effect on this area—but it only affects inanimate objects. Any inanimate object placed on the altar disappears; living or undead beings are not moved this way. The object appears in Srihoz's inner crypt. Characters can try to send an explosive through the spell. If they are successful, they destroy the effect and cannot try again. Objects passed through the *teleportation circle* appear in the chest to the east of area 1-26. If an item teleports, Srihoz investigates after 4 rounds to see what has appeared. An explosive which goes off in round 5 to 10 after it arrives will do damage to him.

The secret door can be located with a **CL 0 Wisdom** check.

TREASURE: Any who successfully move the altar back at least three feet (**CL 7 Strength** check to move it 1 foot) will not find their efforts unrewarded. A cubbyhole under the altar reveals 3 *potions of gaseous form*, 2 amber and gold jewels (1,000 gp), and a history of the kingdom of Srihoz written at the end of his reign, worth 300 gp to a historian or collector. Players can make a **CL -5 Decipher Script** check to skim the book, which reveals most of the information contained in the background section of this module. In fact, if the GM and players are interested in the back-story, the GM can just read the background section to the players as the synopsis of the book. Skimming the book takes about 10 minutes.

SCRYING STONE: When anyone passes through this area it activates a scrying stone, which is a small amber stone embedded in the masonry, hidden in the remains of the plaster. A **CL 5 Wisdom** check is required to find the stone. It has 10 hit points, so it is fairly easy to destroy. So long as it remains, Srihoz has the option of observing those moving through this area as per the spell *scrying*, but he needs no material components and can do this from any location as a free action. While using the scrying stone Srihoz is unaware of his immediate surroundings. Identifying the purpose of the stone requires a **CL 5 Intelligence** check by a spellcaster.

Vampiric Touch TRAP: *automatic reset; 2d6 negative energy damage, CL 5 Dexterity save negates; CL to Find is 15, Remove Traps CL 15.*

Shocking Grasp TRAP: *automatic reset; spell effect (shocking grasp, 5th-level wizard, 1d8+5 electricity damage, CL 5 Dexterity save negates); CL to Find is 17, Remove Traps CL 13*

AREA 1-10B – SPITTING IMAGE: Read or paraphrase the following:

A tight passage leads back to a narrow, rectangular room. More deep ruts are gouged in the stone floor all along the length of the passage and the room. They lead to a tall figure standing upright in the corner, hands outspread in a gesture of attack.

The tight passage allows only one Small- or Medium-sized creature to pass at a time. This room holds Srihoz, or at least an excellent facsimile thereof: it's a statue, obviously created in such a way as to not be merely symbolic, but a perfect copy of Srihoz. In times when the living still served him, Srihoz's servants would push the statue out onto the dais in the chapel to be worshipped. If the statue is carefully inspected (**Wisdom CL 3**), a removable ring will be found. It's a *ring of protection +2*, easily removed with a bit of a tug.

AREA 1-11 – THE ABYSS: Read or paraphrase the following:

The passage ends in a steel-capped platform, which extends a few feet over the edge of a seemingly bottomless, natural abyss. The platform is roughly circular and about forty feet across. A powerful wind swirls around, seeming to blow mostly upwards, carrying an odor of dampness. Four large, iron rings are driven into the stone around the walls of the abyss, one each in the north, east, south, and west walls. None are within easy reach. Two other corridor openings can be seen in the north and south walls, and a natural passage is visible some thirty feet down, in the west wall. The northern corridor opening is about fifteen feet higher than the passage where you currently stand.

This abyss extends approximately 270 feet down to the waters of the sea, which are at the same level as the sea that pounds against the cliffs to the east. By an unknown system of fissures and underground rivers, some of which are even deeper than the surface, the water reaches this far into the rock – though how much deeper the abyss continues under the water even Srihoz does not know.

PCs who attempt to climb the walls of the abyss suffer from the effects of the powerful winds. Any character attempting the Climb or Scale check must make a **CL 4** check due to the wind (**normally CL 0**). Characters move at one-quarter their normal movement, or half if they are willing to accept the -5 penalty to the check. Every 1d8 rounds a particularly vicious gust of wind pulls at any characters on the platform or the walls, requiring a check to avoid falling (**CL 5 Climb or Scale** if on the walls; **CL 5 Dexterity** if on the platform).

Anyone falling into the chasm takes 20d6 damage, unless they can fly or *feather fall*, but managing such gymnastics will be tricky. The constant, swirling winds in this chasm – a product of yet more natural passages and openings in the rock much further down – can easily dash a flying creature to paste against the razor-edged rocks that make up the walls of the abyss. When the stronger gust that pummels those on the platform hits anyone who is flying, they must make a **CL 10 Dexterity** save or get pushed 1d4x10 feet in a random direction. Roll 1d6 to determine the direction: 1 = up, 2 = down, 3 = east, 4 = north, 5 = west, 6 = south. If this pushes a flying character into a wall, he takes 2d6 damage from slamming into the sharp rocks. Anyone who cannot direct his or her flight, as with *feather fall*, automatically fails the Dexterity save.

The iron rings in the walls are firmly driven into the rock. They can take up to 800 lbs of sudden weight, and hold indefinitely.

AREA 1-12 – CRUSH OR SLIDE, YOU DECIDE: Characters immediately encounter the *grease* trap listed below. If the stairs are *greased*, the characters must make a **CL 8 Dexterity** check or be unable to move (see sidebar below for description of this spell). A failure by 5 or more means the character has slipped, and must make a **CL 8 Dexterity** save (with a circumstance bonus of +2 to the check per 5 feet of stairs climbed) to catch himself before falling down the chasm. The stairs are 25 feet long altogether, so a character that slips at the bottom of the stairs must make a **CL 8 Dexterity** save or fall, while someone at the top of the stairs gets a +10 bonus.

Once the party has made it past the stairs, read or paraphrase the following:

An intricately designed iron staircase, red with rivers of rust, climbs in a winding way. At the top a large, oval room greets you, arresting your interest immediately. The walls are busily painted with detailed scenes of six awe-inspiring mansions and keeps, standing like imperious lords over wide swathes of land, fields filled with chattel servants and slaves. Several of the mansions appear different than anything you've ever seen in this part of the world, and the people too appear strange – both remind you, perhaps, of the architecture and customs of those mythical eastern kingdoms the sages speak of, usually to disinterested ears in pubs after closing time. There are also three identical wooden doors, each bound with brass in the same beautiful and complex pattern, along the north wall.

The door handles are somewhat worn, like a normal, well-used door might be. Of course, this is all part of the ruse. A **CL -10 Wisdom** check discovers script written in an inward spiral in the center of the room, covered by dust. The text is in the older dialect, requiring a **CL -10 Decipher Script** check. It reads:

*The wise weigh numbers like the heavenly wheel.
And fools guess by tricks or feel.
The reward is great for choosing well.
For choosing poorly, your reward is hell.*

TYPICAL SRIHOZ: there is no correct guess. Opening any of the doors starts a staccato clacking sound, which is the sound of the stairs collapsing into a 45-degree ramp. It takes two rounds for the last stair to collapse, and the change in the stairs is immediately obvious to anyone who looks after one round. At the end of the second round, the stairs are now entirely a ramp and the ceiling collapses. Bits of the ceiling rain down through the passage. Due to the falling debris, a **CL 0 Dexterity** check is required to keep footing on the ramp, and the Dexterity save to catch oneself before plunging into the chasm is 30 minus 2 per 5 feet of ramp. If the *grease* effect is dispelled, instead use a **CL -3 Dexterity** check and a straight **CL 0 Dexterity** save. In either case, failing the Dexterity save means 1d6 points of falling damage and a plunge into the chasm below.

GREASE, LEVEL 1 WIZARD SPELL: A *grease* spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Dexterity save or fall. This save is repeated on your turn each round that the creature remains within the area. A creature can walk within or through the area of *grease* at half normal speed with a second Dex save if the first succeeds. Failure means it can't move that round (and falls down if the save failed by 5 or more).

The spell can also be used to create a *greasy* coating on an item. Material objects not in use are always affected by this spell, while an object wielded or employed by a creature receives a Dexterity save (use the wielder's save) to avoid the effect. If the initial saving throw fails, the creature immediately drops the item. A saving throw must be made in each round that the creature attempts to pick up or use the *greased* item. A creature wearing *greased* armor or clothing gains a +10 bonus on grapple checks made to resist or escape a grapple or to escape a pin.

CT 1, R 50 ft, AoE one object or a 10' square, **Sv Dexterity, SR no, Comp V, S, M-** a bit of butter or pork rind.

Grease TRAP: automatic reset; spell effect (*grease*, 8th-level wizard, **CL 8 Dexterity** check for footing, fall if fail by 5 or more); **CL to Find is 11; Remove Traps CL 11.**

DROPPING CEILING: ceiling moves down (12d6, crush); multiple targets (all targets in a 20-ft.-by-50-ft. room); never miss; onset delay (2 rounds); **CL to Find is 5; Remove Traps CL 1.**

AREA 1-13A – TENTACLE TWO-STEP: Read or paraphrase the following:

You see two long pools inset into each passage wall. Each pool is an identical, mirror image of the other. The marble lip of the pool is fashioned into a series of anonymous, leering faces and snake-like appendages. The liquid in each pool is still and clear. There is a damp smell of stagnant water in the air.

As soon as at least two characters enter the center of the room, a magical trap springs into motion.

Black Tentacles TRAP (2): no reset; this magical trap causes 1d4+7 black tentacles to appear, attempting to grab and constrict any nearby creatures. It has a +7 to hit (a touch attack) and does 2d6 damage per round to a target it hits unless the target makes a **CL 7 Strength** save to escape its crushing grip (a new save is given each round before damage is dealt). Up to 6 tentacles can target a single creature per round. **CL to Find is 14; Remove Traps CL 14.**

AREA 1-13B – SRIHOZ'S PRECIOUS EARTH: Read or paraphrase the following:

A staircase of black and grey marble disappears into a large chamber filled with heaps of blasted, ugly earth. The walls are stained with dreary, black water stains running down from the vaulted ceiling, yet the walls are flat and featureless. The room smells powerfully of damp earth and rot.

This is the earth Srihoz uses to revivify himself. It is precious to him, and it is guarded. The more observant or sensitive among the party immediately sense the penetrating aura of evil and hatred that fills the air like a poison. It is the blind insanity of all the angry spirits who have been absorbed into the ash guardian, Srihoz's way of guaranteeing that his earth will not be threatened. After the characters take a few steps, flakes of blackened, soil-like ash rise from the ground and form a cloud of hatred. The creature has few tactics, and focuses entirely on attacking living beings that come near it.

ASH GUARDIAN: (This creature's vital statistics are: HD11d12, 82hp, AC 13, chaotic evil. Its primary attributes are mental. It attacks with 4 incorporeal touch attacks for 2d6 negative energy dmg or 1 special attack; Its special abilities include: Death Knell, Doom Gaze, Enervation, Slay Living, Waves of Fatigue, Circle of Death, Steal Essence, Unnatural Aura, Vulnerable to Sunlight, Incorporeal, only hit by +1 or better weapons. Spells: ray of enfeeblement at will; fear 3/day. See the "New Monsters" appendix for more information. XP: 4,252).

AREA 1-14A – SRIHOZ'S SECRET SARCOPHAGUS, OUTER CHAMBER: Read or paraphrase the following:

This small, square room is painted floor to ceiling with strange, abstract visions of a disturbingly lurid and grotesque nature.

Victims are sacrificed in a variety of hideous fates, and their blood runs in rivers into a giant, devilish maw below, taking a different form in the paintings on each wall. The floor is caked in at least an inch of dust, apparently undisturbed in centuries.

The paintings, as much as Srihoz enjoys such depictions of his own unholy lust and evil, are meant to be a distraction to any seeking the secret door in the north wall, which is particularly well-hidden (CL 15 Wisdom check to find). It has not been opened by anyone in over five hundred years – in fact, not since the dungeon’s construction was completed. The next secret door also requires a CL 15 Wisdom check.

AREA 1-14B – SRIHOZ’S SECRET SARCOPHAGUS, INNER CHAMBER: Read or paraphrase the following:

These walls are bare, indicating a more perfunctory purpose. A set of thick, iron bars stands between you and a simple, black granite sarcophagus on the other side.

This sarcophagus is filled with some of the earth from the outer room, and it is this that is most precious to the vampire lord. This is where he repairs his strength, and it is here he retreats if somehow bested in battle. The iron bars are three inches thick and extremely well anchored into the stone floor and ceiling. The sarcophagus is sealed with *lock* and the granite is lined with steel on the inside and capped at each corner, making it very difficult to damage with even the most powerful blow. It is also completely fireproof (magical or natural).

DEVELOPMENT: If Srihoz has been reduced to 0 hit points, he will be inside this sarcophagus regaining his power. Until an hour passes from the moment he reached 0 hit points, he is unconscious and unable to respond to the characters’ attempts to penetrate his final retreat. However, once an hour has passed, he begins regenerating hit points again at a rate of 5 per round, so it will only take a few minutes for him to regain his full strength. He is no fool, however, and will ensure that when he emerges, he has spells ready and a plan to finish off these foolish intruders. That plan will depend largely on what resources he has left and what strengths he has observed in those who are still alive, but hiding and picking off a few people with *dominate* is his preferred method.

IRON BARS: 2 in. thick, minimum dmg per hit; hp 60; Break Strength CL 10.

REINFORCED GRANITE SARCOPHAGUS: 1 ft. thick; minimum dmg per hit; hp 180

AREA 1-15A – SILENT GUARDIAN: Read or paraphrase the following:

Ten feet along this corridor, in a wide niche, stands a statue of a fearsome demon warrior. It looks to be carved from a solid block of marble, except for the cruel, steel greatsword in its stone hands.

Attempting to pass the statue will summon the spirit of the Champion, Srihoz’s personal bodyguard who rose to become his closest advisor, now bound to his service in the afterlife as well. Characters get a CL 10 Wisdom check to notice a shadow or ripple descending over the statue; those who fail are surprised. The Champion will inhabit the statue and fight to the death, or at least until the PCs go back the way they came.

The secret door can be detected with a CL 5 Wisdom check.

TACTICS: A powerful, undead creature powers the possessed statue, so it will tend to punish good clerics or paladins more severely than other characters. Ultimately, however, its goal is to push back the group. It will not pursue them if they retreat back the way they came. It will pursue them if they move deeper into the crypt.

For the most part, the Champion is most comfortable using the “body” of the stone mount to attack, avoiding doing anything to call attention to its true nature as an undead servant. It can only use the greatsword while “riding” the statue. If its mount is destroyed or rendered unusable (see below), the Champion will shift to the more standard ghost attacks.

STONE MOUNT: The statue is a special wondrous item crafted to allow a specific ghost to “ride” it. While mounting the statue, the Champion is unable to fly and has a movement rate of 20 feet. The statue takes minimum damage per hit, has 85 hit points, and any attacks at the ghost while it rides the statue hit the rock rather than the ghost unless the attack is from the ethereal realm. With a successful CL 5 Intelligence check by a spellcaster, a character can recognize the statue as a magic device usable by a specific ghost. If someone passes one of these checks by 10 or more, he recognizes that a piece of the ghost’s body must be in the statue near the heart; if this small bundle of bones, hair, and dried skin is destroyed or removed, the statue is no longer usable.

So long as the mount has 1 or more hit points and the bundle is in its compartment in the mount’s chest, the Champion can use the mount to wield its old sword, *Nightwatch*, which Srihoz brought back with him from the East. Srihoz gave it to the Champion for saving his life from a paladin.

FALSE DOOR: The false door in the west wall contains an amber stasis field trap, just like the one at area 1-15B (see that area for details).

TREASURE: *Nightwatch*, +2 *unholy greatsword* (any character of good alignment carrying the sword loses 1 level so long as they wield the sword). The sword does an extra 2d6 damage to creatures of good alignment.

THE CHAMPION (GHOST FIGHTER) (1): (*This creature’s vital statistics are: 10d8HD, 50 hp, AC 20, lawful evil. Its primary attributes are mental. It attacks with 1 Touch of Death or two greatsword attacks per round at +4 to hit for 2d6+4 dmg +2d6 more to good aligned creatures; Incorporeal, Touch of Death, Frightful Moan, Telekinesis, Fighter Abilities: Greatsword specialization, extra attack; XP: 2,550*).

AREA 1-15B – FALSE DOOR: When the characters encounter the portcullis at the bend in the corridor, read or paraphrase the following:

A large, iron portcullis bars your way forward. You can see steps down into a dark, open area ahead of you and a passage to a door to your left.

The portcullis is not trapped, but must be forced open in order for the PCs to pass.

PORTCULLIS, IRON: 2” thick; minimum damage per hit; hp 60; CL 10 Strength to lift.

The false door at the end of the corridor is, except where otherwise noted, identical to all other doors in the crypt, but there is a surprise. The door opens to a small niche about two feet deep, which is meant to deceive anyone peeking beneath the door, and when opened, a trap is sprung. The person opening the door is stuck within an amber stasis field, which allows him to be stored for later consumption by Srihoz. Anyone else is affected by the dust trap, which is also triggered by the door opening. The traps are distinct and must be discovered and disabled separately.

Additionally, when the dust trap is triggered, the third seal in area 1-18 is activated. With a **CL 0 Listen** check characters can tell that there is some activity in another part of the dungeon after the trap was sprung. If the ungol dust trap is disabled, this secondary effect is also nullified.

AMBER STASIS FIELD TRAP: *automatic reset; magical trap imprisons the victim within an amber field of force for 1d4 days. While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. A CL 5 Dexterity save avoids the stasis field; CL to Find is 17, Remove Traps CL 13.*

UNGOL DUST TRAP: *manual reset; gas; multiple targets (all targets in a 20-ft.-by-5-ft. corridor); poison (ungol dust, CL 0 Constitution save resists, 1 Cha temporary/1 minute later a second Constitution save is needed or the victim will lose another 1d6 Cha temporary plus 1 Cha permanent drain); CL to Find is 9; Remove Traps CL 1.*

AREA 1-16A – PRISON OF SUFFERING: Read or paraphrase the following:

This gargantuan chamber is truly a hideous and piteous sight. Nearly the entire floor is carpeted with dozens, perhaps hundreds, of the withered husks of Srihoz's many victims. Some of these unfortunate souls died recently enough to still have most of their skin intact, stretched taut across the twisted skeletons. In some places, the bodies are stacked three and four deep, and all are chained to the walls, the floor, or the single massive square pillar in the midst of this charnel nightmare. A slight odor of corruption completes the sickening experience.

There is a square hole in the northeast wall, about four feet off the floor. It is the dumping end of the chute from area 1-16B. There is an empty, locked cage in the center of the room with manacles hanging from chains inside.

This is indeed the last resting place of those servants, laborers, or captured victims whom Srihoz has consumed over the centuries. When captured, "fresh" victims are chained up here until the vampire gets to them. If carefully searched, the collection of corpses might yield a few handfuls of gp, sp and cp, and perhaps a piece of jewelry or two of minor value, but nothing else, with one exception. One of these victims, one of the more recent corpses, was a wizard, consumed in such haste that his robes were not fully searched. They still contain 2 potions of gaseous form in a leather pouch, along with a few material components and oddments: feathers, clay, two copper coins, and a bird talon, perhaps a shrike's.

The passage to 1-16B includes a pit trap much like those elsewhere in the dungeon.

PIT TRAP: *manual reset; CL 5 Dexterity save avoids; 40 ft. deep (4d6, fall); CL to Find is 5; Remove Traps CL 5.*



PIT SCYTHE TRAP: *automatic reset; Atk +20 melee (2d4+8 dmg); CL to Find is 6; Remove Traps CL 3.*

AREA 1-16B – GRISLY TORTURE CHAMBER: When the PCs come to the portcullis in the hall, read or paraphrase the following:

A large, iron portcullis bars your way forward. You can see the passage continue for about twenty feet beyond, then turn out of sight to the right.

The portcullis is not trapped, but must be forced open in order for the PCs to pass.

PORTCULLIS, IRON: *2" thick; Minimum damager per hit; hp 60; lift CL 10.*

When it is passed the PCs must get past the pit trap, which has another scythe trap at its bottom. Once the PCs reach the room beyond, read or paraphrase the following:

After the corpse-filled prison, this room hardly comes as a surprise. Wicked instruments of torture hang by the dozen from a forest of hooks lining the walls. Two thick, wooden tables, their tops stained almost black, are in the midst of the room. One is quite plain, with two pairs of cuffs mounted into it, but the other appears to be some sort of stretching device. There is a small opening in the south wall, only three feet high.

The door is the opening of a chute where the mangled remains of torture victims were dumped back down into the prison (area 1-16A) for the further shock and horror of those few victims who still lived. If the PCs closely inspect the tools, they will immediately notice that they've never seen torture instruments like these before: evil hooks and barbs, strange multi-bladed knives with amber handles... they are works of art, at least works of a perverted, cruel art. Those with the pearl handles can be sold to collectors or on the market, fetching around 50 gp apiece.

TREASURE: Four elaborate eastern torture knives (350 gp).

PIT TRAP: *manual reset; CL 5 Dexterity save avoids; 40 ft. deep (4d6, fall); CL to Find is 5; Remove Traps CL 5.*

PIT SCYTHE TRAP: *automatic reset; Atk +20 melee (2d4+8 dmg); CL to Find is 6; Remove Traps CL 3.*

AREA 1-17A – THE ANCIENT WAY: Read or paraphrase the following:

This crude passage is frightfully cramped. Only one person at a time can make their way along it. There is a stink of filth emanating from the stuffy, hot interior.

This area is different than the rest of the crypt, in that the stonework is very rough and not up to the standards Srihoz has shown in the rest of his tomb. In fact, this route predates his crypt by several hundred years.

DEVELOPMENT: Three spectres have been placed as guardians of this path to prevent people from entering area 1-17B. They attack once PCs have moved far enough along the passage to be stuck in a difficult spot. They move through the walls, attacking and settling halfway into the stone. Consider specters on the left and right of the path to have partial cover, or +2 to AC and

+1 to Dexterity saves from attacks that would be interrupted by stone. The spectres attempt to flank characters as often as possible. Note that in such cramped tunnels, large weapons like greatswords would be useless. Even medium weapons, like a longsword, would have a -2 penalty to hit (there is not enough room to swing it correctly). Short swords and smaller weapons could be used with no problem, however.

SPECTRES (3): *(These creatures' vital statistics are HD7d12, 49hp each, AC 15, lawful evil. Their primary attributes are mental. They attack with a touch doing 1d8 dmg+ Energy Drain. Their special abilities include: Unnatural Aura, Incorporeal, powerless in sunlight, XP: 1,003 each [3,009 total]).*

AREA 1-17B – RESTING PLACE OF THE HEATHEN KING: Read or paraphrase the following:

The passage finally opens up into a large chamber, probably a natural cave formation, like the passage itself. The walls are plastered and painted. Although the images are better preserved, the style is quite different from other areas you've seen, and the story being told is impossible to understand from the doorway.

In the center of the room is a massive, iron dish sitting atop four fat, iron legs. The dish is at least three feet across and appears to be filled with ash or dust. Its legs are ornately carved in a series of pictographs and various animal legends. Beneath the dish is a 4-foot x4-foot stone box; the stone is white and quite lovely. Near that is a 2-foot square stone slab with pictures in the more typical style of the crypt. An assortment of strange weapons, probably ceremonial, are leaned against the walls in what appears to be a quite deliberate arrangement. A large, iron shield with a bas-relief image of a sun shining over rolling hills has been placed prominently in the center of the weapons. It is a source of light, illuminating the room as though it were a warm, sunny day.

The characters quickly find that they cannot enter this tomb, though they can push objects into the area. A **CL 5 Intelligence** check by a spellcaster reveals that this area has been warded. A successful channeling check by a good cleric or paladin (essentially a turning check against a zero die creature) allows the party to enter. Once they enter, read or paraphrase the following:

The frescos here are a clear pictorial history. They show a paladin who entered a land controlled by a savage clan of vampires and began to destroy them one after another. His symbol is a shield, which appears to represent the protection he offered the people of this kingdom, and the magical shield he carried into battle with him. After the last vampire is destroyed, the people beg him to become their king, and after deep prayer the paladin sets aside the path of the holy warrior, takes a wife from among the people, and rules them with great wisdom. The last images show him being buried with great honor by his many sons, with all the people mourning.

A large, stone slab covered in painted plaster has been pushed into the room. In a mockery of the style of this room, its frescos show Srihoz entering the kingdom in front of a horde of barbarians, killing all the sons of the paladin, and sending the land back into ruin.

This is the tomb of a king who ruled so long ago that none

remember him. All the pictures – both the tomb's and Srihoz' extra footnote – are correct, and a **CL 10 Legend Lore** check can verify that. The dish is indeed filled with ash, the ashes of the king's burnt remains, now mingled with a considerable amount of dust and particle matter from the crumbling walls and ceiling of this cave. If it can be removed (which is unlikely), the dish and pedestal would be worth at least 2,000 gp to any museum in a large city or perhaps twice that to a private collector. The dish weighs 650 pounds. The box is made of alabaster, and has an intrinsic value of over 800 gp, but the piece, again, would be worth twice that or more to any well-funded museum.

The shield, called *Dawnfast*, is the most interesting piece in the room (see sidebar). It is the source of the ward that guards the entrance, and it also generates the effects of the spell *hallow* so long as it remains in place. If it is moved from its current location, the ward and the *hallow* effect disappear and cannot be re-created. Though powered by the magical shield, these effects are not the normal powers of *Dawnfast*, but merely protections placed on the tomb by clerics years before to protect it from tomb-robbers.

TREASURE: Jewelry in alabaster box: 3 gold necklaces, 1 golden torc, 16 golden bracelets, 11 golden rings and 39 silver rings. Total worth: 3,700 gp. Other items in alabaster box: 3 solid gold plates, 1 steel mirror, 5 pearl-inlaid ebony boxes each containing one massive pearl (900 gp value), 2 ceremonial golden daggers (blunt), 1 tiny sculpture in solid gold of a human warrior figure. Total worth: 7,500 gp plus 279 gp loose.

DAWNFAST

Dawnfast is a +2 heavy steel shield specialized to protect those who fight vampires. The wielder has immunity to *dominate* effects. It also gives its wielder the ability to cast *daylight* at will as a 9th level cleric (undead vulnerable to natural sunlight are not affected by a *daylight* spell). Finally, the wielder can ignore all affects of negative levels, though he will accumulate them and must make a Constitution check after 24 hours as normal. If he fails this check, the wielder loses levels as normal, which can result in a warrior who is fighting at full strength suddenly weakening or dying after a day passes. Value: 64,170 gp.

AREA 1-18 – CORRIDOR OF DRAINING: The three traps in this hall are opened by the trick doors in areas 1-5, 1-9B, and 1-15B. If all three of these doors are opened, read or paraphrase the following:

In front of you are three round, bronze seals, set into the floor of the passage and reaching all the way across from wall to wall. Each features a large, strange symbol inscribed in its center, and a series of runes around the outside edge. They all appear to be exquisitely wrought, and the burnished metal gleams dully in the torchlight, unaffected by the poisonous air of the dungeon.

If any of these doors have not been opened, the unopened seals are hidden by a sheet of stone and inactive, so modify the text above as is appropriate. These three “seals” are in fact three traps. Each is set with a large rune in its middle and inscribed around the edge in a script devised by Srihoz himself based on scripts he learned

while away in the distant East. This script describes what will happen, in riddling language, should anyone step, run, jump, or fly over the seals. A **CL 10 Decipher Script** check or Intelligence check by a spellcaster can identify the effects of the seals.

The seals fill the floor of the entire corridor, so it is impossible to pass through this area without passing over them. Walking, jumping, crawling, even flying over them will not help one to avoid their effects in any way. Only in gaseous form can one successfully avoid their dreadful power. Using the eastern corridor past room 1-9B is the other way to avoid them.

Once Srihoz sees the characters pass through the seals, a marble door slams shut just south of the seals. Anyone within 5 feet of the door may attempt a **CL 0 Dexterity** check to get back under the door, but missing this check by more than 5 means the character receives 6d6 points of damage and is trapped beneath the door.

SCRYING STONE: When anyone passes through this area, a scrying stone is activated. It's a small amber stone embedded in the masonry, hidden in the remains of the plaster. It takes a **CL 5 Wisdom** check to find the stone, but it has 10 hit points, so it is fairly easy to destroy. So long as it remains, Srihoz has the option of observing those moving through this area as per the spell *scrying*, but he needs no material components and can do this from any location as a free action. While using the scrying stone Srihoz is unaware of his immediate surroundings. Identifying the purpose of the stone requires a **CL 5 Intelligence** check by a spellcaster.

2" BLOOD-RED MARBLE DOOR: 2" thick; minimum dmg per hit; hp 40; **CL 15 Strength** to lift.

SEAL TRAP 1 (SOUTHERN): automatic reset; energy drain: **CL 11 Constitution** save or lose 1d4 levels for 11 hours); **CL to Find is -3, Remove Traps CL 20.**

SEAL TRAP 2 (CENTER): automatic reset; spell effect (bestow curse, 11th-level wizard, **CL 11 Charisma** save negates, -6 Wisdom damage); **CL to Find is -3, Remove Traps CL 20.**

SEAL TRAP 2 (CENTER): automatic reset; spell effect (bestow curse, 11th-level wizard, **CL 11 Charisma** save negates, -6 Intelligence damage); **CL to Find is -3, Remove Traps CL 20.**

AREA 1-19A – THE CATACOMBS: The west side of the passage above 1-18A is collapsed. Read or paraphrase the following:

The collapsed wall opening leads down a long staircase hewn into the living rock, along the wall of a gigantic chamber that, while crudely hewn, was clearly excavated by humans... or, at least, dug by something or someone other than nature. The walls, in some places rising forty or fifty feet to the ceiling, are pockmarked with hundreds of long, horizontal cubbyholes. Most of the floor is clear except for several heaps of rubble here and there.

When he slew all his servants, Srihoz had to put their corpses somewhere. The prison in area 1-16A holds just a few. Once his dungeon had been delved, Srihoz devoured all those who had worked for him, and then filled this catacomb with their bodies, interred forever or until he might feel compelled to wake a small army of undead for his hideous purposes.

A search of all the tombs would take about 2 hours. There are only two items worth noting among the dead here. A CL -5 Wisdom check in any area will result in a 5% chance that one of the items is found in that area. If the entire area is successfully searched, both objects will be found.

TREASURE: Two perfect black pearls the size of grapes (750 gp each) pocketed by a worker during the construction, though he never got a chance to sell them, and the foreman's whip, which was a +1 *whip of wounding* (18,301 gp).

AREA 1-19B – DANSE MACABRE: Read or paraphrase the following:

Yet another chamber opens up wide and gloomy, its walls lined with hundreds of dark slots where, presumably, more skeletons lie in eternal sleep. There is something gleaming slightly, dully, in the far corner of the cavern.

The gleaming is a tall, polished bronze mirror. It is seven feet tall and stands upright against the eastern wall. It is placed in part as a ruse, to lure the PCs into the middle of the room before the skeletons attack. This room holds the guards who worked in the crypt during its construction. Srihoz has recruited them to continue their task after death.

Once the PCs have moved far into the room, 5 skeletons climb out of their cubbyholes near the entrance to the cavern and slowly move in for the attack. Noticing this requires a CL -1 Wisdom check (CL 4 while in combat). The mirror creates a *mirror image* effect on all undead within 30 feet, creating 4 false images of each real creature, so the adventurers see 25 skeletons climb out and approach them. Notwithstanding the spell, there are in fact 20 more *real* skeletons that attack during the course of the melee. Every round, 5 more skeletons emerge from various areas of the walls, so after 5 rounds there are 25 skeletons appearing to be 125 skeletons.

Characters can make a CL 0 Wisdom check to realize that groups of the skeletons appear to be moving in exactly the same ways. Characters with Spellcraft can make a CL 7 check to determine that the mirror is creating the *mirror image* effect. If the mirror is shattered, the spell ends.

SKELETAL HUMAN GUARDS (25): *(These creatures' vital statistics are: HD1d12, 6hp each, AC 13, neutral. Their primary attributes are physical. They attack with a scimitar for 1d6 dmg, XP: 11 each [275 total]).*

MIRROR IMAGES (100): AC 13, if struck the image disappears. 20% of the visible skeletons are real, and 80% are simply images. Any specific attack should trigger a percentile check to determine which was targeted. Any area effects hit a distribution of the creatures in the area based on this breakdown – so if 10 visible skeletons are in the area, then there are 2 real skeletons and 8 images that are affected. When one real skeleton is destroyed, 4 of the remaining images fade away.

AREA 1-20 – WATCH THAT LAST STEP: Read or paraphrase the following:

An iron portcullis bars your way forward here. The iron bars look solid. You can see that beyond the portcullis, the patterns of the stonework on the walls is different, more complex and decorative. The ceiling is flat, not vaulted. At the end of the hallway beyond is a door.



The portcullis bars are quite brittle with age (a cheap iron to begin with). Farther on is a pressure plate that triggers 4 repeating crossbows (2 in each wall). The pressure plate is easily found, but not easily disabled. Since it's only six feet across, it looks easy to jump over. Unfortunately for anyone who tries this, the floor just past the pressure plate is a trap door that dumps the victim down an 80-foot pit directly into "the chute." So anyone surviving the fall must make a CL 2 Dexterity save at the bottom or slide down to be dumped, eventually, out of the side of the cliff onto the rocks 200+ feet below.

The door beyond is false, opening only to blank stone.

PORTCULLIS, IRON: 2" thick; minimum dmg per hit; hp 45; lift CL 10 Strength.

REPEATING CROSSBOW TRAPS (4): manual reset; Atk +10 ranged (1d6 dmg), fires 6 times before it must be reset; CL to Find is -1; Remove Traps CL 13.

PIT TRAP: manual reset; CL 5 Dexterity save avoids; 80 ft. drop (8d6, falling dmg) plus 200-ft. chute opens at the bottom (CL 2 Dexterity save or 20d6, fall); CL to Find is 5; Remove Traps CL 5.

AREA 1-21 – ONE AT A TIME PLEASE: Read or paraphrase the following:

The door opens inward to a narrow passage that extends five feet, and then ends in another door. There is room for one person to move about comfortably inside.

This pair of doors presents what appears to be a minor annoyance to the adventurers: they cannot both be opened at once. With a successful CL -3 Wisdom check a character can realize that the opposite door is not simply locked, but is, in fact, mechanically stuck closed until the first door is closed.

When the western door is shut, the trap begins to move. The floor and the ceiling are actually two large blocks 10 feet apart that immediately begin to rise (and fall) at the rate of 1 foot per round. This means they meet in the middle after 5 rounds. Since both doors open inwards, escape is only possible if the wooden doors can be broken through in less than half a minute (see stats at beginning of the adventure, on page 7).

The trap resets after 2 minutes, after which time the eastern or western door can be opened. Once one door is open, the other is locked, but there is a chance to open both simultaneously; a simultaneous opening avoids either one getting latched by the other. The character must succeed on a **CL 10 Dex** check to accomplish this. Shutting either door re-starts the trap.

The alternative is to be squashed into paste, since bracing this trap will prove virtually impossible as the stones are driven not only by mechanical force, but also by their own incredible weight. A **CL 33 Strength** check can hold them apart. The trap resets after 2 minutes, after which time the eastern or western door can be opened. An attempt to open both at the same time requires a **CL 0 Dex** check. Shutting either door re-starts the trap.

Every Small- or Medium-sized creature or character in the area past the first gives all skill checks, ability checks, attacks, and Dexterity saves a -2 distraction penalty. Use discretion on how many can fit into the space, taking into consideration armor and other equipment.

CRUSHING CEILING AND FLOOR TRAP: *automatic reset; 18d6, crushing dmg; CL to Find is 5; Remove Traps CL 10.*

AREA 1-22 – TIP-TOE: Read or paraphrase the following:

This wide room, its ceiling soaring in a beautiful web of arches, immediately presents a tantalizing puzzle. Four rows of alternating amber and cinnabar tiles, each 2.5 feet by 2.5 feet, run wall to wall across the middle of the room. Each tile, it can easily be seen, has a number carved into it in the upper left corner, starting at 1 with the nearest, leftmost tile and increasing by 1 from left to right. The numbers begin again with the next row at the left side, so the farthest, rightmost tile is 24. On the opposite side of the chamber lie three chests. Just beyond the chests is a curved alcove at the top of 3 white marble steps.

A strange phrase is carved into the northern wall just before the tiles.

At this point the PCs must make a **CL 10 Decipher Script** check to read the text, which is written in an obscure ancient northern tongue. If deciphered, it reads:

2-9-11-17-21-20-22

Add the feet or boots that tread.

Or the stones will glisten red, red, red.

Of course, the PCs can riddle all they like, but this is still Srihoz they're dealing with. He has no sense of honor or fairness; he only takes pleasure in the suffering of others. Thus, no matter what path they choose, once they've stepped past the first row, any tile will dump them straight down into a pit that leads to "the chute." After landing at the bottom, the

PC must make a **CL 2 Dexterity** save to avoid sliding down the frosty chute out into the waters of the sea.

The three chests are all trapped with poison needles, each containing three needles hidden in different places in the lock and hinges. The references below list them from southernmost at 1 to northernmost at 3.

DEVELOPMENT: The alcove is empty, but its walls are painted in a series of banded murals that run right to left and top to bottom. They depict the history of Srihoz's travels and victories in battle amongst the "barbarian" kingdoms of the East, and where he learned his magic. With a successful **CL 15 Intelligence** check by a spellcaster, a character can gain the ability to recognize certain sanguimantic (blood magic) spells when Srihoz casts them later. Read or paraphrase the following to anyone who succeeds at this check:

As you stare at the pictures, you begin to recognize bits and pieces from rumors and legends. They seem to relate information about a school of magic formed as an offshoot of necromancy, but considered perverse and sadistic even by those who reanimate the dead. Called sanguimancy, it is the art of manipulating blood. It was forbidden in these lands millennia ago, but there have long been rumors that a few of the school's masters escaped to the East. You can make out a few of the spells Srihoz learned from these drawings. It appears one of his most notable accomplishments was transforming a peasant into a vampire, who was then allowed to kill him. His servants killed the peasant, so when Srihoz rose as one of the undead, he was beholden to no one, immortal, and had the abilities to delve even deeper into his research.

TREASURE: Chest 1: *potion of gaseous form, 3 potions of cure moderate wounds.* Chest 2: 8 bottles of fine wine in excellent condition (100 gp each). Chest 3: *cursed short sword of haste (-2 to attack and damage rolls, haste while wielded, once wielded cannot be put down for 2d4 rounds), 2 bags of gold nuggets (1,000 gp each), 1 bottle of terinav root poison (750 gp).*

PIT TRAP: *manual reset; CL 5 Dexterity save avoids; 80 ft. drop (8d6, fall) plus 200-ft. chute (CL 2 Dexterity save or 20d6, fall); CL to Find is 5; Remove Traps CL 5.*

CHEST 1 POISON NEEDLE TRAP: *repair reset; lock bypass (Open Lock CL 15); CL 10 Dex save avoids the needle (1 dmg plus poison); poison (blue whinnis, CL -1 Constitution save resists, failure causes the loss of 1 Con—a second save is required one minute later or the victim loses consciousness); CL to Find is 7; Remove Traps CL 2.*

CHEST 2 POISON NEEDLE TRAP: *repair reset; lock bypass (Open Lock CL 15); CL 10 Dex save avoids the needle (1 dmg plus poison); poison (bloodroot, CL -3 Constitution save resists, there is no initial effect, but 1 minute after it strikes, the victim must save or lose 1d4 Con + 1d3 Wis); CL to Find is 7; Remove Traps CL 2.*

CHEST 3 ADVANCED POISON NEEDLE TRAP: *repair reset; lock bypass (Open Lock CL 20); CL 10 Dex save avoids the needle (1 dmg plus poison); poison (wyvern poison, CL 7 Constitution save resists, 2d6 Dmg + Paralysis for 4d6 rounds); CL to Find is 12; Remove Traps CL 7.*

AREA 1-23A – INTO THE JAWS OF THE ENEMY: Read or paraphrase the following:

A tall, oval door is set into the wall at the end of the passage. It is clearly magical. The door is filled with a silver-gray mist, gleaming and swirling. Gossamer purple beams thread the mist in a dreamlike way, flickering like silent lightning.

This door, like its twin in the opposite northern passage, is a teleportal, and each leads to the other. Unsurprisingly, there is a wrinkle: every third object, whether living or not, will be teleported to area 1-23B. The following riddle is intoned by a magic mouth spell as soon as anyone comes within ten feet of the portal:

*This portal you must bravely pass
To seek my home and resting place
But if rest you need, and time, and space,
Then be the third and see where you're cast.*

Anyone smart enough can just toss a coin or a hat or some such object through the teleportal as the third object. The mist in the teleportals thoroughly saturates any who travel through them, thus providing an even more shocking experience in area 1-24.

SCRYING STONE: When anyone passes through this area it activates a scrying stone. Like those in earlier areas, it gives Srihoz the ability to spy on the area.

AREA 1-23B – EXILE: Read or paraphrase the following:

You find yourself in a small cave overlooking the sea. You're not sure where you are, but you can tell from the terrain of the seashore that you are no longer near the crypt. As you try to get your bearings, you realize you have no idea where this cave is or what might be the road back to the crypt or civilization. But a more immediate problem presents itself: how to get out of the cave 200 feet above the sea below.

Place the location of the destination cave in a suitably remote area of your campaign setting. As a note to the CK, it may prove difficult to adjudicate a party separation where one party member is off on his own in unknown lands, attempting to make his way back. It is suggested that the affected PC be treated as deceased for the purposes of the rest of this module. If other characters use magic to contact him, he may have a limited role in the rest of the adventure unless they find a way to *teleport* him back. If not, for all intents and purposes, he is out of the game – not just for now, but until the rest of the party finds a way to contact him, or until he makes the 500+ mile trek back to civilization. If the CK prefers not to separate the party at all, there's an easy alternative: the affected PC is teleported only 500 feet away to a completely enclosed space, where he is encased in amber and rendered completely immobile. It is up to the other players to find a way to free him.

AREA 1-24 – CORRIDOR OF LIGHTNING: Read or paraphrase the following:

The teleportal dumps you out into a long, busily painted corridor. The ceiling in here is barrel-vaulted, as opposed to the gothic pointed arch you've seen so far in the other passages, and it, like the walls, is painted in great detail. The air seems drier in here, and the paintings are in far better condition for it, hardly chipped or faded at all. They depict scenes of stormy skies, starlight over restless oceans, and fog-shrouded hills under gloomy banks of cloud. The artwork runs in a continuous scene from wall to wall and across the ceiling.

The walls in this corridor are solid plates of steel with a thin veneer of painted plaster to hide their nature. The plaster, however, is thin enough to allow the conductivity of electricity. The trap goes off when anyone enters the area between the plates, approximately 10 feet from the teleportation entrance. The first person to walk between the plates is the primary target, but anyone inside the corridor or in the entrance to area 1-25A is a secondary target.

Once Srihoz sees all the characters enter the *chain lightning* trap, a granite door slams shut just in front of the teleportation portal. Finding this door before it shuts requires a **CL 15 Wisdom** check, and jumping through before it closes is possible for anyone with 5 feet of the door with a **CL 0 Dexterity** check. Missing this check by more than 5 means the character takes 10d6 damage and is caught beneath the door. Anyone within 15 feet of the door after it has shut will trigger the *dimensional anchor* trap, which prevents any sort of teleportation spell from functioning; it re-triggers every other round, choosing the closest target first.

The pit is yet another trap with scythe blades at its bottom.

3" GRANITE DOOR: 3" thick; hardness 8; hp 50; break **CL 15** (stuck); lift **CL 16**.

DIMENSIONAL ANCHOR TRAP: automatic reset; (dimensional anchor trap, prevents its target from teleporting, using dimension door, or any similar magic—there is no save); **CL to Find is 16; Remove Traps CL 16**.

Chain Lightning TRAP: automatic reset; spell effect (modified chain lightning, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, additional 1d6 electricity to any wet character (such as those passing through moisture at area 1-23A), **CL 11 Dexterity** save half damage); **CL to Find is 16; Remove Traps CL 16**.

PIT TRAP: manual reset; **CL 5 Dexterity** save avoids; 40 ft. deep (4d6, fall); **CL to Find is 5; Remove Traps CL 5**.

PIT SCYTHE TRAP: automatic reset; **Atk +20** melee (2d4+8 dmg); **CL to Find is 6; Remove Traps CL 3**.

AREA 1-25A – FALSE CRYPT: Read or paraphrase the following:

This once-sumptuous chamber is now a complete shambles. Tapestries run down the walls, torn to shreds, and several candelabras lie bent and ruined across the exquisitely tiled floor. A large sarcophagus stands open, its stone lid yanked halfway off, and several pieces of shattered furniture are scattered about.

This is a false crypt, and the mess is staged to keep any intruders interested for a bit, while Srihoz gets a good look at them. Srihoz now knows that he must take his guests seriously; since they have survived his deadly dungeon, they must be made of sterner stuff than most of the scum that come seeking to steal his treasure. As to this chamber, there is nothing of any particular value, unless the PCs can manage to get the alabaster sarcophagus out of the dungeon somehow; it's worth 2,000 gp.

The door to the north is another trapped, false door as in areas 1-5, 1-9B, 1-15B. The person opening the door is stuck within an amber stasis field, which allows him to be stored for later consumption by Srihoz.

The concealed eastern door is covered by furniture and tattered tapestries, and can be found with a successful **CL -5 Wisdom** check – it's not a secret door so much as a door obscured by the clutter in the room. Magic that locates secret doors will reveal its presence.

SCRYING STONE: When anyone passes through this area it activates a scrying stone, like the others in the dungeon. Srihoz will spy upon the party here, trying to learn more about them.

AMBER STASIS FIELD TRAP: *automatic reset; magical trap imprisons the victim within an amber field of force for 1d4 days. While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends. A CL 5 Dexterity save avoids the stasis field; CL to Find is 17, Remove Traps CL 13.*

UNGOL DUST TRAP: *manual reset; gas; multiple targets (all targets in a 20-ft.-by-5-ft. corridor); poison (ungol dust, CL 0 Constitution save resists, 1 Cha temporary/1 minute later a second Constitution save is needed or the victim will lose another 1d6 Cha temporary plus 1 Cha permanent drain); CL to Find is 9; Remove Traps CL 1.*

AREA 1-25B – TINY PASSAGE:

The passage is fairly narrow, though the masonry is the same high quality as anywhere else in the crypt. After a slightly wider area, the passage turns south and dead-ends in a small hall. There is nothing of note to grab your eye, other than several dozen small holes in the walls on your right and left.

The orifice through which the PCs must travel is a tiny pipeline, only 2 inches wide and 10 feet long; it leads to Srihoz's crypt. A careful search of the walls must be made to find it, for there are dozens of similar holes leading into the rock, and only one leads to the crypt. Standard searching will not reveal the shaft unless the character searching has darkvision or another ability to see through the darkness into the chamber beyond. With this ability, the character can use a **CL 3 Wisdom** check to find the correct hole. Otherwise, the characters will have to use something more creative, such as a pebble with *light* cast on it, a 10-foot pole, or some other similar technique.

Srihoz can navigate the pipeline in gaseous form. When the characters reach this point, Srihoz will begin preparing for battle by casting spells on himself and his golem. The group can make a **CL 0 Listen** check to hear him speaking. If any character succeeds at this by 10 or more, and is a spellcaster, he can make a follow-up Intelligence check (**CL 0 + spell level**) to assess the spells being cast.

AREA 1-26 – THE BLACK CRYPT OF SRIHOZ: Read or paraphrase the following:

Simply entering this massive, gloomy chamber is awe-inspiring, and you cannot shake the feeling that you are in fact stepping back in time – centuries, or millennia perhaps. A cross-shaped antechamber leads through to a huge, circular cenotaph, where a massive, black coffin sits upon a black, marble dais, surrounded by

tall, black candelabras, which ignite seconds after you enter. The entire crypt is filled with a red and amber-hued dusk. A vaulted ceiling soars fifty feet above the floor, the red light picking out the ribs of stone like bones in a gruesome panoply of death—an inescapable impression in this crypt. Flanking the entrance are two pairs of octagonal columns covered in panels of amber; eight more circle the cenotaph. The walls glow in the gloom, covered in wide ribbons of cinnabar and stamped brass panels.

The two niches 10 feet past the entrance are each hung with a gigantic, brass seal. These two seals create a 5-foot wide antimagic field through which the PCs must pass to reach the sarcophagus. This field functions as the spell *antimagic shell* cast by an 11th level wizard.

At the southern point of this field is a locked chest. The chest is the target point of the *teleport object* spell from area 1-10A.

CHEST: *half damage per hit; 15 hit points; Open Locks CL 10.*

There are two small treasure compartments hidden beneath floor tiles just north and south of the dais, each found with a **CL 2 Wisdom** check.

The dais step – but not the dais itself – has a pressure plate that activates a *ghoul touch* trap. Anyone who knows it is there can skip that step, and characters can make a **CL 0 Wisdom** check (**CL 5** if they are in combat) to notice that Srihoz always avoids this step.

The controls for the doors in areas 1-1A, 1-9B, 1-18, and 1-24 that have shut the PCs inside throughout the crypt are in the coffin itself.

The amber golem hides in the amber columns to the north of the entrance, using its material to blend into this scene. It takes a **CL -3 Wisdom** check to notice the golem there.

DEVELOPMENT: The golem attacks when it is attacked, but otherwise gives no indication that it is active. Srihoz emerges from his coffin quickly once the group is in the antimagic field. At that point, you can read or paraphrase the following:

The black coffin lid slides to the side, exposing a satin lining. A man is lying inside, a man whose face you recognize from the frescoes that fill the crypt. He rises stiffly from the coffin, pivoting up on his heels without bending his legs or moving the arms that cross his chest. Before you can completely take in the image, he has turned and opened his arms to you. “Welcome, my friends,” he says. “I am glad you could make it for dinner.”

He wears purple and crimson silk robes that flow around him elegantly, arranged and embroidered in a striking fashion. Night flowers twist in gorgeous patterns around stylized, glittering dragons. The robes would add an exotic majesty to a farmer, but Srihoz stands before you in imperial grandeur, the likes of which you've never seen among the flaccid kings of the living. His triangular beard lies close and black against his grayish-purple skin, matching the style of his hair, close-cut against the scalp. Srihoz is incredibly handsome. A cruelly beautiful smile curls his mouth, affording you a quick sight of his long teeth. Gleaming, ice-blue eyes stare at you with unflinching strength, and unfathomable wisdom and intelligence. His expression speaks more of genuine amusement than aggression, and is truly unsettling.



TACTICS: The golem moves to get everyone within its *amber prison* cone in preparation for attack. The vampire will remain where he is, hoping to draw a few spells into the antimagic field. Area spells cast in the antimagic field still work in the area of effect not covered by the field, but ranged touch attacks are blocked by the invisible field.

Srihoz begins preparing once the characters have uncovered the secret door in area 1-25A. If he manages to get enough time to prepare, the encounter is even more deadly. He continues to prepare until he has completed his routine, and if the characters have still not entered his crypt by then he begins casting spells through the tiny passage – the best one to use in the narrow passage is *fireball*. Another option is to cast *dispel magic* on a character who has been magically altered to fit through the passage. (In such circumstances, the character should be treated as though he has been crushed by a full-sized passage shrinking to 2 inches, taking 14d6 crushing damage.) If the characters interrupt Srihoz, he stops preparing and moves into battle tactics.

Here are Srihoz's preparations by round:

Round 1: Drinks *potion of protection from arrows*

Round 2: Drinks *potion of magic circle against good* (no good summoned creatures can enter the circular, domed area around Srihoz's coffin, +2 AC against attacks by good characters, +2 on saves against attacks by good characters, blocks possession and mental control by good characters).

Round 3: Drinks *potion of heroism* (+2 on attacks, saves, and checks).

Round 4: Casts *minor globe of invulnerability* on himself (no spells of 3rd level or lower affect Srihoz or a 5-foot radius around him if cast by someone OUTSIDE the globe—spells cast by those inside the globe function normally).

Round 5: Casts *stinking cloud* (this fills the entire area, except the antimagic field, and forces characters to make a **CL 11 Constitution** save each round or be nauseated for as long as they remain in the cloud and 1d4+1 rounds after).

All these effects are nullified while the characters are in the antimagic field. Srihoz's benefits are also missing in this area, as are his supernatural attacks and the golem's *amber prison* ability. At the same time, the party's casters will be not useful inside the antimagic field, nor will any magical weapons, though ranged weapons will regain their magical effect once they leave the antimagic field.

Srihoz's strategy is fairly straightforward. While in the antimagic field or just before it, the amber golem attempts to capture or smash the characters. The golem retains its immense strength and natural damage reduction in the field, while the characters may find themselves lacking many of their most critical items.

Any who step outside of the antimagic field to engage Srihoz directly will be targeted with his *dominate* ability or hit with *bloodlust*. If the character appears to be a good cleric or paladin, Srihoz uses *create vampire spawn* or *create vampire* on them to change their alignment to evil, robbing them of their divine abilities – in particular their ability to turn undead (though they will still be able to rebuke undead). With luck, he may also control the new undead creature.

If Srihoz is successful in getting the characters to attack one another, he casts *blood elemental* to capture the damage into another tool for his use. Meanwhile his familiar Laza the imp will be moving about invisibly, attacking occasionally.

If Srihoz feels threatened, he climbs the walls to the ceiling 50 feet above. Anyone using magic to follow is struck with *dispel magic*. Meanwhile, he uses ranged attacks and gives his

familiar some touch attacks to deliver on his behalf. Without the golem, the antimagic field is actually the safest place for the party. If the group manages to destroy the golem and refuses to leave the antimagic field, Srihoz summons bat swarms and uses them to drive the PCs from the field.

Ultimately, Srihoz doesn't want to close until the situation seems in his favor. If pressed, he engages the characters with his slam attack, but he would rather strike from a distance with spells and servants to weaken the party first. He has a special hatred of good clerics or anyone who can turn undead, and goes out of his way to attempt to drain them, enjoying the irony as they rise to serve him later.

As with all vampires, once Srihoz has been reduced to 0 hit points, he transforms into a mist and flees. He heads for area 1-14B via a small 2-inch passage at the very top of the ceiling, which emerges into area 1-13B. If the characters do not find and destroy him within one hour, he rises again, fully healed. Within two minutes of his regeneration, Srihoz finds the characters, and attacks them. Srihoz is not an idiot, however – if he is obviously outmatched, he makes every effort to escape. However, he will not flee unless it is clear there is no chance of victory; his vanity will not suffer fleeing until absolutely necessary.

TREASURE: *Amber columns:* 336 amber panels 10 feet tall worth 200 gp each; **CL 0 Dex** check to remove them without breaking; broken panels are worth half (for speed, do 5 checks, for each check a number of panels is broken equal to 5 + difference between Target Number and result). *North dais compartment:* 2 leather bags containing 980 gp each, 3 emeralds (100 gp each), 2 tourmalines (100 gp each), 1 silver dagger w/ 3 pearls in handle (580 gp), 1 solid amber disk (5") with Srihoz's seal (300 gp in value as gem, 900 gp to museum, scholar, or school for added historical value). *South compartment:* 1 leather pouch containing 371 pp, 1 ornately carved ebony box (30 gp) containing 66 pp, 1 silver necklace with 22 amber beads (250 gp), 1 masterwork bronze figurine of museum quality (250 gp).

In addition, if the characters move Srihoz's coffin they find an old spellbook, which identifies all the spells Srihoz has learned in the school of sanguimancy. If the characters destroy this book, they have destroyed this school of magic in the west – something a paladin's or good cleric's god would certainly want. If the characters retain this book or copy the spells into their spellbooks, any sorcerers, wizards, or other arcane spellcaster may draw upon these spells for regular use. The characters could also sell this book; while worthless in normal markets, the book would sell for 15,000 gp to a museum, scholar, or private collector for its historical value or up to 40,000 gp to an evil wizard or sorcerer for the magical value. See page 27-29 for some of the new spells in the spell book.

DAIS STEP Ghoul Touch TRAP: *automatic reset; (ghoul touch, CL 3 Strength save negates); Failure causes victim to be paralyzed for 1d6+2 rounds; CL to Find is 12; Remove Traps CL 12.*

AMBER GOLEM (1): *(This creature's vital statistics are; HD14d10, 80hp, AC 26, neutral. Its primary attributes are physical. It attacks with 2 slams for 3d10 dmg each. Its special abilities include; Amber Prison, Construct traits, requires +2 or better weapons to hit, darkvision 60 ft., immunity to magic, low-light vision. See the "New Monsters" appendix for more information. XP: 5,920).*

SRIHOZ, VAMPIRE HUMAN WIZ11: *Srihoz's vital statistics are: HD 11d12, hp 77, AC 26 (28 vs. good), lawful evil. His primary attributes are mental and physical. He attacks by 2 Slams for 1d6+2 dmg + Blood Drain or by spell. His special abilities include: Blood Drain, Energy Drain, Children of the Night, Dominate, Create Spawn, Alternate Form, Gaseous Form, Spider Climb, Requires +2 or better weapons to be hit, Electrical Resistance: Half damage, Fighter Abilities (as 11th level fighter), Magic Use: As an 11th level Wizard, Vampiric Vulnerabilities, All saves are +1 from cloak (+2 more from circle of protection vs. good, +2 more from Heroism potion); XP: 7,022).*

Possessions: Cloak of resistance +1, hand of the mage, tome of clear thought +2, pearl of power (2nd level spell), bracers of armor +5, potion of heroism, potion of magic circle against good, potion of protection from arrows, ring of protection +1.

Spells Prepared: 6/6/5/5/3/2/1

0th— acid blood*x2, open/close, message, ghost sound, detect magic

1st— boil blood* x2, magic missile x2, comprehend languages, shield

2nd— bloodlust* x2, levitate, see invisibility, mirror image

3rd— dispel magic x2, fireball, flesh to blood*, stinking cloud

4th— blood elemental*, fear, minor globe of invulnerability

5th—create vampire spawn*, feblemind

6th—create vampire*

**New Sanguimancy Spell described in the appendix*

LAZA, IMP FAMILIAR: *(This creature's vital statistics are: HD1d8, 5hp, AC 15, lawful evil. Its primary attributes are mental and physical. It attacks with its Bite for 1d4 dmg or stinger for 1 dmg + poison. Its special abilities include flight, poison, darkvision 60, Spell Resistance 3, Invisibility, Requires Silver or better weapons to hit, Regenerates 1hp/round. XP: 20).*

NEW ITEM: HAND OF THE MAGE

This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will. Value: 1,000 gp; XP value 250.

NEW ITEM: POTION OF HEROISM

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and ability checks. The effect lasts 30 minutes. Value: 400 gp; XP value 200.

WRAPPING UP

The characters still have to make it back out of the crypt. Any traps that were not disabled remain as deadly as ever. In addition, any creatures the PCs left alive or did not encounter remain, except for the demon in area 1-9A, which will not be summoned while Srihoz is unconscious. If the PCs have destroyed Srihoz read or paraphrase the following once they are outside the crypt:

Even as you made your way back through the crypt there was a feeling that the air was lighter, even cleaner. As you emerge into the fresh air, even the frigid sea tang feels invigorating. Perhaps purely by coincidence, you can already see a few birds riding the wind along the cliff. While this once-poisoned land will never be lovely, it has already begun to become healthy once more.

If they did not destroy Srihoz, read or paraphrase the following when they make their way outside of the crypt:

You have escaped with your lives, but a feeling of dread still hangs over you. The sky and the sea are both a dreary gray, and in the east a large, black storm approaches. You will have a long trek back to civilization, but you will not be sorry to leave this blighted area behind you. You only hope that when you make it back, you can shed the chill that seems to cling to your bones, though part of you worries that it's not the cold wind that makes you shiver. No fire will ever be warm enough to set your mind at ease.

If Srihoz survives, he hunts down the characters as a matter of pride. He can become a recurring enemy, dominating their friends and destroying those they love in order to torment and weaken them.

REWARDS

If the characters overcome but do not destroy Srihoz, they receive only half the reward for the encounter, as they have now enraged the vampire and subjected the world to his wrath once again. Destroying the vampire's spellbook earns the party an XP reward of 5,000— but if Srihoz is alive, it also ensures his undying wrath.

APPENDIX 1: NEW MAGIC

SANGVIOMANCY

This school of magic found its origins as a specialization of necromancy. Many of its practices retain the use of negative energy, but over time, the mages who first studied blood and its intrinsic power realized that there were specific qualities of blood that transcended its applications among the undead. Indeed, many sanguiomancers began to theorize that vampires were not simply undead, but rather a hybrid between undead and another sort of creature altogether.

Their work made both good clerics and necromancers nervous, as the sanguiomancers pushed into strange and uncharted areas of dark magic. This peculiar political alliance made it possible for western kingdoms to force these mages to end their works and recant or flee to more remote regions. The priests and necromancers succeeded in ending the perceived threat to their own power, but in the process, they created another community in the East that could continue to study this field unchecked.

Srihoz learned a great deal from these sanguiomancers, but it would be a mistake to call him the greatest sanguiomancer alive. If you are interested in continuing to explore the exiled sanguiomancers in your campaign, Srihoz's spellbook could contain references to those who have mastered some of the higher levels of the school, and even reference to a great plan for conquest, of which his invasion was only a test.

For sanguiomancy to work it requires blood, and only certain creature types are available. Fresh blood that has not dried is also a valid target for most sanguiomantic spells, although the results of the spell may change. For example, casting *create vampire spawn* on blood splattered on a creature will not transform that creature into a vampire spawn, but changes the blood into vampire spawn blood. A valid sanguiomantic target must be a living animal, magical beast, or humanoid. Most undead are not valid targets, but vampires and vampire spawn are a notable exception. Most elementals are not valid targets, but a blood elemental is a valid target for sanguiomancy. Plant creatures are also not valid targets.

Listed here are the spells that Srihoz has mastered and written into his spell book:

ACID BLOOD Sanguiomancy
LEVEL: Sor/Wiz 0 **COMPONENTS:** V, S
CASTING TIME: 1 **RANGE:** Touch
TARGET: Any valid sanguiomantic target
DURATION: 1 min.
SAVING THROW: Constitution (harmless)
SPELL RESISTANCE: Yes

This changes the target's blood to an acid. This blood is harmless to the target, but any time the target creature receives bludgeoning, piercing, or slashing damage everyone adjacent to this character receives 1 point of acid damage from blood spatter. The weapon that did the damage also receives 1 point of acid damage. If a natural weapon caused the damage, then the attacker receives the damage. The target is not immune to acid damage, only the damage from his own blood.

BOIL BLOOD Sanguiomancy
LEVEL: Sor/Wiz 1 **COMPONENTS:** V, S, M
CASTING TIME: 1 **RANGE:** 50 feet
TARGET: 1 valid sanguiomantic target per three levels, no two of which can be more than 30 ft. apart.
DURATION: Instantaneous
SAVING THROW: Constitution to avoid Constitution damage
SPELL RESISTANCE: Yes

The target receives 2d4 fire damage as his blood literally boils in his veins. If the target fails the Constitution save, then he also receives 1 Con damage. For every three levels, another target can be added, so at sixth level 2 targets are affected, and at ninth level 3 targets are affected. So long as the spell can be cast, at least one target can be affected by it.

Material component: blood and a flame.

BLOODLUST *Sanguiomancy*

LEVEL: Sor/Wiz 2 **COMPONENTS:** V, S, M
CASTING TIME: 1 **RANGE:** 150 feet.
TARGET: Any valid sanguiomantic target
DURATION: 1 round/level (D)
SAVING THROW: Wisdom
SPELL RESISTANCE: Yes

The target enters a condition exactly like a barbarian's primal fury (+2 Dmg, +2 to Wisdom save, -2 AC, -2 Intelligence checks). During this time, the target must attack the nearest valid sanguiomantic target, and will perform whatever attack is most likely to cause blood loss – energy attacks, for example, will not be used, but a dagger is fine. If no bloodletting attacks are available, the target attacks the nearest person with his bare hands. A successful save avoids the ability modifiers and the mental effect. A barbarian in primal fury is at a -4 to the Wisdom save to avoid this affect, but he does not receive additional combat and Wisdom save adjustments. After the spell ends (either by being dismissed or through its duration expiring), the target is fatigued for the same number of rounds as he was affected by the spell.

Material Component: bloodroot

FLESH TO BLOOD *Sanguiomancy*

LEVEL: Sor/Wiz 3 **COMPONENTS:** V, S, M
CASTING TIME: 1 **RANGE:** Touch
TARGET: Any valid sanguiomantic target
DURATION: Instantaneous
SAVING THROW: Constitution
SPELL RESISTANCE: Yes

At the caster's touch, the skin and muscle of the target turn to blood. A target that fails a Constitution save receives 1d6 damage plus 1 point of Str and Con damage for every three levels of the caster due to blood and muscle loss.

Material component: Leather dyed in blood.

BLOOD ELEMENTAL *Sanguiomancy*

LEVEL: Sor/Wiz 4 **COMPONENTS:** V, S, M
CASTING TIME: 1 **RANGE:** 150 feet
TARGET: Any valid sanguiomantic target can be the source of blood elemental hit points (see below)
DURATION: 2d4 rounds (D)
SAVING THROW: None
SPELL RESISTANCE: No

This spell gathers all the hit points lost from valid sanguiomantic targets in the area of effect in the form of a large collection of blood that hovers in mid-air, about three feet from the ground. "Hit points lost" includes any damage done to a valid sanguiomantic target. The damage can be inflicted by melee, magic, or ranged attack – traps and poisons also count. The damage must occur within the range of the spell.

Once the duration of the spell has ended, the collection of blood becomes a blood elemental with hit points equal to the number of hit points collected by the spell. The blood elemental follows the caster's mental instructions, but it cannot leave the range of the spell. Its power depends on how many hit points it collected during the duration of the spell before it formed.

The caster can choose to end the spell as a free action to stop the elemental from gathering more hit points and immediately have the elemental become active. It moves on the caster's initiative regardless of whether the full duration of hit point gathering is used. The blood elemental has all elemental traits, and is considered of the elemental type with the "blood" subtype. A blood elemental attacks via a slam attack. The elemental dissipates in the same number of rounds as it gathered hit points – so an elemental that gathered hit points for six rounds will fight for six rounds, and an elemental that gathered hit points for one round will fight for only one round.

The creature's prime is physical.

HP	HD	SIZE	ATTACK	AC	SPECIAL
1-8	1d8	Sm.	(1d4)	12	Requires +1 or better weapons to be hit
9-20	3d8	Sm.	(1d4+1)	12	
21-35	5d8	Med.	(1d6+2)	13	<i>Blood leech</i>
36-45	7d8	Med.	(1d6+3)	13	
46-60	9d8	Lrg.	(1d8+4)	13	<i>Improved blood leech</i>
61-70	11d8	Lrg.	(1d8+5)	13	
71-80	13d8	Lrg.	(1d8+6)	14	Requires +2 or better weapons to be hit
81-90	15d8	Lrg.	(1d8+7)	14	
91-100	17d8	Huge	(2d6+8)	14	
101-110	19d8	Huge	(2d6+9)	14	<i>Envelop</i>

Additional HP: Every 10 HP over 110 is an additional +1 attack, +1 damage,

Blood leech: A supernatural ability to draw blood through the skin after a successful slam attack; Constitution save by target or take 1d4 Con damage (lost Constitution returns 1/day).

Improved blood leech: A more forceful pull on the target's blood after a successful slam attack, Constitution save by target or 1d6 Con damage.

Envelop: After a successful slam attack, the blood elemental can automatically make a grapple attempt. If successful, the target suffers improved blood leech every round and begins drowning in a number of rounds equal to his current Con.

Material component: Glass vial of blood, broken at casting.

CREATE VAMPIRE SPAWN

Sanguiomancy

LEVEL: Wiz 5 **COMPONENTS:** V, S
CASTING TIME: 1 **RANGE:** 50 feet
TARGET: Any valid sanguiomantic target
DURATION: 1 round/level (D)
SAVING THROW: Charisma
SPELL RESISTANCE: Yes

The target becomes a vampire spawn for the duration of the spell. If the target fails the Charisma save, it is under the control of the caster, as *dominate person*. The following changes take place to the character, regardless of the success or failure of the Charisma save:

- Alignment is now evil.
- No constitution score, +4 Str, +2 Dex.
- Type is undead.
- Gain special attacks: blood drain, domination, energy drain as a vampire.
- Gain special qualities: gaseous form, spider climb.

Because the character is technically dead for the duration of the spell, any defense against death magic applies to this spell.

Dispel magic, *wish* and *remove curse* spells will remove the effects of this spell prematurely.

CREATE VAMPIRE

Sanguiomancy

LEVEL: Wiz 6 **COMPONENTS:** V, S
CASTING TIME: 1 **RANGE:** 50 feet
TARGET: Any valid sanguiomantic target
DURATION: 1 min./level (D)
SAVING THROW: Charisma
SPELL RESISTANCE: Yes

The target becomes a vampire for the duration of the spell. If the target fails the Charisma save, it is under the control of the caster, as *dominate person*. The following changes take place to the character regardless of the success or failure of the Charisma save.

- Alignment is now evil.
- No constitution score, +6 Str, +4 Dex, +2 Int, +2 Wis, +4 Cha.
- Type is undead.
- Gain special attacks: blood drain, domination, and energy drain.
- Gain special qualities: alternate form, requires +2 or better weapons to be hit, gaseous form, half damage from electricity, spider climb.

Because the character is technically dead for the duration of the spell, any defense against death magic applies to this spell.

APPENDIX 2: NEW MONSTERS

AMBER GOLEM

NO. ENCOUNTERED: Solitary or Gang of 2-4

SIZE: Large

HD: 14 (d10)

MOVE: 20'

AC 26

ATTACKS: 2 slam attacks do 3d10 dmg each

SPECIAL: Amber Prison; Construct traits, requires +2 or better weapons to hit, Darkvision 60 ft., Immunity to magic, low-light vision

ALIGNMENT: Neutral

SAVES: P

Intelligence: None

TYPE: Construct

TREASURE: 14

XP: 4,800 +14

AMBER PRISON: the amber golem can emit a 10-foot cone of amber-colored energy. Anyone in range of this effect must make a **CL 14 Dexterity** save or become trapped in an Amber Stasis Field Trap.

An amber golem is a variant on the standard stone golem, using the semi-precious material as a replacement for the standard granite or marble. Amber is not as heavy as stone, so the golem does not need to be as strong, but it is even more resistant to magic. *Stone to mud* or *stone to flesh* have no effect on the amber golem, as it is not made of stone. Amber golems are more pleasant to look at than most stone golems, and are often considered as much a work of art as a useful magical guardian or tool. As such, they are usually not kept in areas where there is an expectation of a great deal of combat. Although powerful, amber golems are most often symbolic rather than practical, as most wizards would not risk damaging such a valuable creation.



ASH GUARDIAN

NO. ENCOUNTERED: Solitary

HD: 11d12

MOVE: 30' (60' fly)

AC: 13

ATTACKS: 4 incorporeal touch attacks do 2d6 negative energy dmg or 1 special attack;

SPECIAL: Death Knell, Doom Gaze, Enervation, Slay Living, Waves of Fatigue, Circle of Death, Steal Essence, Unnatural Aura, Vulnerable to Sunlight, Incorporeal, Spells

SAVES: M

ALIGNMENT: Chaotic Evil

TYPE: Undead

TREASURE: 11

XP: 3,350 +11

The ash guardian is a creature of dust, earth, and ash created when soil is fouled with the remains of innocent victims burned en masse; their angry spirits infest the earth itself with an unimaginable thirst for revenge. Ultimately, the wrath of these spirits congeals into a single entity capable only of hate and evil. The ash guardian is usually found in the "special" earth belonging to a vampire. Most vampires find the ash guardian to be as good or better a protector for their precious earth than anything they could engineer, so it is left to its own devices as a de facto guardian of their sacred earth.



COMBAT

The ash guardian attacks ferociously and has little regard for its own safety. It acts purely out of anger, trying to inflict as much suffering as possible. Its magic is an extension of its dark will, so the ash guardian uses spell-like abilities as easily as its incorporeal touch attack.

DEATH KNELL: an Ash Guardian can spend its turn to kill a dying foe to gain another hit die (this increases hp, bonus to hit, saves, caster level, etc).

DOOM GAZE: target must make a Charisma save or suffer -2 to all attack rolls for 10 minutes.

ENERVATION: the Ash guardian can shoot a black ray at a target, causing the target to lose 1d4 levels/HD.

SLAY LIVING: 3/day it can touch a foe, which must make a Constitution save or die (success means they only take 3d6 dmg).

WAVES OF FATIGUE: 3/day it can generate a debilitating 30' cone of negative energy, draining 2 Strength and Dexterity from all targets (a target is only affected once and must rest 8 hours to recover).

CIRCLE OF DEATH: 1/day all creatures of 8HD or less within 40' must make a Constitution save or die.

SPELLS: *ray of enfeeblement* at will; *fear* 3/day;

STEAL ESSENCE: whenever the Ash Guardian kills a victim, it heals 12 damage

UNNATURAL AURA: all animals within 30' must make a Charisma save or flee in terror.

VULNERABLE TO SUNLIGHT: in true sunlight, an Ash Guardian can only make 1 attack per round, and cannot attack or use special abilities in a round it moves.

INCORPOREAL: only hit by +1 or better weapons.

VAMPIRE ABOLETH

NO. ENCOUNTERED: 1

SIZE: Large

HD: 8 (d12)

MOVE: 10 ft (20 ft if it only makes 2 attacks) (60 ft swim)

AC: 18

ATTACKS: 4 Tentacle Slams (1d6+10 +Blood Drain, Slime)

SPECIAL: Blood Drain, Slime, Energy Drain, Children of the Night, Dominate, Create Spawn, Alternate Form, Slime Form, Spider-Climb, Enslave, Spell-like Abilities, Fighter Abilities, Vampire Vulnerabilities, +2 or better weapons to hit, Electrical Resistance (half), Darkvision 60'

SAVES: P

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Undead

TREASURE: 8

XP: 2,885 +8

BLOOD DRAIN: A target hit by a tentacle must make a Strength save or be bitten, taking 1d4 dmg per round while the creature heals that same amount. Once bitten, the victim does not struggle.

SLIME: After every hit, victim must make a Constitution save or become an aquatic creature in 1d4 turns (*heal* or *wish* cure this, *remove disease* stops it before the process completes).

ENERGY DRAIN: a victim of a Blood Drain attack also loses 2 levels or HD.

CHILDREN OF THE NIGHT: 1/day the vampire aboleth can summon swarms of bats, 1d6 large squid, or 1d6 sharks.

DOMINATE: The victim of this gaze must make a Charisma save at -2 or be permanently *charmed* by the vampire Aboleth.

CREATE SPAWN: The vampire aboleth can choose to raise one of its slain victims as a vampire under its control.

ALTERNATE FORM: : The vampire aboleth can transform into a bat or shark for an indefinite period—even *true seeing* will not reveal the creature for what it really is.

SLIME FORM: The vampire aboleth can turn into a cloud of slime that functions exactly as a *gaseous form*—except underwater. It automatically assumes this form if reduced to 0 hp.

SPIDER-CLIMB: Vampire aboleths can adhere and climb any surface.

ENSLAVE: The vampire aboleth can permanently dominate and control a victim unless they make a Wisdom save (*remove curse* ends this).

SPELL-LIKE ABILITIES: Vampire aboleths can use *hypnotic pattern*, *illusory wall*, *mirage arcana*, *persistent image*, *programmed image*, *project image*, and *veil* as a 16th level Illusionist.

MUCOUS CLOUD: All creatures within 30' of the vampire aboleth underwater must make a Constitution save or become unable to breath air for 3 hours.

FIGHTER ABILITIES: As an 8th level fighter. Weapon specialization: Tentacles is already figured into its combat statistics.

VAMPIRE VULNERABILITIES: Holy symbols, garlic, or mirrors cause vampire aboleths to recoil for 1d4 rounds, natural daylight immobilizes a vampire and permanently destroys it in 6 rounds; a stake through the heart will kill it—but it will rise again if the stake is removed.



VAMPIRIC BLOOM

NO. ENCOUNTERED: 1-6

SIZE: Large (swarm)

HD: 4d8

MOVE: 0'

AC: 12

ATTACKS: Swarm attack- 1d8 dmg (1d4 vs. standing targets); poison barbs 1d4 dmg plus poison;

SPECIAL: Lacerate: Poison; blindsight 20'; camouflage; low-light vision;

ALIGNMENT: N;

SAVES: P

TYPE: Plant

TREASURE: 1

XP: 120+4

Vampiric blooms are purplish-pink flowers with moving thorny branches that grow to about a foot in height. A typical group of these plants is about 10 feet across. They thrive on blood rather than water, and because they are a created plant, they are not found in nature, except where they have overgrown their original planting. Many necromancers or sanguimancers keep them for their morbid beauty and their value as guards.

COMBAT

Vampiric blooms attempt to poison anyone who comes near them in the hope they will collapse inside the swarm. Any creature prone inside the swarm will be lacerated so that the blood can feed the swarm.

CAMOUFLAGE: camouflage enables the vine to surprise opponents on a roll of 1-7 on a d8

LACERATE: target that has been knocked down can be severely cut, bleeding out doing 1d4 Constitution damage unless target makes a Constitution save.

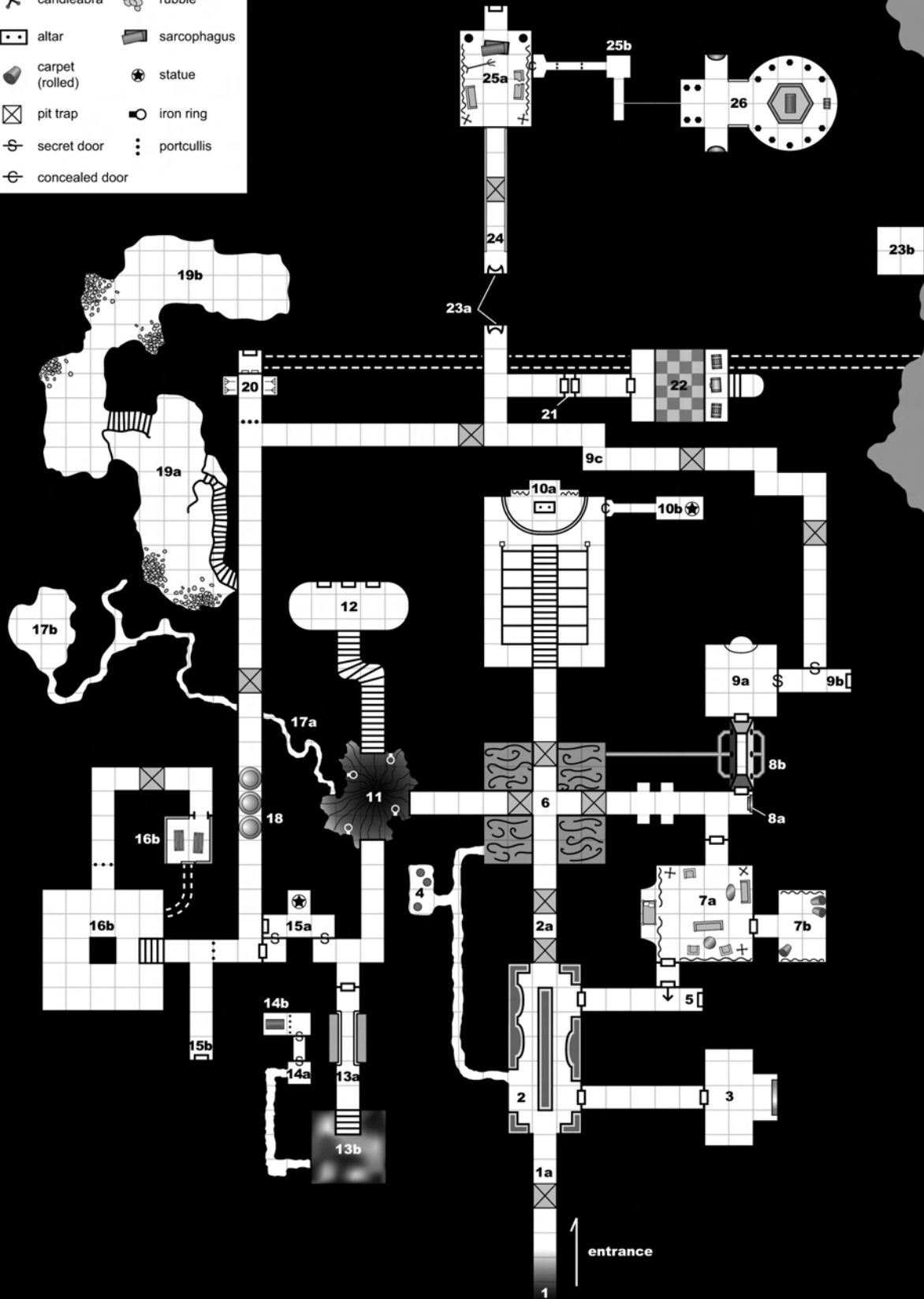
POISON BARBS: target must make a Constitution save or lose 1d4 Strength, and make another save 1 minute later or fall asleep for 1 hour. These barbs are shot at a range of 10'.

SWARM ATTACK: 1d8 dmg (1d4 vs. standing targets); plus target must make a Strength save or be knocked down.

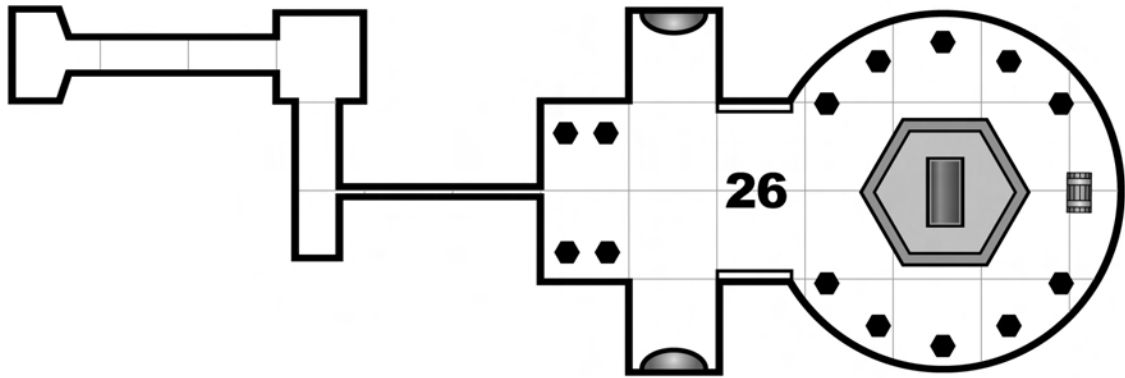
The Dread Crypt of Srihoz

Key

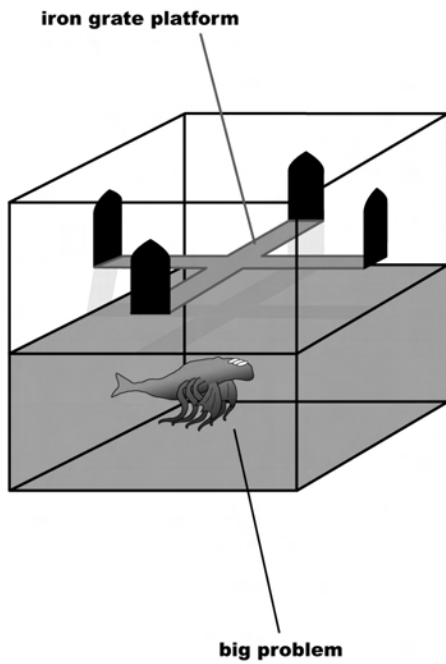
- | | | | |
|--|-----------------|--|-------------|
| | teleport | | tapestry |
| | candleabra | | rubble |
| | altar | | sarcophagus |
| | carpet (rolled) | | statue |
| | pit trap | | iron ring |
| | secret door | | portcullis |
| | concealed door | | |



**Srihoz' crypt:
Close up**

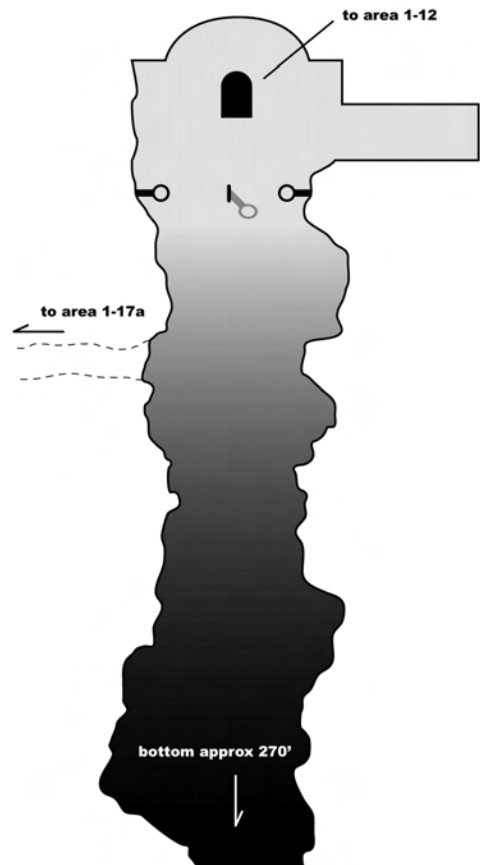


**Area 1-6: Aboleth's Lair
Close-up**



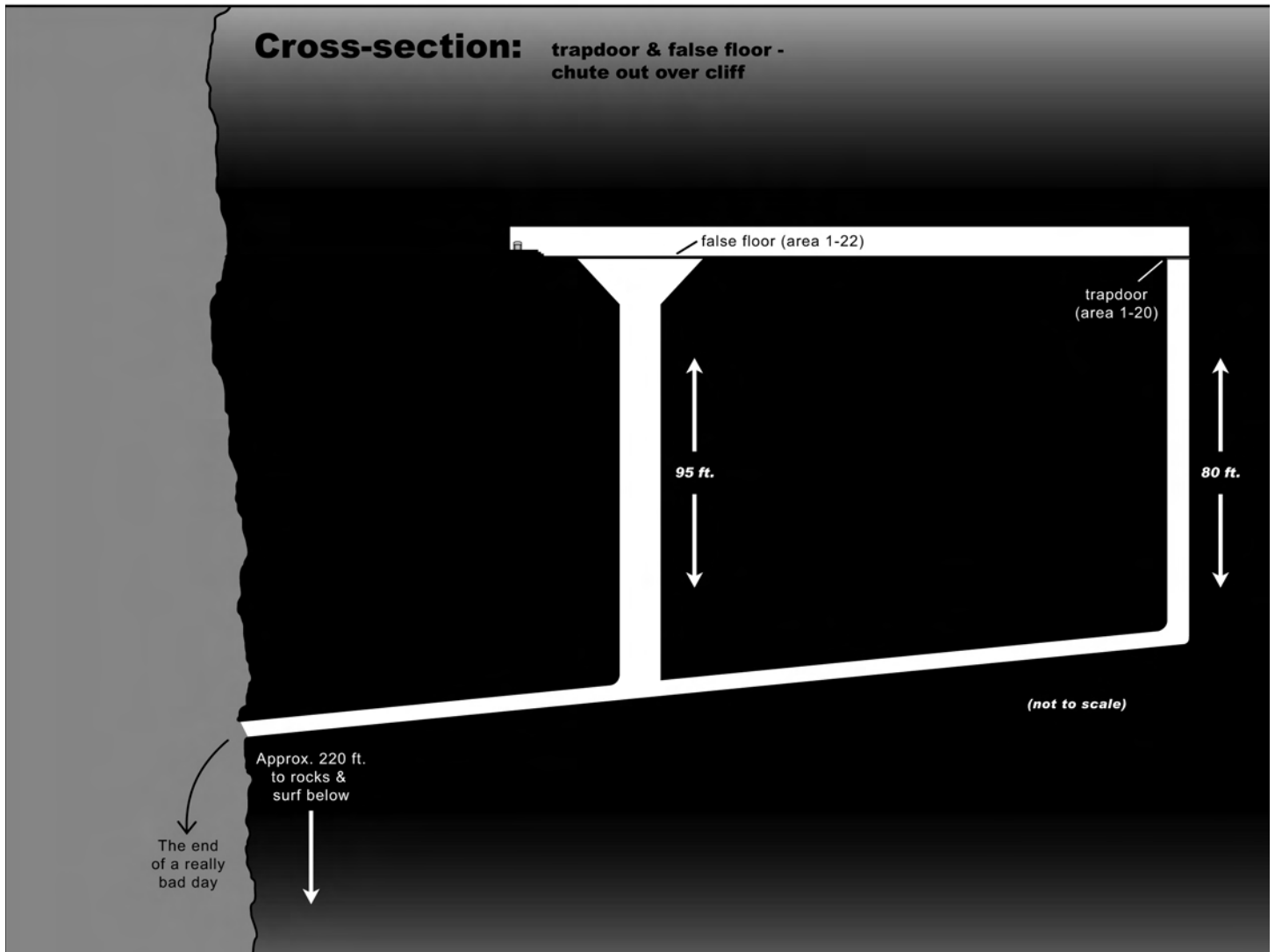
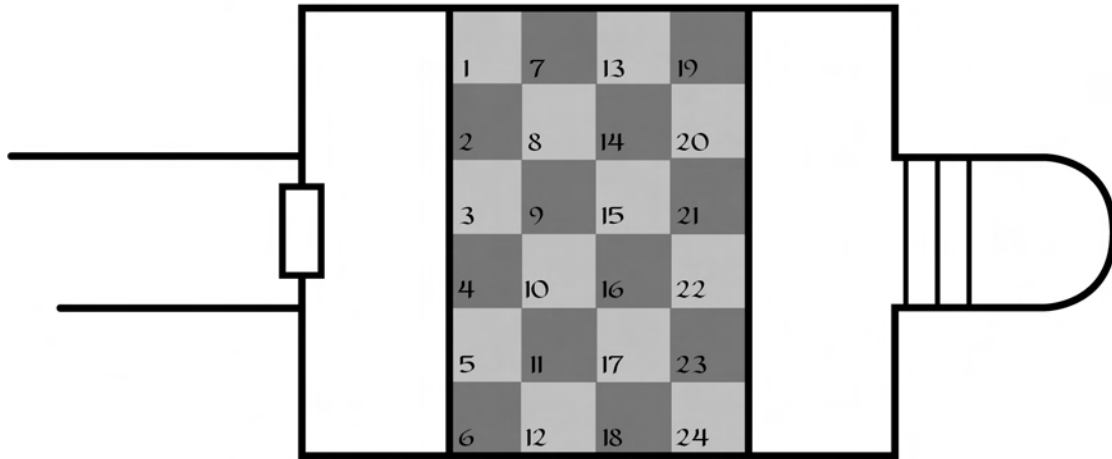
not to scale

**Area 1-11: "The Abyss"
Close up**



not to scale

Area 1-22 "Tip-Toe"





Alea iacta est!

The Die is Cast!

THE CHANNEL LAKES

AENOCHIA



THE WILSTON SEA

ALANTI

For leagues uncounted, a path has followed the tortured contours of a cliff which hangs over the storm-battered shore of the icy northern seas. The eternally damp rock is covered in places by a sickly film of greymosses and lichens, which is the sum total of all the life forms able to scratch out an existence in this gods-forsaken hell. For atop the cliff stands the entrance to the dread crypt of Srihoz, a vampire of ancient name and deadly reputation. Only the bravest adventurers dare enter this place...

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AN ADVENTURE
FOR CHARACTER
LEVELS 9-11

