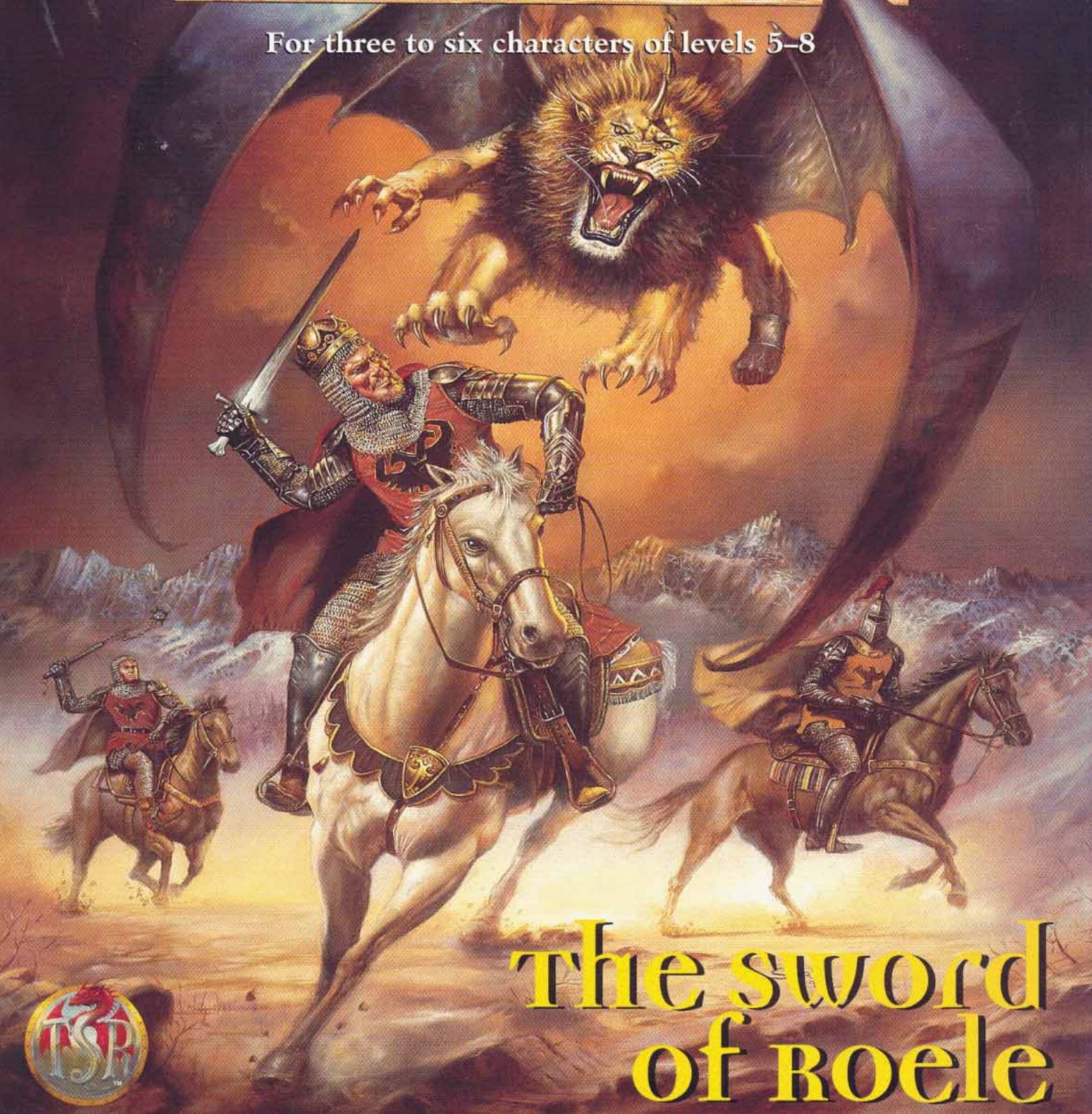


BIRTHRIGHT™

OFFICIAL GAME ADVENTURE

For three to six characters of levels 5–8



The sword of roele





the sword of roele

by wolfgang baur
A BIRTHRIGHT™ adventure
for characters levels 5–10
credits

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introduction

The *Sword of Roele* is a BIRTHRIGHT™ adventure designed for 3–6 player characters (PCs) of levels 5–8 (about 30 total levels). One of the PCs should be a regent in Anuire or Khinasi, and—because of the large numbers of undead encountered—a priest character is required to successfully complete the adventure. Because of the adventure's many traps, a thief character is indispensable. The action takes place in the lands between Anuire and the Khinasi, near Coerany's, Elinie, Osoerde, Baruk-Azhik, the Rohrmarch, the Harrowmarsh (the Hydra's swamp), Sendoure, and Binsada. **Note:** Abbreviations used in this book are *PHB* for *Player's Handbook* and *DMG* for the *DUNGEON MASTER*® Guide.

background

The *Sword of Roele* involves three major sets of characters in addition to the PCs; the Chimera, the Three Brother Mages, and the Monkey King.

The Chimera is too powerful for 5th to 8th level parties to defeat. Her role is as a patron, bribing and cajoling the PCs into solving her problem in the adventure.

The Three Brother Mages are the Chimera's opponents, but not necessarily the PCs' allies. If the PCs approach them diplomatically, the Brothers might become allies, but they might just as easily become enemies—it's up to the PCs. The Three Brother Mages seek to defeat the Chimera and use her sources, but only as a means to a larger end.

The Monkey King is an animal lord with a flair for mischief. He drags the PCs into a political mess, but those who prove themselves worthy will be richly rewarded.

the madness of the chimera

Many years ago, the Chimera found immortality. Ever since, she has been slowly consumed by madness. Her madness affects the action. She believes she is destined to assume the Iron Throne, and she tries to use the PCs to get there.

The Chimera likes to flaunt her power over death by asking her few visitors to answer one question truthfully: "Do you want to live forever?" Of course, no matter the answer, she simply laughs, since she has no intention of sharing her secret. She expects to hear "Yes"—those who say "No" must explain themselves.

The Chimera believes that the Three Brothers are after earthly power. She thinks (incorrectly) they are searching for the resting place of the *Sword of Roele*, the blade that Michael Roele used when he fought the Gorgon. In fact, the sword is one of the Gorgon's favorite trophies and is kept deep within his realm's most secure treasuries—so deep, that most of the outside world has forgotten its true location. Though the Monkey King stole it, the Three Brothers don't think it is nearby. Even the Gorgon doesn't immediately notice its loss.

the three brother mages

The Chimera has allowed the Three Brother Mages to tap her sources and yet live because she is curious about them. Of all the people she has ever met, the Three Brothers are the only ones who have ever scorned her boasts of immortality.



The Brothers seek an earthly entrance to the realm of the gods, a gate into the Paradise of Souls. They believe they can ascend bodily into the heavens through a gate buried deep underground in an ancient tomb, thus avoiding immortality, to leave behind the trouble of Cerilia and live forever in a better world.

The Three Brother Mages know a gate to paradise once existed in the central chamber of the Tomb of the Order of the Sun. They know the order was an ancient Khinasi company of knights, and they think the tomb is along the Qatil River, in the swamps, at the site of some ancient Masetian ruins (see *The Lizard King*). In fact, the tomb is not far from the cypress swamps at the mouth of the Qatil River, near a ruined temple of the order.

Other great treasures are also buried in the tomb, though good PCs (especially paladins) might feel some alignment restrictions that prevent them from plundering the graves of good-aligned creatures.

DM Note: Make clear your interpretation of the alignment restrictions attendant on grave-robbing before the PCs take any action that might cause a change in alignment.

the monkey king

The Monkey King is a force for chaos—always a trickster, never a ruler, but willing to take any challenge as long as it holds a hint of novelty or amusement.

The Monkey King plans to use all the regents in this adventure for his amusement, although he sees most creatures as his pawns, not his equals. His goal isn't power or wealth, just a good laugh at everyone else's expense.

It all began when the Monkey King was watching the Three Brother Mages through the eyes of Fitnat, the monkey familiar of the youngest brother, Rassan. Rassan was bragging to his brothers that the *Sword of Roele* was the perfect device to trick the Chimera. They mentioned that they knew where it was, and told a few friends they were mounting an expedition to recover it so the Chimera would stop bothering them about their real plans. They gave the

Chimera some clues as to where it was "hidden," since she might send some of her henchmen there to recover it for her. They thought the relic of Roele was all they needed to drive the Chimera over the brink into complete, howling madness, making their lives and their control over her sources in the Chimaeron easier.

The Monkey King knows the Three Brothers are searching for a gate to the outer planes and he wants to return to the Beastlands. He suspects that gates to these places exist in the Great Tomb of the Order of the Sun, but he would rather construct an elaborate scheme to find them without doing any actual work, and that's what he has done by stealing the *Sword of Roele*. He hopes the PCs do all the drudgery, preferably in some entertaining way.

The Monkey King has placed the sword in the Chamber of the Ark-Royal (Area 53).

the order of the sun

In the years -429 to -211 MR, the Basarji, the people who later became the Khinasi, were still largely free of Anuirean rule. Their gods, especially Avani, goddess of the sun and of reason, were widely worshipped, and their traders ranged far and wide. In the centuries after the disastrous battle at Deismaar, the Basarji had recovered and even prospered. But slowly, the awnsheghlien asserted their power in the lands between the isolated city-states of the Sun Coast.

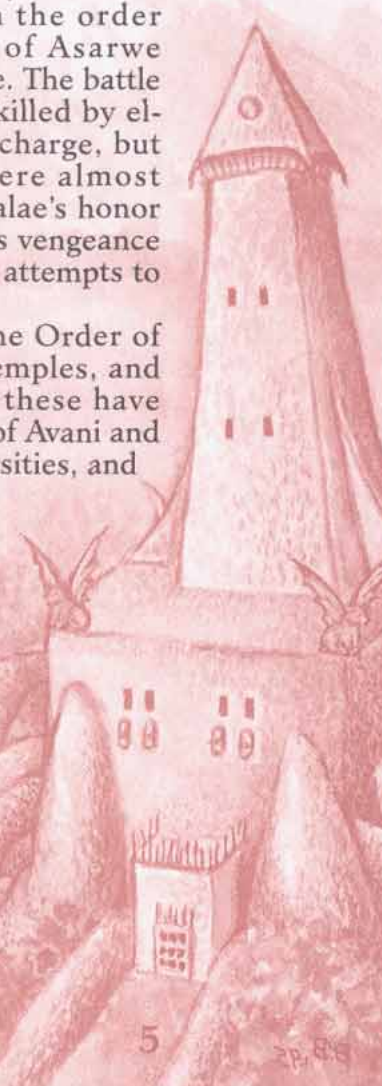
To confront the awnsheghlien and protect the people of the Sun Coast, the priests of Avani in the lands of Binsada, on the Gulf of Coerany, founded an order of knighthood unique in Khinasi history. The Clerics of the Gulf were a frontier offshoot of the Great Scholars of Avani's Library. The knights they trained were holy warriors, male and female paladins who learned the art of taming both griffons and hippogriffs. The order soon achieved

military, political, and spiritual might. It was variously known as the Order of the Sun, Avani's Order, or the Knights of the Eternal Sun. The order was always on the side of justice, tolerance, and reason, which won it fanatical admirers among the common people and grudging respect among the most jaded rulers.

The citadel called the Spires of the Sun was the order's greatest stronghold. It was located in the city of Djafra, but most of its outposts were in the Iron Peaks, along the Tarvanian Hills, near the Rain Serpent Mountains, and elsewhere among the mountains.

But the order was doomed to collapse. The elite force of adventurer-knights could not withstand the organized forces of the Anuirean Empire. The order's struggle against the awnsheghlien suddenly became a war on two fronts, against both awnshegh and Anuirean. The ranks thinned, then vanished entirely when the last company of knights in the order fought in the great Battle of Asarwe against the Emperor Alándalae. The battle was won and Alándalae was killed by el-Arrasi after the order's final charge, but the ranks of knighthood were almost entirely destroyed, for Alándalae's honor guard exacted a heavy price as vengeance for their master's death. Later attempts to reestablish the order failed.

Now all that remains of the Order of the Sun are the fortresses, temples, and tombs that it built. Most of these have been reclaimed by the priests of Avani and expanded into libraries, universities, and centers of learning, but a few have been entirely abandoned.



If one of the PCs has a domain near the Chimaeron, getting them involved is easy. The conflict between the Brothers and the Chimera is a threat to the region and threatens the regent PCs, and if the PCs do not

starting the adventure

meet with the Chimera, she declares war on them. It should make the PCs open to an offer from the Three Brother Mages (see *The Astrologer*).

If the PCs are regents or scions in a distant region of Anuire or the Cities of the Sun, the Monkey King chooses the party to help.

the astrologer

For a Khinasi ruler, having a court astrologer is a mark of status and erudition. For an Anuirean, a visit from a learned scholar may be rare. If the regent chooses to speak to the astrologer in his audience chamber, read the following:

A small, elderly man in ragged robes and a brightly-colored vest shuffles slowly into your audience chamber. He has long arms, short legs, and ears that stick out from his balding head. "Your Majesty, I have important tidings for you, but in exchange I ask a gift you do not have."



Grant me two stars running with blood and I will tell you how to confound an awnshegh and three wizards at the same time, and perhaps even gain a fragment of the Iron Throne."

If the PC regent doesn't agree, the astrologer says nothing more and leaves the court the next day. If the PC agrees to the astrologer's mysterious terms (he does not explain what he means by "stars running with blood"), read:

"A comet of blue and purple has recently appeared among the stars, signalling great changes in the days to come. The horoscope I have cast for you shows that an awnshegh threatens the stability of Cerilia. Perhaps there will be more war between the Khinasi and the Anuirean Empire."

The astrologer is the Monkey King in disguise, for he has taken an interest in the Chimera's madness, and comes to pay the PCs a call to lure them into his little schemes. To entice the PCs to make this trip, he offers them the key to the Treasure Chamber (Area 21), which he gives to the PCs if they agree to visit the Chimera. He does not tell the PCs the purpose of the key.

If the PCs refuse, he goes to the Chimera herself and cajoles her into asking for an audience with the PCs.

the bard

If the PCs dismiss or ignore the astrologer, a minstrel named Stella the Golden comes to visit them. She serves the Three Brothers, who say the Chimera will soon attempt to claim the *Sword of Roele*, and they need help to get it first. They don't want it themselves, but are willing to let the PC regent take it. They say they have chosen him for his sterling reputation, courage, and heroism.

In fact, the Brothers planted the rumors about the *Sword of Roele* in the Chimera's

court (the Council of Leaders) themselves. They want the PCs to open the tomb for their own reasons (explained in *The Three Brother Mages*).

audience with the chimera

If the astronomer and the bard both fail to convince the PC regent to leave his realm and seek out adventure, the Chimera requests an audience with the regent.

If the regent refuses to see the Chimera, he has made a powerful enemy, and might suffer several hostile Agitate and even Contest Holding actions. If he seeks to kill the Chimera, it becomes clear that the Chimera sent a *projected image* in her stead. However, any fight can kill many of the regent's retainers, courtiers, and men-at-arms. If the regent agrees to see her and treats her nobly, read:

The Chimera is a half-elf woman with a frighteningly calm demeanor—the calm of barely contained madness. She approaches the throne, nods her head as one ruler to another, and speaks in a smooth, slow voice. "The sun sets, the moons wander, and the stars fade. I alone endure." The Chimera cuts herself with a small knife. The blood drips onto the flagstones, then the cut heals itself.

"Yet immortality alone is not always enough. My lands, the Chimaeron, have long been plagued by outlaws, bandits, and renegades fleeing justice. Three of the greatest thieves of all Cerilia now seek to hide themselves. They have towers in two of my cities, without my permission or the consent of my vassals, the Council of Leaders. I want you to destroy these three. In exchange, I offer you the location of the treasure they brag about: the sword of Michael Roele,

last emperor of Anuire.

"My own militia has proven itself incompetent in capturing these thieves. I rarely ask aid of others, but when I do, I reward faithful assistance very well, and I mercilessly punish those who oppose me. Do not refuse me."

The Chimera speaks through her magical projected image.

In exchange for destroying the Brothers, she offers something that she doesn't have—the location of the *Sword of Roele*. If that isn't enough, she reminds the regent that if the PCs find out what the Three Brothers are searching for, she might form an alliance with the PCs' kingdom. Having an awnshegh to call on should make any regent sleep more soundly.

travel to the chimaeron

Getting to the Chimaeron is no problem if the PCs are not taking an army with them. The astrologer tells the regent that the "two bloody stars" (the *Sword of Roele* and its two gems) are "hidden in the remains of the Sun." By this cryptic clue, he attempts to point the adventurers toward the Order of the Sun.

transporting troops

Taking troops through intervening kingdoms can be done with the permission of the ruler in question. Otherwise, a declaration of war is required first. Getting permission requires a successful Diplomacy domain action with each regent on the path between the PC's kingdom

and the Chimaeron. A seafaring kingdom can, of course, debark troops to the Chimaeron by sea, arriving in the ports of Hamein, Mhowe, or Luandar. One of the towers of the Three Brothers stands in Hamein. In Mhowe, the barflies and gossips tell tales of threats from the Harrowmarsh and the better-informed members of the Chimera's militia know about the Bird Maiden of the Iron Peaks, who has been unusually active to the west of late (see *The Apes and the Bird Maiden*). In the port of Luandar, tales circulate that the Chimera is planning something in the delta swamps, that travelers are missing between Luandar and Lyssan, and that there are bandits operating along the Qatil River.

If the PCs do not want to transport troops the traditional way, the Monkey King (in his astrologer disguise) can use his *teleport* ability to bring 1 unit. However, he refuses to teleport more than 1 unit and he charges a hefty price for his services, demanding a favor "to be named later." If the PCs agree, the Monkey King might call in this favor later to claim the *Sword of Roele* (see *Concluding the Adventure*) or to claim another rich treasure (such as being invested in one of the PC's guild holdings as a vassal).

The Chimera can magically transport as many as 13 units a distance of 1 province, 6 units as far as 2 provinces, 3 units as far as 4 provinces, 2 units as far as 6 provinces, and 1 unit as far as 13 provinces away. Any unit so transported arrives in the city of Lyssan, avoiding intervening kingdoms entirely. But to cast the spell the Chimera must have a source (0) and a ley line to the province in which the units start.

Though the council knows little about the Chimera, it does know that the Three Brothers seek to expand the realms of the Anuirean Empire—particularly Coeranyss—into the old Khinasi colonies of Anuire, claiming rich trading ports and trade routes. They view the Brothers as

a threat to their already-tenuous rule.

However,

they are understandably reluctant to mention this to Anuirean rulers, since the council members themselves stand to benefit from Khinasi control of the western lands. They also are reluctant to mention this to any Khinasi rulers who come calling. After all, it might be a test of loyalty by a PC ally of either the Chimera or the Brothers. *Charm* spells, thought reading magic, or lavish bribes might convince them to share information. Otherwise, the leaders babble courteously and keep their thoughts to themselves.

luandar, lyssan, hamein, and mhowe

These four towns are those the PCs are most likely to visit in the Chimaeron. Other towns in the region are described in *Blood Enemies*.

Luandar is no more than a village, ruled by a paranoid Rjurik rogue named Otslof.

the chimaeron

The lands ruled by the Chimera are called *the Chimaeron*. They extend from the Gulf of Coeranyss to the dwarven realm of Baruk-Azhik, covering most of the hills and mountains between Rohrmarch and the kingdom of Coeranyss. The region is a safe haven for scoundrels and outlaws from both the Khinasi and Anuirean homelands.

The Chimaeron is nominally ruled by the Chimera, but in practice she has ceded control to a group of terrified, but loyal vassals called the Council of Leaders. The leaders know nothing of her plans, but they are aware of her rivalry and interest in the Three Brothers. The PCs may meet members of the council in Lyssan, Careine City, Ruorkhe, Luandar, Broken Hill, Barniere, or Mhowe. However, an audience with the Chimera's vassals might not help as much as the PCs hope.

the council of leaders

The council knows almost nothing about the Chimera's plans. They hear from her only when she has orders for them to carry out. If the PCs claim to be her agents, they are treated with fawning politeness by the council members. If not, they must bribe their way past unscrupulous outlaws, petty bureaucrats, and stern honor guards before they can speak with any council member. See the *Blood Enemies* BIRTHRIGHT Accessory for more details of the council's operation, and for a war card representing a typical unit of the Chimera's constabulary.

cypress valley encounter table

Roll 1d100 each day the party spends in the valley searching for the tomb.

- 1-20 No encounter.
- 21-30 Terrain impassable. Party must retreat to hex they left and choose another direction.
- 31-35 **Reptile raiders:** Lizardman raiding party mounted on giant minotaur lizards; they will accept offerings of food or bribes of glittering gold or gems.
Lizardmen (1d12): AC 5; MV 6, Sw 12; HD 2+1; hp 17, 15, 14, 13, 12, 11(×2), 8(×2), 7(×2), 6; THAC0 19; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 65.
Giant minotaur lizard (1d12): AC 5; MV 6; HD 8; hp 43, 41, 39, 37, 36(×3), 35(×2), 34, 31, 30; THAC0 13; #AT 3; Dmg 2d6/2d6/3d6 (claw/claw/bite); SA caught in jaws for 3d6 hp damage each round on a natural 20; SZ L; ML average (10); Int animal (1); AL N; XP 975.
- 36-40 **Gnoll raiding party:** This silent tribe raids at night, seeking prisoners and plunder to take back to their camp west of the river. The gnolls are low on supplies and could be bribed with food, or they might take supplies by force.
Gnoll foragers (20): AC 5; MV 9; HD 2; hp 14(×2), 13(×2), 11, 10, 9(×4), 8(×3), 6(×4), 4(×2), 3; THAC0 19; #AT 1; Dmg 2d4 (battle axe); SZ L (7'+ tall); ML steady (11); Int low (5-7); AL CE; XP 35(×20).
- 41-45 **Swarm of dragonflies:** A swarm of hunting dragonflies passes by the party for 1d3 rounds. The dragonflies do not attack the PCs unless they are attacked. Then the dragonflies seek to draw blood once and retreat if the fight is not going well for them. If they are undisturbed, the swarm passes peacefully.
Dragonflies, giant (insect) (1d6): AC 3 (-1 vs. missiles); MV 3, Fl 36 (B); HD 7; hp 35, 32, 30(×2), 28, 27; THAC0 13; #AT 1; Dmg 3d4; SA scoops size S creatures up into midair; SD -3 bonus to initiative, +4 to AC against missile weapons; SZ M; ML unsteady (5-7); Int animal (1); AL N; XP 1,400.
- 46-50 **Cat people:** Tabaxi raid both the plains and the forests; they avoid hills and mountains. They carry no treasure, only their tools and their kills.
Tabaxi (8): AC 6; MV 15; HD 2; hp 15, 13, 12, 11, 9, 7, 6, 4; THAC0 19; #AT 3; Dmg 1d3/1d3/1d3 (claw/claw/bite) or 1d8 (obsidian-studded club); SA if both forepaws hit, rake for 1d4+1/1d4+1; SD surprise, surprised only on a 1; SZ M (6' to 7' tall); ML steady (11-12); Int average to high (8-14); AL CN; XP 420 each.
- 51-54 **Grippli tribe:** A grippli tribe lives in the treetops. If the PCs are wearing brightly colored clothing or if they are airborne, the grippli try to attract their attention. They want to trade for the bright clothing of the PCs. Several of the grippli speak Common and the language of the lizard men.
Grippli (10): AC 9; MV 9, Lp 15; HD 1+1; hp 9(×2), 8(×2), 7(×3), 6, 4, 3; THAC0 19; #AT 1; Dmg 1d4 (darts or dagger); SZ S (2' tall); ML average (8-10); Int very to high (11-14); AL N; XP 65.
- 55 **Grippli scout:** This grippli is named Croaker, and she is a stray from the tribe. She is terrified; she must bring back a kill or something stolen from the tribe's enemies, the lizardmen, in order to be accepted into the tribe as an adult. If the PCs offer Croaker something of the kind, she will serve as a guide and henchman for the remainder of the adventure.
Grippli (1): AC 9; MV 9, Lp 15; HD 1+1; hp 9; THAC0 19; #AT 1; Dmg 1d4 (darts or dagger); SZ S (2' tall); ML average (8-10); Int very to high (11-14); AL N; XP 65.

56-59 **Muckdwellers:** These muckdwellers are stealthy, cowardly creatures that only come out at night. They attempt to steal rations or small animals from the PCs' camp, but will fight only to defend themselves—they much prefer to run away into the underbrush or the nearest body of water if faced with any serious opposition.

Muckdwellers (20): AC 6; MV 3, Sw 12; HD ½; hp 4(×4), 3(×9), 2(×3), 1(×4); THAC0 20; #AT 1; Dmg 1d2 (bite); SA water jet blinds; SZ T (1' tall); ML average (10); Int average (9); AL LE; XP 15 each.

60-65 **Crocodiles:** The crocodiles sun themselves along the waterways by day, or lurk in the shallows near a ford through a stream.

Crocodiles, normal (14): AC 5; MV 6, Sw 12; HD 3; hp 23, 21, 20, 18, 17, 15(×3), 14, 12, 10(×2), 9, 8; THAC0 17; #AT 2; Dmg 2d4/1d12; SA surprise; SZ L (8'-15' long); ML average (9); Int animal (1); AL N; XP 65.

66-75 **Huge snake (1):** AC 4; MV 12; HD 4+4; hp 26; THAC0 15; #AT 3; Dmg 1d8/1d8/1d3; SA poison sting (save or suffer Type F poison); SZ M (4' long); ML average (9); Int non (0); AL N; XP 420.

76-80 **Greater basilisk:** This well-fed monstrosity has several wooden goblin spears stuck in its scaly hide, festering in their wounds. Anyone able to heal the basilisk gains its gratitude and devotion. It will follow the healer around for 1d4 weeks as a pet, asking only for food in exchange for its protection.

Greater basilisk (1): AC 2; MV 6; HD 10; hp 47; THAC0 11; #AT 3; Dmg 1d6/1d6/2d8; SA poison claws, poison breath; SZ L (12' long); ML champion (16); Int low (5-7); AL N; XP 7,000.

81-84 **Displacer beasts:** These beasts are magically *charmed* pets of the Chimeras, sent to track the Brothers. They will wait until the party has established a camp, then attack when the fire fades, or when only a single party member stands watch. They gain +3 to their surprise roll.

Displacer beasts (1d3): AC 4; MV 15; HD 6; hp 37, 30, 26; THAC0 15; #AT 2; Dmg 2d4/2d4 (first attack always misses); SD -2 to opponent's attack roll, save as 12th-level fighters with +2 to roll; SZ L (8'-12' long); ML elite (14); Int semi (2-4); AL N; XP 975.

85 **Rhinoceros beetle (beetle, giant) (1):** AC 2; MV 6; HD 12; hp 54; THAC0 9; #AT 2; Dmg 3d6/2d8; SZ L (12' long); ML elite (14); Int non (0); AL N; XP 4,000.

86-90 **Scavenging trolls:** These creature live in a mud and stick den in the swamps, but range up to an hour's walk from the swamp or river to find larger game than the river provides. They are too slow to do more than strike from ambush and hope to take down prey quickly. If their quarry runs, they do not pursue.

Freshwater trolls (1d6): AC 3; MV 3, Sw 15; HD 5+5; hp 26, 25, 24, 22, 20, 15; THAC0 15; #AT 3; Dmg 1d4+1/1d4+1/3d4 (claw/claw/bite); SD regeneration; SZ M (7'); ML elite (14); Int low (5-7); AL CE; XP 650 each.

91-95 **Giant albino water spiders (spider) (1d10):** AC 5; MV 15; HD 3+3; hp 22(×2), 21, 19, 17, 16, 15, 12(×2), 11; THAC0 17; #AT 1; Dmg 1d4 (bite); SA poison; SZ M (7' diameter); ML elite (13); Int semi (2-4); AL N; XP 420 each.

DM Note: Water spiders hunt prey without webs, then take it back to their underwater dens filled with air bubbles. Their speed allows them to grab prey before other creatures can defend, especially at night. The lizardmen and muckdwellers fear them, but gripli are safe from them in their treetop villages.

96-00 **Terror in the trees:** This serpent tries to take one of the party's mounts or a lone sentry. It will not confront a large party, preferring to hide (if it is surprised, the party has found it napping in the sun).

Mahogany constrictor (1): AC 3; MV 6, Cl 8; HD 4+3; hp 28; THAC0 15; #AT 2; Dmg 3d6+venom; SA constriction, poison, displacement; SD surprised on roll of 1, displacement; SZ H (21' long); ML elite (13); Int low (8-10); AL NE; XP 1,400.



the gnoll raiders

It is a port town, but not a rich one. Its citizens are pirates and assassins. The streets are dirty, urchins roam the fields and docks, and little of value passes through the port.

Lyssan, the capital of the Chimaeron, is the seat of government for the Council of Leaders. The town's stone and wood houses are built on a mountain plateau. Its terraced fields are spread out on the plateau and below. Most of the town's money comes from metalwork, mining, and the arms trade.

The council meets in a large tower near the eastern cliff. The mayor is Yuri Khavlor, a Vos druid who lost his faith in Erik when his only daughter was slain by a wild boar in the forests. He has since gained a love for gold and is rather blunt in his requests for bribes.

Hamein is the port for the Chimaeron and lies across the river from Kiedel. The town's mayor is Lord Myonos. Hamein is a bargaining chip for the Chimaeron because its side of the river controls the better harbor. Kiedel constantly silts up and the city, the capital of the Rohrmarch, is built on bug-infested swampland. Lord Myonos controls the ferrymen between the two cities, siphoning profits from their honest work and making the trip unaffordable for the masses and smaller merchants. A "popular uprising" by Rohrmarch is always a danger, but so far Lord Myonos has given his neighbors no excuse for war.

Mhowe is the richest port and the best-kept city because of its distance from its overlord. Ruled by the self-proclaimed "Prince" Denerik, the city thrives on trade and smuggling that he controls. He is an expert in poisons and plots against the other members of the council, and will gladly help the PCs against the Chimera.

The Chimera's lands are beset by a band of gnolls that is raiding commerce, sacking small villages, and plundering the countryside. If the PCs have transported their own troops here, the Chimera or the Brothers may ask them to defeat the gnolls to prove their worthiness, as a test of loyalty, or as a wild goose chase. ("You know, I've heard rumors that the gnoll leader has a powerful shining blade . . .")

The gnolls leave an obvious trail. When the PC troops catch up with the raiders, use a number of Gnoll Marauder and Gnoll Infantry war cards (#73, #74, #75) from the BIRTHRIGHT boxed set equal to the number of PC troops to represent the gnolls, and fight the battle normally. Use the Sphinx's Gnoll Marauders cards from the *Blood Enemies* Accessory if more cards are needed (#BE20 and #BE21). If the PCs win, they are acclaimed as heroes and can gather 2 GB of plunder from the gnolls' baggage train. If they lose, their army is scattered and routed in a foreign land.

When the PCs return to their patron, they will have passed the test. They are immediately given another rumor (legitimate) to investigate: "Oh, you didn't find the blade? My spies assured me it was there. Well, there is another tale making the rounds that the true resting place is an ancient tomb somewhere in the Cypress Valley."

To avoid any risks, the Brothers want the PCs to travel the length of the Qatil River to find and open the tomb of the order. As far as they are concerned, the story about the *Sword of Roele* is false. They can't go themselves because they can't reveal their true goal to the Chimera.

The Chimera wants the PCs to go to the Cypress River valley to find out what

into the cypress valley

the Three Brothers are up to, and she correctly suspects that the troop movements in Kiergard indicate that something is amiss in the Gorgon's realm (perhaps he has discovered that the sword is missing). She knows of the ancient tomb, and she lies to

the PCs, offering them the *Sword of Roele* in exchange for information about what lies at the heart of the tomb. Until now, she and her agents have been kept away from the tomb. Of course, that only sharpens her curiosity.

The valley is home to a surprising number of schemers who thrive in the lawless territory in sparsely-populated Coerany, near both the Anuirean and Khinasi kingdoms.

the lizard king

The most powerful of the area's petty lords is Sorminor, the Lizard King who unified the reptilian swampdwellers. He seeks to build a great city at the mouth of the river. He has commanded his followers to build the city using stones from the ruins of a prior settlement, an ancient Masetian



colony that failed long ago. The Lizard King and his followers live at the spot marked "L" on the Cypress Valley map.

The colony was just a small trading outpost. What remains are not wooden huts or palisades, but heaped mounds of earth and the great stone serpent built by the Masetians. The 550-foot long stone serpent has been somewhat eroded, undercut by its proximity to the river. All the terrain between the mounds and the serpent is swampy and waterlogged with occasional pools of standing water as deep as 12 feet.

Sorminor the Lizard King (lizard man): AC 3; MV 9, Sw 15; HD 8; hp 43; THAC0 13; #AT 1; Dmg 3d6+2 (great trident); SA skewer; SZ L (8' tall); ML (16); Int average (9); AL CE; XP 975.

Skewers opponent for double damage (minimum 15 hp damage) whenever the attack roll succeeds by 5 or more over the score needed to hit.

Lizard man honor guard (4): AC 5; MV 6, Sw 12; HD 2+1; hp 17 (x4); THAC0 19; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 65.

Though Sorminor does most of the thinking for the tribe, he delegates some duties to the war leader, Katinnos. Katinnos leads the hunts and patrols and watches the muckdwellers. Katinnos, Sorminor, and the honor guard warriors all live on the large western mound.

Katinnos, lizard man war leader (1): AC 5; MV 6, Sw 12; HD 6; hp 24; THAC0 15; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 270.

The Lizard King and his war leader sometimes consult with the tribe's shaman and his two assistants, usually for divination or healing spells. The tribe's spiritual leaders live on the smallest of the site's three mounds, in a lean-to built up against a dead oak tree.

Bristliss, lizard man shaman (1): AC 5; MV 6, Sw 12; HD 5; hp 24; THAC0 15; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SA spells; SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 650.

Spells: cure light wounds, entangle, light; aid, heat metal; prayer.

Lizard man undershamans (2): AC 5; MV 6, Sw 12; HD 3; hp 18, 9; THAC0 17; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SA spells; SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 175.

Spells: cure light wounds, entangle; aid.

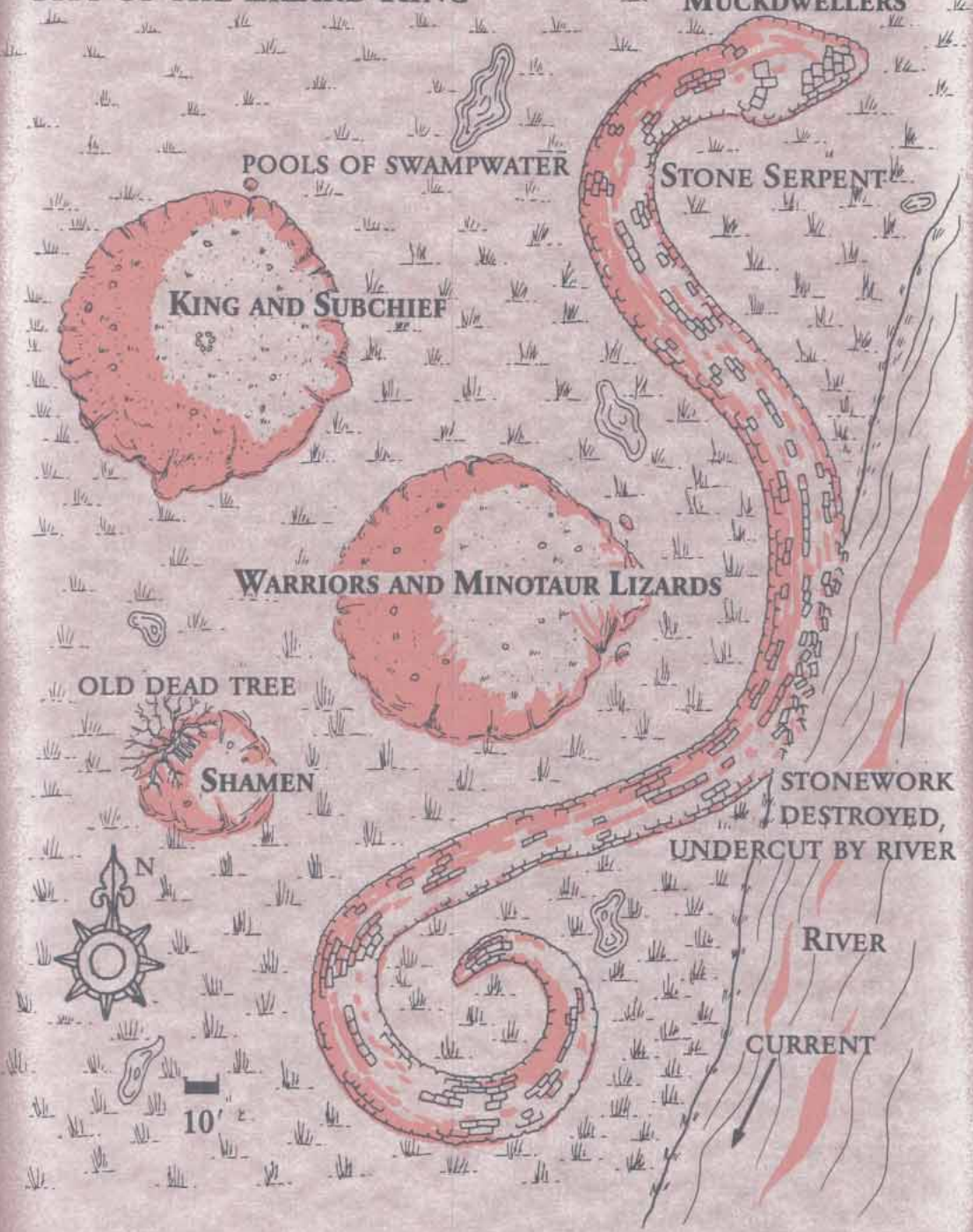
The tribe's warriors are suspicious of Katinnos, for he sometimes questions the orders of Sorminor, whom they regard with awe. The warriors live on the second large mound and share the space with the tribe's lizard mounts.

Sorminor is responsible for the expedition into the Iron Peaks that brought the tribe four giant minotaur lizard eggs, a type of lizard that normally doesn't live in swamps. The eggs were hatched and the lizards were trained to serve the tribe as mounts. The warriors consider tending them an honor. When riding minotaur lizards into battle the lizardmen gain all the usual benefits of mounted cavalry (+1 bonus to hit, +1 bonus to AC).

Lizard man warriors (36): AC 5; MV 6, Sw 12; HD 2+2; hp 15, 14(x3), 13(x4), 12(x5), 11(x4), 10(x4), 9, 8(x6), 7(x2), 6, 5(x2), 4(x2), 3; THAC0 19; #AT 3; Dmg 1d2/1d2/1d8 (claw/claw/bite); SZ M (7' tall); ML elite (14); Int low (5-7); AL N; XP 65 each.



CITY OF THE LIZARD KING



Giant minotaur lizards (4): AC 5; MV 6; HD 8; hp 41, 32, 25, 24; THAC0 13; #AT 3; Dmg 2d6/2d6/3d6 (claw/claw/bite); SA caught in jaws for 3d6 each round on a natural 20; SZ H (40' long); ML average (10); Int animal (1); AL N; XP 975 each.

The lizard men both protect and enslave many tiny muckdwellers that live along the river. Though they are not brave, the muckdwellers make small guerilla attacks against hostile parties within the tribe's camp, then quickly withdraw. If the lizard men are losing the battle, the muckdwellers are the first to flee. The muckdwellers live along the length of the stone serpent, in small holes and burrows near the waterline.

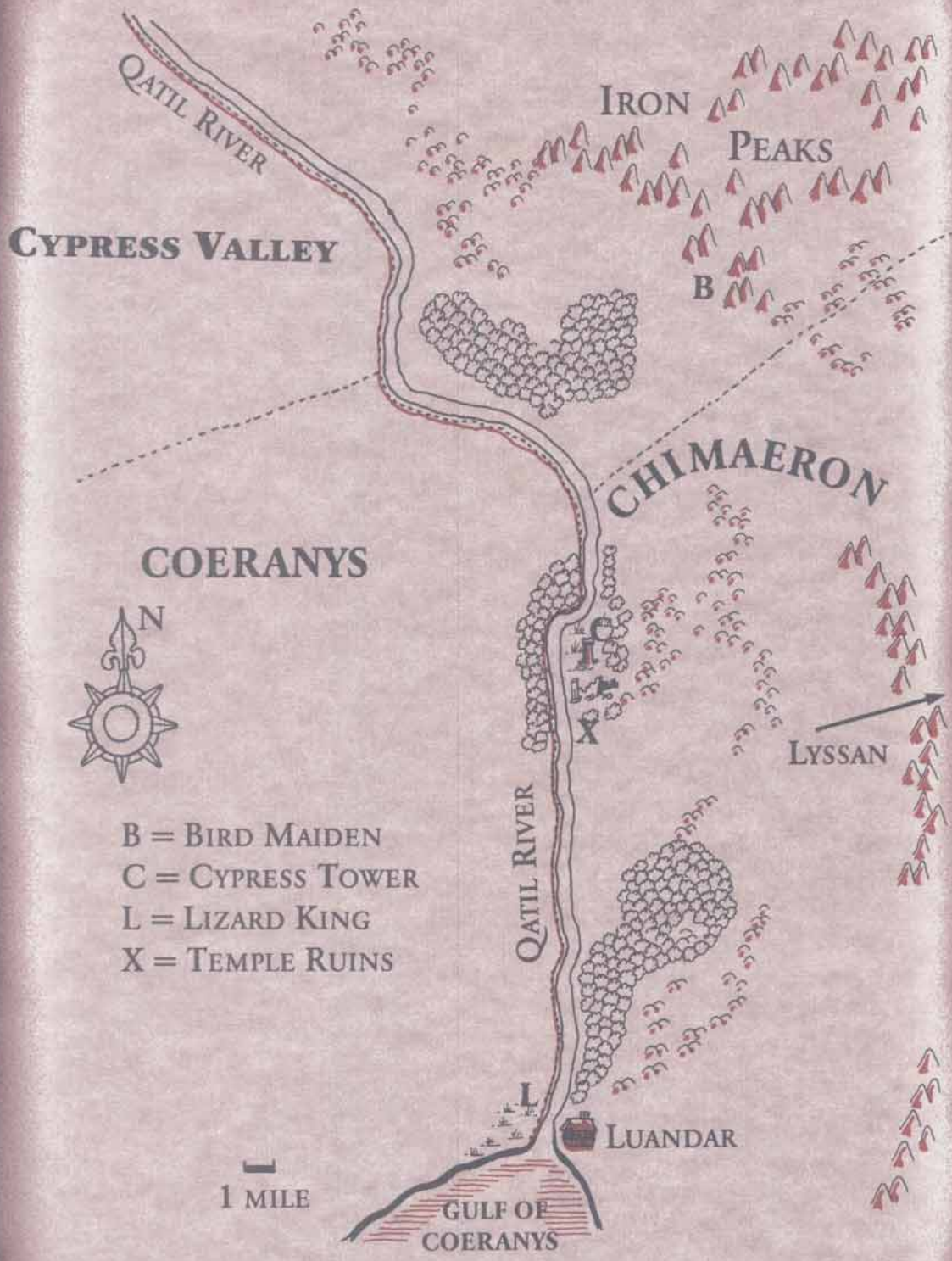
Muckdwellers (20): AC 6; MV 3, Sw 12; HD ½; hp 4(×4), 3(×9), 2(×3), 1(×4); THAC0 20; #AT 1; Dmg 1d2 (bite); SA water jet blinds; SZ T (1' tall); ML average (10); Int average (9); AL LE; XP 15 each.

The tribe is still excavating the ruins and learning to build with stone. Their treasure is 600 ep and four 100-gp pearls.

the apes and the bird maiden

Living among the hills east of the valley is a bird maiden named Jamila al-Hamam. She is the patron and mentor of a small tribe of carnivorous apes who are her followers and loyal servants. Her nestlike cliff dwelling is at the spot marked "B" on the Cypress Valley map. The apes roam the forest west of there, occasionally going south to the area of the tomb.





The carnivorous apes are excellent stalkers in the forest, and the Monkey King has used them to help him find what he needs and to help him observe the Brothers, the Chimera, and the PCs.

the towers of the three brothers

The Three Brothers have towers in Hamein and Mhowe in the Chimaeron, and one in the province of Mistil in the kingdom of Coeranys (where they have most of their holdings). They hope to seize another source in the Hydra's swamp or the mountains of Baruk-Azhik, but the Chimera has kept them too busy defending what they have to contemplate any further expansion. The provinces where they control sources are listed here. The first four are all in Coeranys.

Sources

Province	Source
Deepshadow (3/2)	TBM (2)
Duornil (2/3)	TBM (3)
Mistil (2/3)	TBM (3)
Ranien (2/3)	TBM (3)
Hamein (1/5)	TBM (4)
Mhowe (2/4)	TBM (4)

the ivory tower

The Ivory Tower is the home of the eldest brother, Meganno the Sorcerer. It stands at the southern tip of the Chimaeron in the city of Mhowe, the capital of the province of Mhowe, a seaport and shipment point for smugglers from both east and west. The tower is 20 feet in diameter, 60 feet high, and has four floors.

The tower is made of cream-colored bricks. The windows look like dark caves set in the face

Jamila al-Hamam (swanmay): AC 7; MV 15 or 3, Fl 36 (C); HD 7; hp 59; THAC0 16; #AT 2 or 1; Dmg 1/1d3 (peck/claw) or 1d6/1d6 (arrows) or 1d3/1d3/1d3 (darts); SA spells; SD +2 or better weapon to hit; SW token required to change form, destroying veil destroys bird maiden; MR 35%; SZ M; ML elite (13); Int exceptional (15); AL LN; XP 3,000.

Jamila al-Hamam can assume the form of a dove if she has her veil of feathers. She casts spells from the All, Animal, Divination, Elemental, Healing, Plant, and Weather spheres, minor from Creation, Protection, and Sun spheres.

S 10, D 10, C 18, I 15, W 13, Ch 11.

Personality: Learned, patient, sees through lies and evasions.

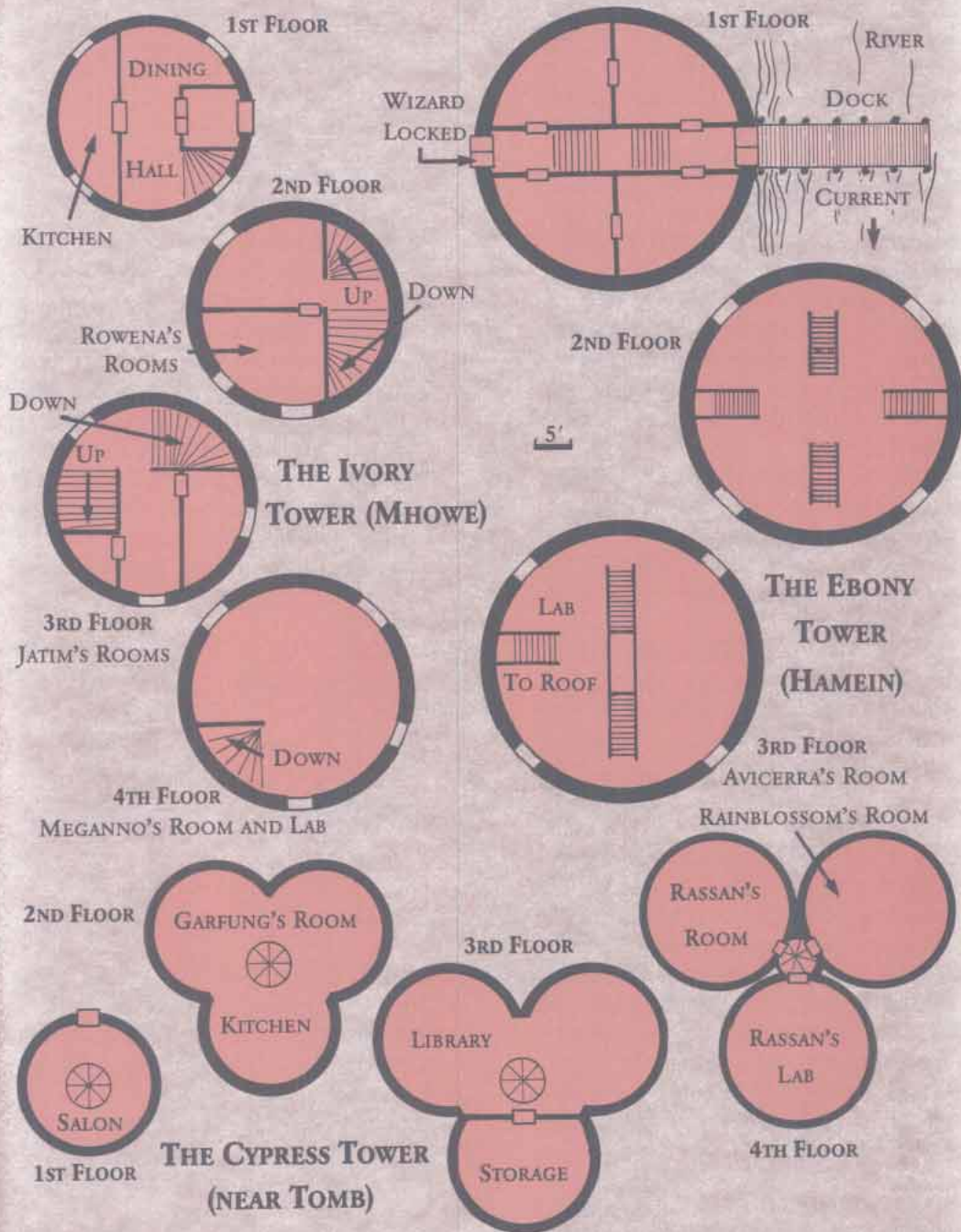
Special Equipment: *short bow +1*, 10 arrows, *ring of invisibility*, *potion of extra-healing*.

Spells (4/3/2/1): 1st—*cure light wounds*, *entangle*, *faerie fire*, *sanctuary*; 2nd—*heat metal*, *slow poison*, *warp wood*; 3rd—*call lightning*, *continual light*; 4th—*divination*.

If the PCs ask al-Hamam to aid them in their search for the Great Tomb, she offers to learn what she can with her *divination* spell in exchange for a hefty offering to her friends the apes (a horse, two mules, or three boars as a minimum). She learns that they must "go to the tower of the eye and speak to the stones."

Al-Hamam's adopted tribe is a group of carnivorous apes, led by a gray-backed male named Grushtor.

Grushtor, carnivorous apes (5): AC 6; MV 12, 9 in trees; HD 5; hp 34, 27, 26, 25, 21; THAC0 15; #AT 3; Dmg 1d4/1d4/1d8; SA +2 to surprise roll; SZ L (7'+); ML steady (12); Int low (5-7); AL N; XP 175.



of the light stone. Meganno has two young female apprentices and a unit of men-at-arms on the tower grounds (use Anuirean infantry card, BR#17).

Meganno the Sorcerer (MKb; W12; Ma, minor, 15; N): AC 6 (*bracers of protection* AC 7, *Dexterity*); MV 12; hp 47; THAC0 17 (15 with *staff*); #AT 1; Dmg 1d6+2 (*staff of striking*) or 2d6+4 (*staff of striking* using 1/2/3 charges) or by spell; SZ M; ML elite (14); XP 7,000.

Blood Ability: Iron Will.

Physical Appearance: With their dark hair and olive skin, the Three Brother Mages are obviously Khinasi.

S 12, D 15, C 15, I 17, W 14, Ch 12.

Personality: Forceful and diplomatic. He moves pragmatically rather than rashly.

Spellbook (4/4/4/4/4/1): 1st—*cantrip**, *comprehend languages*, *identify*, *magic missile**, *read magic*, *shocking grasp**, *spider climb**; 2nd—*continual light**, *darkness 15' radius**, *ESP*, *fang of the adder (t)*, *knock*, *invisibility*, *mirror image**, *rope trick*, *spectral hand**, *stinking cloud*; 3rd—*armor inversion (t)**, *haste**, *lightning bolt**, *wraithform**; 4th—*enervation**, *fire shield**, *ice storm**, *impotence (t)*, *stoneskin**, *true darkness (t)*; 5th—*cloudkill**, *cone of cold**, *teleport**, *vulnerability*, *wall of stone**; 6th—*nemesis, (t)* Tenser's transformation*, *wall of swords (t)*, *wall of shadows (t)*.

Realm Spellbook: *alchemy*, *forge ley line*, *summon monsters*, *transport*.

* Favored spell, (t) new spell.

Meganno keeps the Brother's treasury, a total of 10 GB, hidden in a portable hole which he keeps folded up and neatly tucked into a scroll tube that hangs from his belt at all times. The tube is protected by an *alarm spell*.

Meganno's two apprentices couldn't be

more different. One is a red-haired, half-Vos wild woman from the north, the other a serious, cultured Khinasi follower of Avani who trained at the university of Ajami. They both have similar levels of skill, both young mages just beginning to master the art of magic.

Rowena (FVs; M2; NE): AC 10; MV 12; hp 7; THAC0 20 (19 with *Strength* bonus); #AT 1; Dmg 1d6+1 (*staff*) or by spell; SZ M; ML average (10); XP 65.

S 16, D 12, C 13, I 14, W 11, Ch 11.

Personality: A free spirit with little concern for others.

Spells (2): 1st—*magic missile*, *spider climb*. Carries a scroll containing *wall of swords*.

Jatim (FKb; M2; LN): AC 6 (*Dexterity*); MV 12; hp 5; THAC0 20; #AT 1; Dmg 1d6 (*staff*) or by spell; SZ M; ML average (10); XP 65.

S 11, D 18, C 14, I 16, W 11, Ch 13.

Personality: Studious, passionate about learning.

Spells (2): 1st—*comprehend languages*, *identify*. Carries a scroll of *wall of shadows*.

The Ebony Tower

The Ebony Tower is the home of the middle brother, Avicerra the Wise. It stands in the province of Hamein, just across the Khuribyrn River from the city of Kiedel, capital of Rohrmarch. Avicerra's tower is constantly patrolled by a pack of baboons. These animals have been traditionally used as guard or policing animals, much as dogs are used among the Anuireans.

The black stone tower has three stories, and the baboons control the lower two. The front

doors are permanently *wizard-locked*, but the doors onto the docks are not. Avicerra rarely comes down from the top floor by the stairs. He prefers to *feather fall* down.

Avicerra the Wise (*MKb; W9; Ma, minor, 15; N*): AC 10 (*stoneskin* absorbs first 1d4+4 attacks); MV 12; hp 32; THAC0 17; #AT 1; Dmg 1d6+2 (*staff of thunder and lightning*) or 1d4 (*dagger*) or by spell; SZ M; ML elite (14); XP 3,000.

Blood Ability: Iron Will.

Physical Appearance: With their dark hair and olive skin, the Three Brother Mages are obviously Khinasi.

S 9, D 11, C 15, I 16, W 16, Ch 13.

Personality: Thoughtful, conservative in his actions.

Special Equipment: staff of thunder and lightning (24 charges).

Spellbook (4/3/3/2/1): 1st—*cantrip, comprehend languages**, *feather fall**, *identify, magic missile**, *read magic, shocking grasp**, *spider climb*; 2nd—*continual light, darkness 15' radius, ESP**, *knock, invisibility**, *mirror image**, *rope trick, spectral hand, stinking cloud**; 3rd—*armor inversion (t)*, haste, lightning bolt**, *wraith-form**; 4th—*enervation**, *fire shield**, *ice storm**, *impotence (t)*, *stoneskin, true darkness (t)*; 5th—*cloudkill**, *cone of cold**, *teleport**, *vulnerability, wall of stone**.

Realm Spellbook: *alchemy, forge ley line, summon monsters, transport.*

* Favored spell, (t) new spell.

The baboons roam the tower's grounds at will, often sitting in the trees or on window sills to view their surroundings (so they are less likely to be surprised).

Guard baboons (33): AC 7; MV 12, 12 in trees; HD 1+1; hp 2-9; THAC0 18; #AT 1; Dmg 1d4; SZ S (4' tall); ML unsteady (7); Int animal (1); AL N; XP 35 each.

The baboons make a huge fuss when they see strangers, hooting, throwing scraps of food, and generally making enough racket to alert the entire household.

the cypress tower

The Cypress Tower is the home of the youngest brother, Rassan the Hasty, and it is the newest tower of the Three Brother Mages. It is four floors high and divided into three sections at the top. Built in the depths of the forest near the Tomb of the Order, it is well protected by magical wardings and connected by a ley line to the source in Deepshadow. The Brothers hope to seize the source here (in the province of Careine) when the Chimera is otherwise occupied.

The tower is guarded by a powerful goblin bodyguard and a seductive sylph, as well as Rassan. The goblin serves for money and in gratitude for the mage who raised him after he was abandoned by his parents on a caravan route in the wake of a disastrous raid. The sylph serves him out of love, and would lay down her life to save his.

Rassan the Hasty (*MKb; W8; Ma, minor, 15; NE*): AC 7 (ring of protection +2, Dexterity); MV 12; hp 30; THAC0 18 (17 with darts); #AT 1 or 3; Dmg 1d6 (staff) or 1d3/1d3/1d3 (darts) or by spell; SZ M; ML champion (15); XP 3,000.

Blood Ability: Iron Will.

Physical Appearance: With their dark hair and olive skin, the Three Brother Mages are obviously Khinasi.

S 12, D 15, C 15, I 14, W 7, Ch 15.

Personality: Rash, operates from intuition more than reason. Gregarious

and friendly with visitors.

Special Equipment: wand of frost (29 charges), ring of protection +2, cloak of the bat, scarab of protection, and potion of invulnerability.

Spellbook (4/3/2/1): 1st—*cantrip*, *comprehend languages**, *identify*, *magic missile****, *read magic*, *shocking grasp**, *spider climb*; 2nd—*continual light**, *ESP**, *knock*, *invisibility*, *mirror image*, *rope trick**, *spectral hand*, *stinking cloud*; 3rd—*armor inversion (t)*, *haste**, *lightning bolt**, *wraithform*; 4th—*eneration*, *fire shield**, *ice storm**, *impotence (t)*, *stoneskin**, *true darkness (t)*; 5th—*cloudkill*, *cone of cold*, *teleport**, *vulnerability*, *wall of stone*.

Realm Spellbook: *alchemy*, *forge ley line*, *summon monsters*, *transport*.

* Favored spell, (t) new spell.

Fitnat, monkey familiar (mammal, small): AC 7; MV 9; HD 1+1; hp 11; THAC0 19; #AT 1; Dmg 1; SZ S (1' tall); ML average (9); Int semi (3); AL N; XP 35.

Shares sensory powers with its master. Extra hp are because of its master's level when he summoned it.

Rassan is almost always home and is always happy to have visitors. Anyone who pays him even the most basic courtesies is treated very well. No one ever accused Rassan of breaching any law of hospitality; date wine, figs, and sweet delicacies are always offered, even to those who have done him wrong in the past. Of course, Rassan is no fool. His bodyguards are never far away, and his spells are always at his fingertips.

Cerilian (male elite goblin, F8): AC 3 (banded and shield); MV 6; hp 68; THAC0 13 (12 with spear, 10 with axe); #AT 3/2 or 2; Dmg 1d6+1 (spear) or 1d8+4 (battle axe); SD 60' infravision; SZ M (5' tall); ML champion (15); AL LN; XP 1,400. Specialized with battle axe.

S 17, D 13, C 17, I 10, W 8, Ch 14.

Personality: Obsessed with duty and honor.

Special Equipment: battle axe +1, shield of reflecting (as a ring of spell turning twice/day).

The young goblin warrior is both humble and very talented. He is secretly proud of his martial skills, and hopes to return to his people one day when he has repaid his debt to Rassan, and show goblinkind the meaning of warrior might.

Rainblossom, sylph (elemental, air kin): AC 9; MV 12, Fl 36 (A); HD 3; hp 22; THAC0 17; #AT 0; Dmg 0; SA spells as 7th-level wizard, *invisible* at will, *summon an air elemental* once/week; SD spells; MR 50%; SZ M (5' tall); ML elite (14); Int exceptional (15); AL N (G); XP 3,000.

Personality: Loving, serious, often naive.

Spells (4/3/2/1): 1st—*charm person*, *magic missile*, *shield*, *phantasmal force*; 2nd—*blur*, *stinking cloud*, *summon swarm*; 3rd—*haste*, *sepia snake sigil*; 4th—*domination*.

Rainblossom is a special sylph, one that Rassan found on an expedition to gather material while constructing his *wand of frost*. The two have been inseparable ever since.

rassan's tale

If the PCs approach the Cypress Tower peacefully, they are admitted by Rainblossom and ushered into Rassan's study, where they are treated to lavish hospitality (Garfang acts as waiter and butler) and kind courtesy. If the PCs ask for details of what the bard meant about the *Sword of Rocele*, Rassan replies:

In the course of my studies I have found that the sword of Michael Roele was not lost in the Gorgon's Crown, as many believe. It was taken by some of Prince Raesene's dwarf servants, those who forged it long ago, and given to an ancient order of Khinasi knights. The knights are long gone, but the sword is probably still in their treasury—and only I know where it lies hidden.

My brothers and I can be quite generous. We will let you keep the sword if you find something else for us—a magical gate that is said to exist at the heart of their treasury, beyond four great arches, in the east.

You can ask any of my brothers. They will tell you the same.

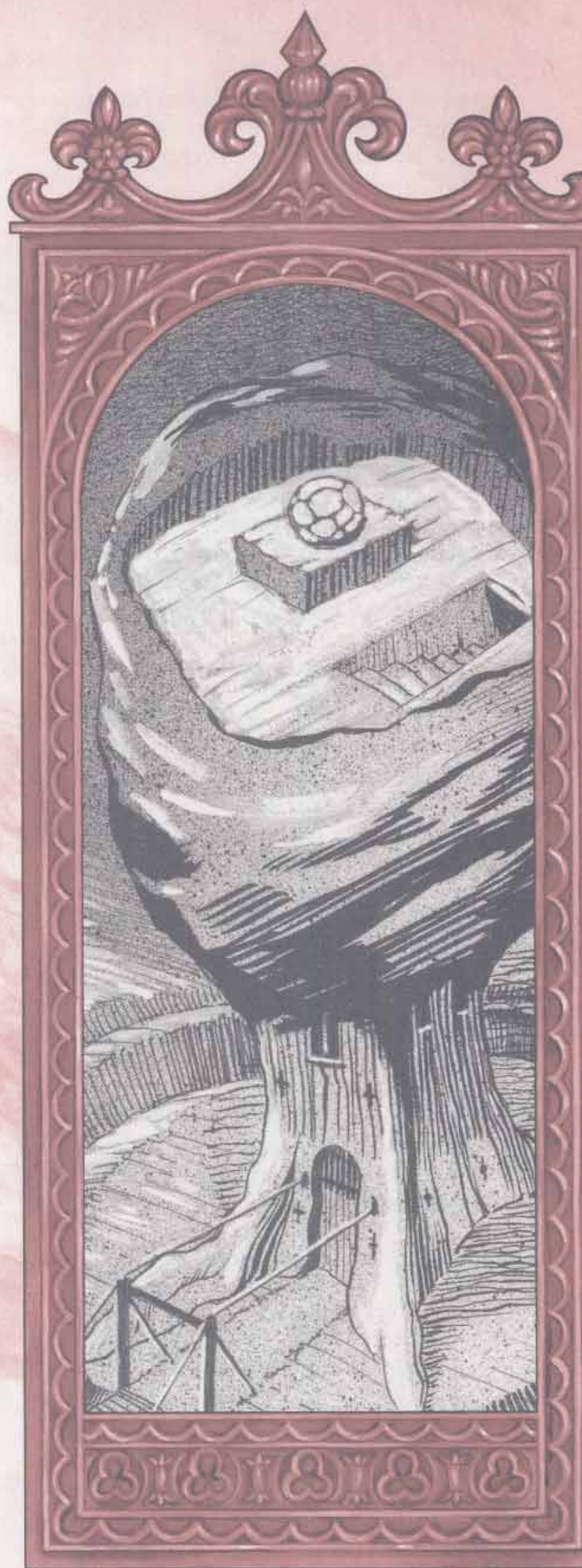
If the PCs have questions, Rassan is happy to answer them as best he can. Assuming they accept the deal, Rassan tells them that the treasury (he doesn't call it a tomb) lies "somewhere along the River Qatil in Western Chimaeron."

He asks the PCs if they require shelter. They are put up for the night if necessary, then treated to a rich Khinasi breakfast and shown on their way. He speaks to his brother Meganno regarding the bargain he has struck. Meganno follows the PCs' progress through his *crystal ball*.

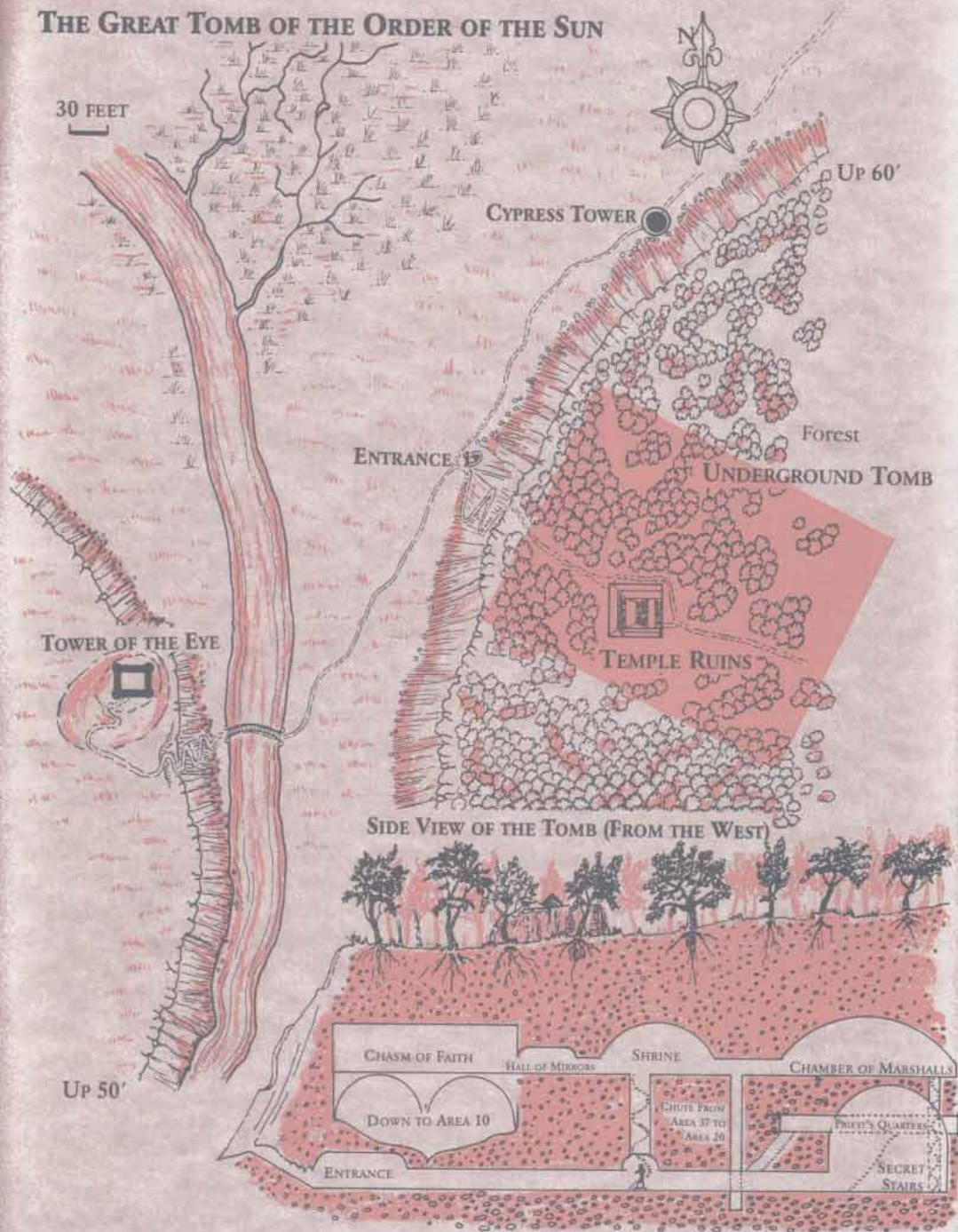
the oak tower

Clearly of elven workmanship, this ancient tower in the province of Deepshadow in Coerany's is the last refuge of the Three Brother Mages from the Chimera.

The Monkey King currently makes his home in this tower, largely because he enjoys using the *crystal ball* at the top of the tower to watch what the Chimera, the PCs, and the Three Brother Mages are doing.



THE GREAT TOMB OF THE ORDER OF THE SUN



89

In the days before the Anuireans came to Khinasi, when the land was still ruled by the Basarji traders, an order of flying knights defended the city-states. This was the Order of the Sun, a brotherhood of paladins, chosen from the ranks of the soldiers of Avani, goddess of the sun. Their dead were buried in an elaborate tomb complex on the Qatil River, but that complex was eventually abandoned when the order retreated from the advancing Anuirean armies.

The order defended the Khinasi against the Anuireans during the expansion of the Anuirean empire, but fell apart when their ranks were decimated in battle with Emperor Alándalae. The last of their strongholds, in Djafra, fell in the year 1207 Masetian Reckoning (-281 MR) to a local warlord.

the architect

While the knights fought for the protection of the innocent and the priests sought to use reason to bring enlightenment to the Basarji, they hired a mage named Djulah el-Mimar, the Architect, to build a tomb worthy of their heroes. El-Mimar asked only that he be well-paid and that he and his helpers be buried in the tomb as well.

the great tomb of the order of the sun

Unknown to the Order of the Sun, they had invited a viper into their midst. El-Mimar was a necromancer as well as an

architect, and he planned to return from his own death as a lich, with enough power to

seize and control the distant site he had chosen for the Great Tomb of the Order, far from the Cities of the Sun

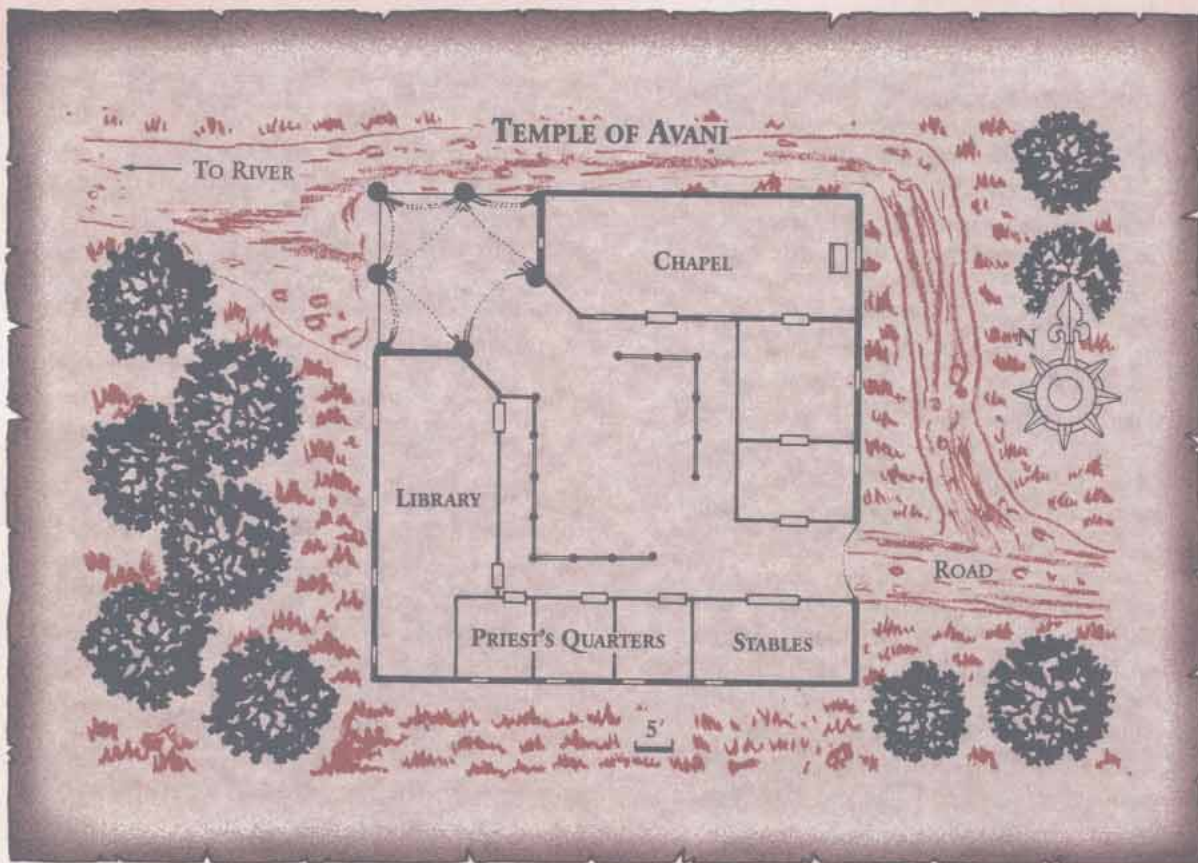
(but, as he told the priests, conveniently close to the Anuireans, who required close watching).

Using a *transmute rock to mud* spell, el-Mimar completed the excavation in record time. The tomb's elaboration, finishing, and detail work took much longer. The priests were alarmed when they first heard of their architect's proposed traps, some of which were quite deadly and not in keeping with their teachings. Though the architect assuaged their fears, saying these stern measures were required to "ensure the safety and sanctity of the honorable dead," one of the last acts of the priests was to create a set of golems guarding the main passage of the tomb, to prevent any foul play on el-Mimar's part, for they regarded him with increasing suspicion.

the riverbank

The tomb of the order lies beneath a small cliff by the river. The entrance to the tomb once looked out over the sea itself, but centuries of silt carried down the river have spread the marshy delta miles downriver.

The entrance to the tomb is overgrown



but still accessible and is in the spot marked **Entrance** on the map. Few living creatures still know where the entrance can be found. They include the giant Kengri (see *The Sleeper's Gate*), the priest haunt (see *The Temple Ruins*), and the bird maiden Jamila al-Hamam (see *The Apes and the Bird Maiden*).

the temple ruins

Outside the tomb, atop the cliff, lie the ruins of a temple to Basaia, Avani's forerunner, who was destroyed at Deismaar. The temple is haunted by the spirit of Basarej, the last high priest of the temple, cut down by Anuirean knights. The haunt has useful information but will not speak at first. He will try to possess a party member if he can. If he succeeds, he tries to walk into the tomb with the possessed body, fight-

ing past the troglodytes (Areas 1 and 2) and using the passwords to get past the golems (Area 18). Unless he has possessed the body of a very powerful fighter, he probably won't make it.

If possession fails or the haunt is turned, he explains that he remains here rather than going into the Shadow World or the afterlife because the burial services for Yezeed el-Sams, the last knight to be buried in the tomb, were never carried out (see Area 22). The haunt cannot reach the tomb, but he will ask to be allowed to possess one of the PCs and carry out the rites himself, to lay his spirit to rest. Any PC who grants permission should gain an immediate story award of 500 XP. If not granted permission, the haunt

asks the PCs to carry out the rites for him.

For Basarej to carry out the rites himself, however, requires that he use the possessed body to gather his consecrated priestly items and vestments from beneath the temple's altar. Touching the altar with the body of an unbeliever releases a fire elemental, a servant of the goddess.

Fire elemental: AC 2; MV 12; HD 16; hp 80; THAC0 5; #AT 1; Dmg 3d8; SA flammable objects struck by elemental must make save vs. magical fire at -2 or immediately begin to burn; SD +2 or better weapon to hit; SZ H (16' tall); ML fanatic (17); Int low (5-7); AL N; XP 10,000.

The elemental cannot cross the river, but it remains for three days before it burns out all flammable materials within 500 yards of the temple and is forced to return to the Elemental Plane of Fire.

If the PCs approach the haunt peacefully or give him an offering, the haunt is appeased and does not attempt to possess a PC. If the PCs swear an oath on their royal blood to give the knight's spirit a proper burial, the haunt tells the PCs the password to disarm the force-spear trap in the Hall of Force—"Hudanat" (Area 37), the magic words *Qantarat* and *Zill* that govern the Bridge of Sighs and Shadows (Area 9), and the danger of the golden lions in the Chamber of Marshalls (Area 38). Breaking the oath will reduce the PCs' bloodline by 1d6 to 1d10 bloodline points, depending on how they treat the oath (unable to fulfill it, ignoring it, or stealing from the body they swore to bury).

High Priest Basarej (haunt):
AC 0/victim's AC; MV 6/as victim; HD 5/victim's hp; hp 21; THAC0 15; #AT 1; Dmg drain 2 points Dexterity; SA possess body at 0 Dexterity; SW hold person

or *dispel evil* may eject haunt from host body; SZ variable; ML champion (16); Int non (0); AL LG; XP 2,000.

Basarej's treasures are the holy symbol (50 gp), garments (gems worth 200 gp), and holy aspergill (100 gp) that he has stored beneath the altar. He gladly gives them to a worthy priest or the person whose body allowed him to find eternal peace.

the tower of the eye

Opposite the temple, on the western side of the river, lies the intact tower of the order, a fortress and lookout point topped by a warning beacon in times past. The tower was breached by magic (the *disintegration* of the western wall is still clearly visible) and sacked twice, once when the Anuireans first crossed the Khinasi border, and once when they were driven out.

A great four-walled keep with its four corner towers stands on the western side of the river. The northwestern tower is crowned with an enormous nest of branches, like a large stork's nest. You hear a powerful eagle's cry and see a tiny black figure circling far above.

The tower is now home to two griffons, the wild descendants of the order's mounts from long ago. Their nest covers the top of the northwest tower, 60 feet up. The ladders that once led up from the ground floor to the tops of the towers are gone, rotted away or converted to nesting material.

Griffons (2): AC 3; MV 12, Fl 30 (C, D mounted); HD 7; hp 40, 27; THAC0 13; #AT 3; Dmg 1d4/1d4/2d8 (claw/claw/bite); SZ L (9' long); ML steady (12); Int semi (2-4); AL N; XP 650 each.

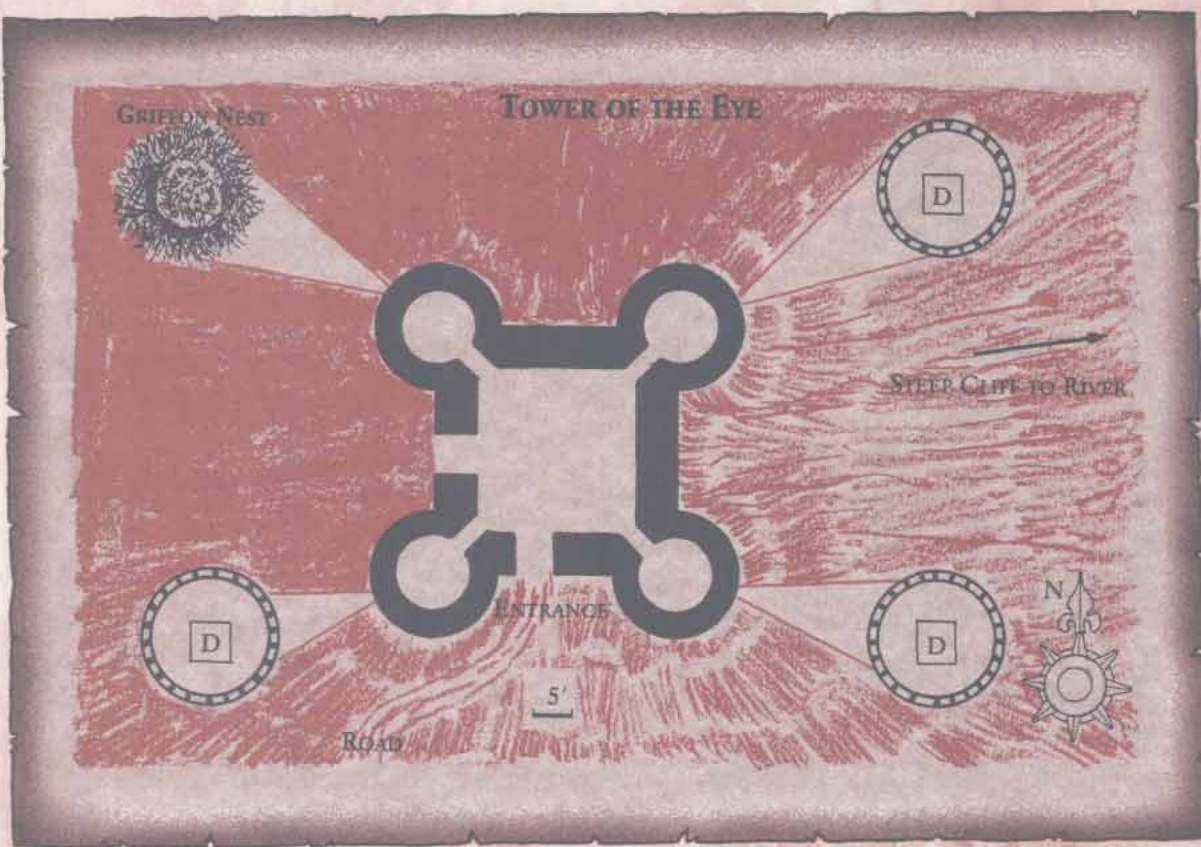
The griffons have amassed considerable treasure over the centuries, as they

the sleeper's gate

The bridge over the river is guarded at either end by a ruined gate left over from a time when this was a defended border crossing. The bridge is creaky but solid. The eastern gate has an unusual statue just outside it, called the Sleeping Kengri. The statue is more than 20 feet long and resembles a giant in repose. In fact, it is a petrified sleeping giant, enchanted to wake whenever robbers seek to despoil the tomb. Of course, the giant can also be woken with a *transmute stone to flesh* spell or a successful *dispel magic*.

Kengri (storm giant, Cerilian): AC -6; MV 15, Sw 15; HD 19+7; hp 104; THAC0 3; #AT 1; Dmg 1d10 or by weapon (3d10+12); SA spells; SD immune to electricity; SZ G (26' tall); ML fanatic (18); Int exceptional (16); AL CG; XP 15,000.

and their ancestors took various baubles from passing travelers and caravans. Most of their nest is made of horse bones, skulls, and the bones of smaller animals, but many valuables are among the remains. The treasure includes four bolts of silk cloth (100 gp each), 8,000 sp, a gold necklace set with a black opal (500 gp), a bracelet of silver with a repeating design of feathers (100 gp), a silver ring of excellent workmanship carved to resemble a running pack of wolves (200 gp), and a flask of *oil of fiery burning*. A *rod of splendor* (5 charges) is woven into the nest, though the PCs can find it only by employing a *detect magic* or similar divination. It is too deeply buried to find without taking the nest apart (an eight-hour job for one worker).



In battle, Kengri *levitates* himself and one opponent high above the battle (missiles shot into the air have a 1 in 4 chance of hitting a human size opponent instead of Kengri). He calls on the griffons of the tower for aid (he's been asleep for centuries and doesn't know that they've gone wild). Surprisingly, responding to some dim racial memory, the wild griffons answer his summons and help him in the airborne combat. Assuming he wins the fight, he then summons a storm and pursues the rest of the party with *call lightning* and *lightning bolt* spells.

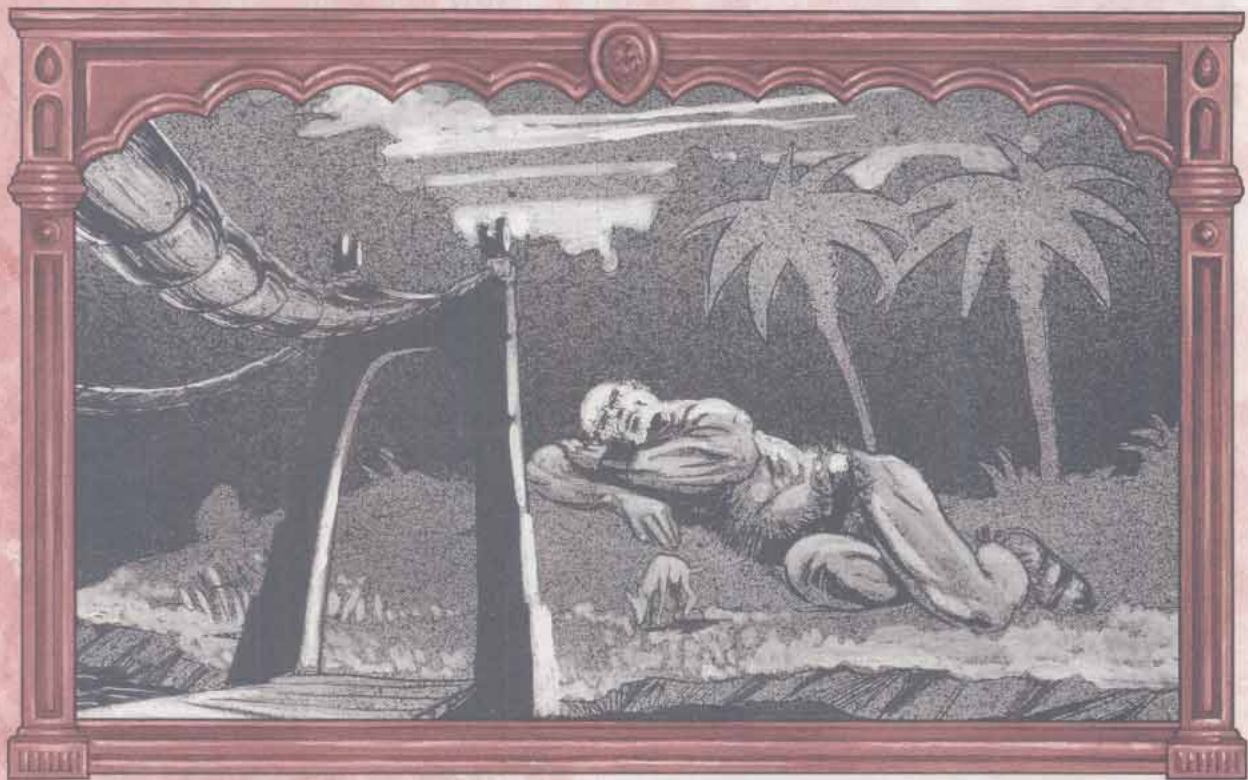
If he is not attacked by the party, Kengri will gladly speak to the warriors in an ancient dialect of the Khinasi tongue. Any Khinasi native can understand him with a successful Intelligence check at a -5 penalty. Otherwise magic is required. He assumes that the PCs have come to seek membership in the order, or that they are members from another stronghold of the order come to restore the tower fortress on the other side of the river.

If the PCs communicate clearly and politely, perhaps offering a gift or news of the outside world (the giant still hasn't

heard that el-Arrasi freed the Basarji from the Anuireans), the giant may well be won over and reveal the entrance to the tomb, just to the north.

Kengri has never been inside the tomb, and so cannot tell the party what lies within. All he knows is that the tomb contains the remains of the "brave knights who defended the creatures of the valley against the slaughter of the Anuirean armies." Any PC who proclaims allegiance to Anuire is instantly challenged by Kengri to single combat. Those who decline are cowards in his eyes, and Kengri orders them to leave the area immediately.

Kengri is one of only a few creatures who know where the entrance to the tomb is hidden. If he is convinced that the PCs have a good reason for entering the tomb (such as laying the ghost of the priest in the temple to rest), he tells them where to look. Otherwise, they will have to ask the muck-dwellers (see the *Cypress Valley Encounters Table*) or other swamp inhabitants.



the lesser chambers

The lower set of chambers was constructed first and was for those warriors whose valor was great enough to guarantee them a place in the order's pantheon of heroes. The architect used *transmute rock to mud* spell to carve out 20- by 20-foot areas. The ceilings are all 12 feet high (tall enough for hunched giants and upright golems to pass through). The halls are unlit except where noted otherwise.

1. The Entrance: The entryway is well hidden by vines and leaves and resembles a small hole or cave entrance—just large enough for a halfling or dwarf tunnel fighter to wriggle into. The entrance was once a series of broad steps carved into the rocks, but they were completely buried when the entrance was deliberately collapsed.

Anyone searching the ground around the hole can see a small path leading from it to the river. A successful tracking proficiency check reveals troglodyte tracks that might otherwise be mistaken for lizardman, gnoll, or even giant bird tracks.

Clearing the way for larger creatures to get in requires magic or at least 6 man-hours of work with shovels, 12 hours without. No more than six creatures can dig at any one time. If the giant Kengri helps, the time required is cut in half.

However, the entryway is protected by a troglodyte guard who uses his chameleon power to blend into the stone (-4 penalty to PCs' surprise rolls). The guard won't come out to fight against superior numbers, but fighting in the tunnel presents its own problems. Slashing and bludgeoning weapons are almost useless in the narrow tunnel (-2 to attack rolls, -4 to damage), but piercing weapons work normally.

Troglodyte sentry: AC 5; MV 12; HD 2; hp 15; THAC0 19; #AT 3 or 1; Dmg 1d3/1d3/1d4+1 or 2d4 (spear);



SA javelin; SD stench, chameleon power; SZ M (6' tall); ML steady (11); Int low (5-7); AL CE; XP 120.

Javelins add +3 to attack roll when thrown by troglodytes and inflict 2d4 damage. Troglodytes secrete a nauseating oil; those failing saving throws vs. poison lose 1d6 points of Strength for 10 rounds.

Anyone who digs encounters the sentry and his overpowering combat scent (-3 to saving throw vs. poison because of the enclosed space). If the alarm is raised and the combat goes on for more than 3 rounds, the troglodytes feign a retreat, let one warrior through, and immediately close the gap to prevent others from coming through. The tribe then surrounds and attempts to slay the single warrior with superior numbers (as many as six troglodytes can attack in the tomb's 15-foot wide entrance passage).

2. Chamber of Lions: The first chamber of the tomb was the entrance where offerings were left for the spirits of the dead. A small fountain still bubbles in the southwest corner of the room. There are lions carved in the lintel over every doorway and two bronze lions decorate the fountain. The bronze doors to the western exit are off their hinges and lie corroding a deep green on the floor.

The chamber is now home to a small tribe of troglodytes who do not appreciate visitors, except as food. Their numbers have increased lately, and they are not faring well in the hunt, so their food stocks are very low. Almost any excuse provokes an attack.

Sullmic, troglodyte leader: AC 5; MV 12; HD 6; hp 41; THAC0 15; #AT 3 or 1; Dmg 1d2/1d2/1d4+1 or 2d4 (stone axe); SA javelin; SD stench, chameleon power; SZ M (6' tall); ML steady (11); Int low (5-7); AL CE; XP 650.

Javelins provide +3 to attack rolls when thrown by troglodytes and inflict 2d4 damage. Troglodytes secrete a nauseating oil; those failing saving throws vs. poison lose 1d6 points of Strength for 10 rounds.

Personality: Brave, silent, honorable.
Special Equipment: vial of unholy water (2d8 points of damage against paladins).

Troglodyte tribe (41): AC 5; MV 12; HD 2; hp 16(x3), 15(x2), 14(x2), 13(x3), 12, 11(x2), 10(x3), 9(x7); 8(x4), 7(x4), 5(x5), 4, 3(x2), 2(x2); THAC0 19; #AT 3 or 1; Dmg 1d2/1d2/1d4+1 or 2d4 (spear); SA javelin; SD stench, chameleon power; SZ M (6' tall); ML steady (11); Int low (5-7); AL CE; XP 120.

Javelins provide +3 to attack rolls when thrown by troglodytes and inflict 2d4 damage.

Troglodytes secrete a nauseating oil; those failing saving throws vs. poison lose 1d6 points of Strength for 10 rounds.

If the troglodytes lose 10 or more of their number, they retreat into **Areas 3 and 6**. In the storage area they climb up the tunnel into the audience chamber (**Area 8**). They are cold-blooded so they suffer only one-quarter damage from the brown mold's cold. In the hall, they hide in the shadows behind the statues, waiting for a chance to ambush foes.

The troglodytes have amassed some treasure from looting the first few chambers of the tomb and from looting the bodies of victims ambushed in the wilderness. The treasures include 1,000 cp, 1,000 sp, a silver horseshoe (10-gp), two rusty helmets, a broken lance, and 20 gems (two 10-gp lapis lazuli, four 10-gp moss agates, three 50-gp moonstones, six 100-gp bloodstones, four 500-gp carved jade elephants, and a 5,000-gp star sapphire).

With the loot are broken bits of statuary and three intact statues. These were graven images, small statues set up before an altar where pilgrims and mourners could offer prayers and small tokens of

Any PC who makes an offering receives a *bless* spell that lasts 1 hour. Paladins of Avani who pray and make an offering also receive an *aid* spell that lasts 1 hour.

their devotion to the departed. When the shrine was still in use, there was a statue for each of the creatures and warriors buried in the tomb, but most are now broken and unrecognizable. The only figures that remain are a warrior in plate armor, a stonemason bearing a mallet and chisel, and a priest with a shaven head and Avani's holy symbol (a setting sun).

3. Root Cellar: This large room was once a storage area for the temple and tower on the surface, storing wine casks, barrels of fruit, cheeses, and tools and supplies unavailable in the wilderness. All the food is gone and all the supplies have been taken by the troglodytes in the Chamber of Lions (Area 2). The remnants of the troglodytes' recent kills are stored here: two plucked parrots, some fish heads, and a stringy, gamey hindquarter from a wild boar.

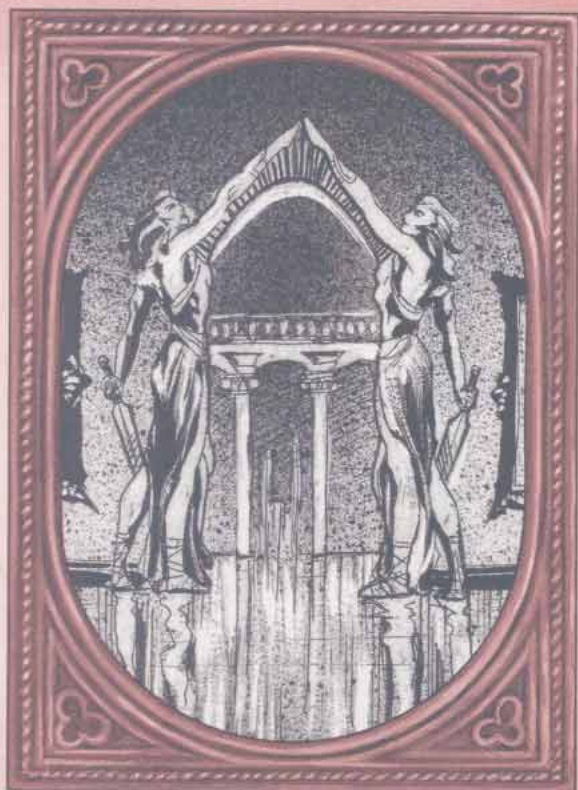
The troglodytes have also dug a tunnel connecting this room with the tomb's Feasting Hall (Area 8). Dirt and stone are heaped around the entrance to the tunnel. It is just big enough for a troglodyte slithering on its belly, and it slants up sharply. Anyone climbing it is susceptible to the cold attack of the brown mold in the Feasting Hall.

4. Priests' Crypt: This hall is the final resting place of the lesser priests and scribes who served Avani and the order in the temple. Each is buried in a small hermit's cell, wrapped in a simple shroud and laid on his side with a golden holy symbol of Avani in his hands (50 gp).

5. Chamber of Doves: This shrine to the goddess Avani was believed to have healing powers and pilgrims often stopped here. Water drips from the ceiling into a bowl on the altar before a statue. Because the shrine still has Avani's blessing, the bowl contains 10 vials of holy water. Any additional water added to the bowl becomes holy water in 24 hours.

6. Hall of Heroes: This 15-foot-wide hall runs the length of the tomb complex and is ornamented with 7-foot-tall stone statues of Khinasi warriors, some male, some female, but all obviously ready for battle, with full armor and weapons in hand. The second statue on the left was destroyed by the troglodytes in an odd form of revenge against the two statues that killed one of their number who tried to go farther down the passage (the caryatid columns).

The bodies of two tomb robbers lie at the two spots marked X, cut down as they made their way down the passage. They were slain when they tried to pass the caryatid columns without giving the proper password. (PCs can learn the password *Jasarat* from the haunt in the ruined temple, or they can gain one of the amulets from Areas 32, 33, or 38 that allow them to pass.) If a *speak with dead* spell that reaches back at least 100 years is cast on the robbers' remains, they share what they know. They were attacked by the stone women and knew that the Great Tomb of the Order of the Sun was filled with the servants and riches of the goddess Avani. They were hired by el-Mimar (Area 34), in exchange for his help in looting the tomb.



Caryatid columns (golems, stone, variants) (2): AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4; SD nonmagical weapons cause half damage, +4 to all saving throws, 25% chance to shatter any weapon; SW *stone to flesh, transmute rock to mud, or stone shape* destroy column if save fails; SZ M (7' tall); ML fearless (20); Int non (0); AL N; XP 420.

Neither of the robbers has much of value, other than a wax-sealed scroll case containing a *wand of negation* (4 charges) that they were supposed to use to wake el-Mimar.

7. Chamber of the Fox: Petitioners, scholars, mourners, and others came to this room when they sought justice, knowledge,

or comfort from the order. Because it served as waiting room and antechamber for the Feasting Hall (Area 8), benches line the walls of the room.

Three small steps lead up from this room to the Feasting Hall where the order's Grand Marshall conducted audiences. The tattered remnants of a tapestry or curtain at the top of the steps hides the brown mold in the room beyond. Anyone standing near the northern end of the steps when the curtain is lifted or drawn aside is immediately vulnerable to the mold's freezing attack.

8. Feasting Hall: Although it was more often used as an audience chamber for the high priest or the Grand Marshall, wakes and other celebrations to remember the dead were also held in this hall. All that remains is a long table, large enough to seat 50 mourners. The troglodytes destroyed most of the chairs for firewood.

They now throw their wastes in here to feed the brown mold that covers the northern third of the room. The mold occasionally serves them as a weapon, for their reptilian physiology makes them resistant to its attacks. The gnawed remains of anyone captured by the troglodytes in the entrance tunnel (Area 1) are brought here and tossed into the mold.

Brown mold (mold): AC 9; MV 0; HD N/A; hp N/A; THAC0 N/A; #AT 0; Dmg N/A; SA freezing for 4d8 points of damage per round to all creatures within 5'; SD immune to weapons and fire; SW plant-affecting magic works; *wall of ice* or *ice storm* makes it dormant for 5d6 turns; *cone of cold* or *disintegrate* kills it; SZ L; Int non (0); AL N; XP 15.

Fire and heat allow brown mold to grow. If a torch is used nearby, it doubles in size, flaming oil quadruples it, and a fireball spell causes it to grow eight-fold.

Underneath the mold are the bones of some small rodents, a few rusted weapons, and a helm of the order. Anyone wearing the helm will not be attacked by the ghost warriors in the warriors' graves (Areas 12–14).

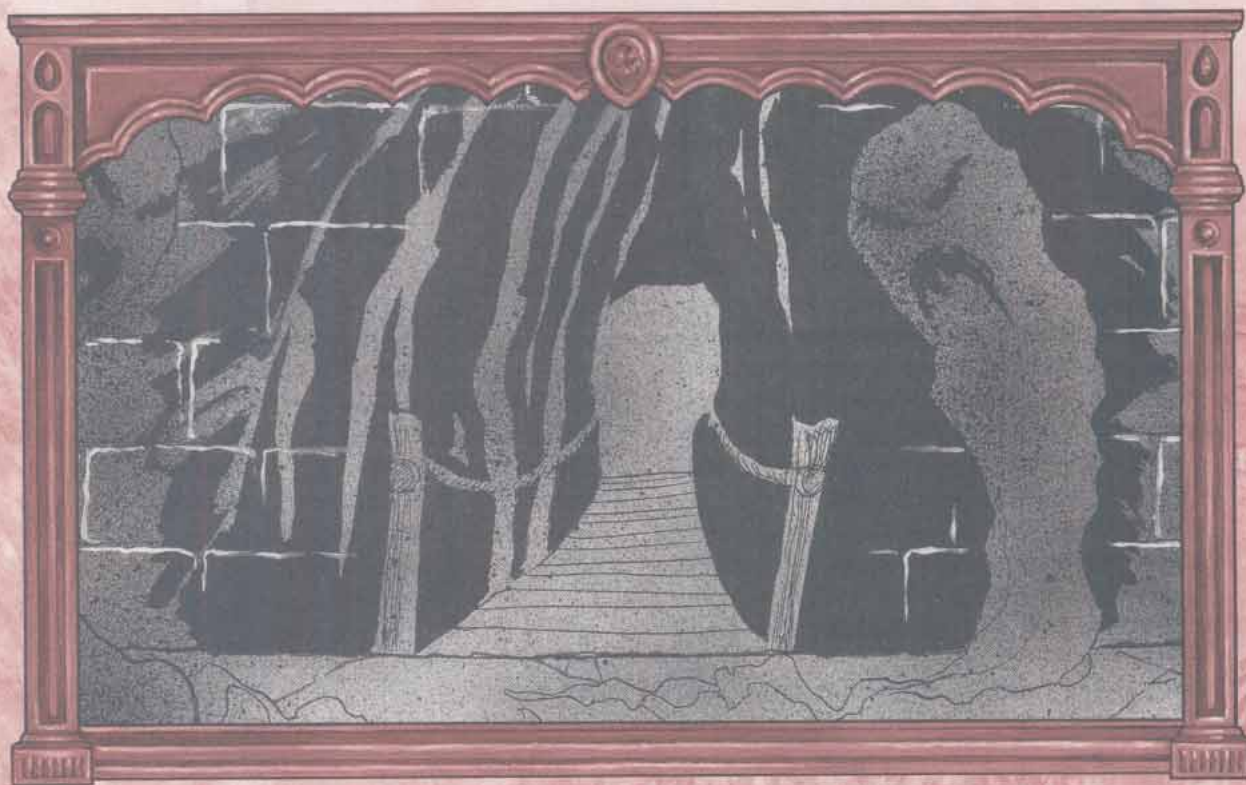
9. Chamber of Shadows: This was the priests' embalming and funerary chamber. Here they prepared the bodies of the tomb for burial.

Three of this chamber's walls are covered with an abstract pattern of black lines. The fourth wall depicts a black bridge over a misty chasm to a gate of light. Words are carved into three of the four stone walls.

Natron and other salts, bandages, and burial shrouds, all incredibly old and brittle looking, are sitting on the chamber's shelves. Three slanted slabs of stones sit in the room. Each slab has several grooves cut in it from top to bottom.

The words carved in the walls are: *Linger not in the land between the living and the dead* (a warning not to overstay a visit in the Divination Room, Area 10) on the east wall, *Bring worthy offerings to honor the dead* on the southern wall, and *Honor those who died for the cause* on the north wall. The room contains no other treasures or clues, though plenty of tools (scissors, chisels, and brushes) still remain here from the room's embalming days.

The painted bridge at the far side of the room is the Bridge of Sighs and Shadows, a magical link through solid rock between this room and the Divination Room. Only those who know its secret can cross it. The only creatures that still know the secret are the architect and the haunt Basarej (see *The Architect's Chamber*, Area 34 and *The Temple Ruins*, page 27). They know the command word, *Qantarat*, that turns the image into an actual bridge, and the word *Zill*, that returns it to the Demi-plane of Shadow whence it came. The bridge lasts only 1 hour in any event. Anyone in the Divination Room after that time is trapped there.



Even if the PCs summon the bridge correctly, they find it guarded by a pair of shadow elementals who watch the bridge and prevent anyone but priests of Avani from crossing. The elementals attack all others as soon as they set foot on the bridge's black, tarry timbers.

Shadow elementals (2): AC 2; MV 15; HD 12; hp 64, 55; THAC0 9; #AT 1; Dmg 2d12; SA chill touch; SD +2 or better weapon to hit; SW half damage in total darkness or full sunlight; SZ L (12' tall); ML champion (16); Int low (5-7); AL N; XP 7,000. A shadow elemental has a 100% chance to hide in shadows. Its chilling touch drains 2 points of Strength and 1 point of Constitution. These points are restored at a rate of 1 point per hour.

The bridge's connection to the Demi-plane of Shadow means that creatures falling from the arches of the Chasm of Faith fall past this bridge and might catch themselves here (see Area 47).

10. Divination Room: Beyond the Bridge of Shadows and Sighs lies this crowded room, filled with white, unlit candles, a copper divining bowl for *reflecting pool* spells, and a set of dragon bones for casting *augury* spells (worth 2,000 gp, given the rarity of dragons in Cerilia). Worshipers of Avani who cast divination spells in this room have an improved chance of success, so add +10% to any roll.

The far wall of the room is decorated with an alabaster arch of stone, but the archway leads nowhere—it is made of solid rock. The archway is carved with passwords to open three different gateways to the outer planes, specifically Bytopia, Arcadia, and Mount

Celestia. The passwords are *Paradise*, *Balance*, and *Silverwater*. But they activate the gate in the Chasm of Faith (Area 49). Speaking them here has no effect. Also, the priests plastered over the words to open passages to the Beastlands, Elysium, and Mechanus (*Circle*, *Plains*, *Gears*).

These passwords are the keys to the gate to paradise, the information the Three Brother Mages have sought for so long. They reward the PCs for the passwords alone, since they believe they know the location of the gates.

11. Servants' Chamber: The ashes of the order's servants are interred in this room. The spirits of many of the servants remain here after death, and they act as invisible ghosts roughly equivalent to the *unseen servant* spell. Once they served as the link between the living and the dead at the feasts in the Feasting Hall (Area 8), but in recent centuries they have languished. Any knightly warrior can command their obedience within the tomb, though they cannot leave the tomb (they could, for instance, be commanded to remove the brown mold). They can reach any point in the complex to convey messages or fetch small items.

The western exit from this room is trapped. Anyone opening the door to the Warrior's Chamber (Area 12) must first unlock the door (-20% to Pick Lock chances). Even if the PCs pick the lock, they must survive the trap. Opening the door releases a cloud of poison gas (equivalent to a *cloudkill* spell, but save vs. poison rather than spell). The cloud affects the area shown on the map.

12. Warrior's Chamber: The spirits of many warriors are bound to this room where their ashes were laid after they were cremated in the temple (Area 22). The 12 bravest knights of the order still

serve it in the afterlife. They resemble ancient knights, wearing green, corroded bronze plate armor and carrying shining scimitars. Beside the ghostly humans stands a ghostly halfling warrior in gleaming chain armor, the eye symbol of the order on his buckler.

Ghost warriors (12): AC 3; MV 12, Fl 12; HD 4+3; hp 26, 25(×3), 24, 23(×2), 21(×2), 20, 18(×2); THAC0 17; #AT 1; Dmg 1d8+chill for 1d6; SA fear; SD fly, +1 or better weapon to hit; SZ M (6' tall); ML elite (14); Int average (9–10); AL N; XP 650 each.

Upon viewing ghost warriors for the first time, PCs must make a successful saving throw vs. paralyzation or be subject to fear. Flee at maximum movement rate, 50% chance of dropping items. Fear lasts for 3d4 rounds.

Ghost warriors cannot be turned because they are spirits, not undead. They have no connection to the Negative Energy Plane.

The ghost warriors' treasure is 5,000 sp, a small urn of *oil of sharpness* (3 applications), and a single suit of elven chain mail, sized for a halfling.

The door leading to the Captains' Tomb (Area 13) is not locked or trapped.

13. Captains' Tomb: The ashes of the captains of the order are kept here, and their deeds are recorded in the murals on the walls. Though most of the captains of Avani's legions have long departed, one captain's spirit remains to guard the chamber against tomb robbers and defilers.



A pale, glowing warrior stands before you, left hand held outstretched with the palm out, right hand on the pommel of an oddly curved sword. A setting sun is emblazoned on his breastplate.

The ghost captain is a normal ghost with the following statistics.

Ghost captain (ghost): AC 1; MV 12, Fl 24 (B); HD 6+3; hp 38; THAC0 15; #AT 1; Dmg 1d6 (touch) or 2d4 (khopesh sword); SA aging; SD +1 or better weapon to hit; SW turned as ghost; SZ M (6' tall); ML champion (15); Int very (11-12); AL LN; XP 2,000.

A secret door connects this chamber to the captain-general's resting place. The obvious door and passage are a trap. Anyone opening the door to the next chamber (**Area 14**) releases an enormous stone block from the ceiling that falls and crushes anything in the narrow corridor below. Anyone standing at the door must make a Dexterity check with a -4 penalty for every 5 feet that they are inside the passage. Those standing at the door would receive a -12 penalty, for example, while those standing just within the passage would receive no penalty.

PCs can avoid the trap by taking the secret passage behind a mural of a ceremonial gate. The outline of the gate matches the outline of the door, which the PCs can open simply by pushing on the wall.

14. Chamber of the Captain-General: The captain-general died an angry and bitter man watching the decline and fall of the Order of the Sun. He lingers out of a sense of duty and bitter regret.

He allows nothing and no one violate the sacred tomb and the grounds he swore to protect. However, he is confined to his chamber by a *grave warding* spell (see *Spells of Reason*, page 62).

Ghost captain-general (spectre): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 43; THAC0 13; #AT 1; Dmg 1d8; SA energy drain; SD +1 or better weapon to hit, immune to *sleep*, *charm*, *hold*, and cold-based spells, immune to poison and paralyzation; SW 2d4 damage from holy water, destroyed by *raise dead* spell; SZ M (6' tall); ML champion (15); Int high (13); AL LE; XP 3,000.

The captain-general's chamber is littered with war trophies, musty old banners, a crude crown seized from a "prince" of the Iron Peaks, a dwarven war trumpet, orog totems, the skull of a giant crocodile, and the breastplate of an Anuirean general, taken at the Battle of the River Asarwe. If el-Mimar has been released (see **Area 34**), he may try to enlist the captain-general's services with a *charm undead* spell.

15. Chamber of Falcons: Many of the knights of Avani's order were expert hunters and falconers, and many of the order's wizards were granted hawks or falcons as familiars. A dozen of these creatures are buried here, embalmed, wrapped, and mummified. Each mummy lies on a small stone platform. If disturbed, they rise up as animal skeletons.

Undead hawks and falcons (animal zombies) (11): AC 8; MV 6; HD 1-1; hp 7(×3), 6, 5(×3), 4(×2), 2, 1; THAC0 15; #AT 3; Dmg 1/1/1d4 (claw/claw/bite); SD edged or piercing weapons inflict half damage, immune to *sleep*, *charm*, *hold*, death magic, poisons, and

cold-based spells; SW holy water inflicts 2d4 points damage; SZ S (5' wingspan); ML fearless (20); Int non (0); AL N; XP 65.

Assorted scarabs, charms, and talismans in the skeletons' wrappings are worth 75 gp per skeleton, but gathering them requires a turn of unwrapping, poking, and searching. One mummy is protected by a *grave warding* and cannot be reanimated.

16. Chamber of Hippogriffs: The female knights of Avani's order rode hippogriffs, several of which were loved well enough to merit burial in the Great Tomb. They were animated to protect the tomb against desecration.

Six large creatures are buried in this room. They stand, horselike, but with folded, bandaged wings across their backs. As the door through which you entered creaks and begins to swing shut, you see sharp beaks and talons emerge from the wrappings of three of the creatures, along with the stench of long-rotted flesh.

The three animated hippogriffs attack and their bandages slowly fall off, revealing withered, decayed flesh. The creaking door is just swinging on its hinges. No magical or mechanical force is shutting it.

Undead hippogriffs (monster zombies) (3): AC 6; MV 9, Fl 18 (D, E mounted); HD 6; hp 29, 28, 25; THAC0 15; #AT 3; Dmg 1d4/1d4/4d4 (claw/claw/bite); SD immune to sleep, charm, hold, death magic, poisons, and cold-based spells; SW holy water inflicts 2d4 points damage; SZ L (9' long); ML fearless (20); Int non (0); AL N; XP 975.

The hippogriffs fight only to defend their room. They do not pursue intruders. They were buried with golden bits and bridles worth 400 gp each, but the PCs must slay the zombies before claiming these treasures.

17. Chamber of Griffons: The mummified griffons of the Marshalls of the Order

are interred here, close to their riders. Even in death, they defend their masters.

This room is filled with standing, completely-wrapped bodies, one in each corner. However, the bandages here are punctuated with threads of gold. All four of the horse-size creatures shift their heads suddenly in your direction, like hooded falcons turning toward the sound of prey.

The griffons attack relentlessly. They fight until destroyed or until the PCs leave the room.

Undead griffons (monster zombies) (4): AC 6; MV 9, Fl 18 (D, E mounted); HD 6; hp 35, 33, 28, 27; THAC0 15; #AT 3; Dmg 1d4/1d4/4d4 (claw/claw/bite); SD immune to sleep, charm, hold, death magic, poisons, and cold-based spells; SW holy water inflicts 2d4 points damage; SZ L (9' long); ML fearless (20); Int non (0); AL N; XP 975.

The griffons were buried with only the scarabs used in the enchantments that animate them. These lapis lazuli talismans are worth 200 gp each and are hidden in their wrappings. The cloth of gold is worth 40 gp per griffon.

The room's secret door is hidden in the chamber's stonework. The PCs can open it from this side only by stepping on a counterweight near the wall opposite the secret door. The architect built the secret tunnel so he could avoid the guardians of the rotunda (**Area 18**).

18. Rotunda: The intersection of the two main halls on this level is a circular chamber with a domed ceiling. Arches lead out into the four passages, and a large statue dominates the center of the room. Four smaller statues support the pillars and arches.

Three of the four supporting warrior statues are caryatid columns. The fourth is simply stone. All three golems have orders to attack any living creature leaving the rotunda. No matter from which direction the PCs enter, they can enter the rotunda safely. No matter by which direction they leave, however, at least one column and perhaps two will strike from behind, the others from the side (roll 1d10, surprise on 1-5).

The statue in the center of the rotunda is a 10-foot-tall representation of Namaan el-Rammal, the founder of the order and father of the mage-king el-Arrasi. The greenish copper statue wields a scepter topped with an eye in one hand and a glowing sword in the other (*continual light* spell). However, it does not animate and fight.

Caryatid columns (golems, stone, variants) (3): AC 5; MV 6; HD 5; hp 22 each; THAC0 15; #AT 1; Dmg 2d4; SD nonmagical weapons for half damage, +4 to all saving throws, 25% chance to shatter any weapon; SW *stone to flesh, transmute rock to mud, or stone shape* destroy column if save fails; SZ M (7' tall); ML fearless (20); Int non (0); AL N; XP 420.

The columns have no treasure. The statue of el-Rammal is worth a great deal to any regent among the Khinasi, but to transport it, the PCs need a large wagon and a team of oxen since it weighs more than 2,800 pounds.

The tunnels leading east and west from the rotunda are decorated with murals telling the story of the founding of the order, the discovery of how to train griffons, and the building of its various strongholds. Anyone who can read Khinasi (or a thief with a successful Read Languages roll) can read the titles of the various

pieces: *El-Rammal Founds the Glorious Order of the Sun*, *Captain-General el-Huffas Returns with Griffon Eggs*, *Architect Breaks Ground on the Great Tomb*, and so on. The eastern hall is littered with discarded mango pits, banana peels, nutshells, and other refuse the Monkey King left when he stopped to eat on his way to the Chamber of the Ark-Royal (Area 53). He also defaced some of the murals, putting a mustache and horns on el-Rammal in *Knighting the First Paladins of the Order of the Eternal Sun*.

19. Scriptorium: Filled with rickety writing desks and long-dried inkwells, the scriptorium is where the order's records were generated and copied. The room is now the haunt of an imp that seeks to take the soul of the architect, el-Mimar, for dabbling in necromancy. Unfortunately for the imp, el-Mimar wasn't dead yet when it arrived, and it isn't allowed back into the Nine Pits without his soul in hand. It's been wallowing in self-pity for years.

When the PCs arrive, the imp immediately sees the possibilities. It tries to convince the PCs that el-Mimar deserves to die ("The Nine Princes wouldn't have sent me if he was a paragon of virtue, would they?"). If he is awakened, el-Mimar tries to silence the imp by killing it.

Even more amusingly, the imp hangs around the party (invisibly if necessary) and offers them good advice for getting through the tomb. He helps by saying, *Wear those amulets, they'll help you*, and steering them toward his target's resting place in Area 34 by saying, *I think you should go this way*. Given the nature of the speaker, many PCs will assume that the imp is giving bad advice. However, for once he is telling the truth, but only because it is to his benefit.

Eezer, male imp (imp): AC 2; MV 6, Fl 18 (A); HD 2+2; hp 8; THAC0 19; #AT 1; Dmg 1d4; SA poison, *suggestion* 1/day; SD silver or magical weapon to hit, *invisible, detect good, detect magic* at will, immune to cold, fire, or electricity, regenerate 1

hp/round, saving throws as 7HD creature; MR 25%; SZ T (2' tall); ML average (8); Int average (9); AL LE; XP 1,400.

Poison slays instantly if saving throw fails.

Personality: Fawning, wheedling, groveling, and servile.

The imp has no treasure of its own, but its scrawled notes and drawings are useful to any student of the diabolical baatezu (200 gp).

20. Avani's Library: Like all places devoted to Avani and her servants, the Great Tomb contains a library. This one is devoted to the records of those buried here, their deeds and histories, as well as Avani's sacred funeral texts, accounts of the costs of burial and construction, and a series of code books used in protecting the tomb's inner chambers.

The stairs up to the librarian's quarters are trapped with a *grease* spell, courtesy of the imp in the Scriptorium. Anyone falling down the stairs suffers 2d6 points of damage. The door at the top of the stairs has an excellent lock (-20% to Open Locks rolls).

The passage leading to the treasury (Area 21) is trapped. If PCs open the door to the treasury, it releases the floor of the entire passage, dropping everyone standing on it into a 30-foot deep pit full of green slime. Only flying creatures and those able to grab a ledge or door handle can avoid falling.

Anyone caught in the slime is soon turned to green slime.

Green slime: AC 9; MV 0; HD 2; hp 16; THAC0 19; #AT 0; Dmg Nil; SA turns flesh into slime in 1d4 rounds, eats metal quickly; SW *cure disease* kills slime; SZ L (18' long); ML average (10); Int non (0); AL N; XP 65.

The PCs can find 10 moonstones (50 gp each), an amethyst (100 gp), and a topaz (500 gp) here.

21. Treasure Chamber: The regular passage to this room is trapped (see Area 20). The high priest always took the secret stairs down from his private quarters.

The priests of Avani were very wealthy in their day, but because they collapsed the entrance to the tomb when the Anuireans took the Tower of the Eye, the treasury was never looted. The treasure chamber contains three chests, four urns filled with coins, three maces lying upon a golden altar cloth, and a coffer lined with velvet.

Chest #1 contains nothing but the accounts of the treasury, such as invoices and expenses, receipts, tallies, and tax records.

Chest #2 is locked with a masterful lock (-60% to Open Locks rolls) and contains the following forbidden writings: a *libram of ineffable darkness*, *The Concordia Digitalis* (a volume on making botanical poisons), and *Eaters of the Dead* (a volume on the use of ghouls in necromancy). None of these are usable (or saleable) by good-aligned characters, of course. If the PCs have the key from the Monkey King, it opens the chest.

Chest #3 is trapped with darts released when the PCs lift the lid. The darts fly out from the sides and top of the chest, striking all creatures within 10 feet of it with a THAC0 of 14. Any creature struck by a dart must make a saving throw vs. poison because the darts are covered with Type D poison (onset time 1d2 rounds, 30 points of damage, successful save for 2d6 points of damage). The trap fires only once and does not reset itself.

The chest contains el-Mimar's treasury:
8,000 gp, 12,000 sp,
and letters of credit
(now worthless)
drawn on Basarji
trade houses

for an additional 60,000 gp.

The urns contain 4,000 cp, 14,000 sp, 9,000 ep, and 9,000 gp. At the bottom of the urn of copper is an enormous ruby worth 5,000 gp.

The three maces are not magical, but they are valuable. One is the Mace of the Grand Marshall of the Order of the Eternal Sun, a valuable relic of Khinasi knighthood and a vital item for any regent hoping to reestablish the order. The second is the Mace of Avani, a ceremonial item long sought by the priests and priestesses of Avani for their rites. The third mace is the Blessed Mace of Latifa Min Avani, an early female paladin of the order (depicted in the murals in Area 18 and buried in the Chamber of Marshalls, Area 38).

The open, velvet-lined coffer contains *Eternal Rest*, a magical mace that allows the wielder to turn undead as a 4th-level cleric. If the wielder is a priest, he can turn undead as if he were four levels higher. Though it provides its owner with no magical attack bonuses, *Eternal Rest* can strike creatures that must normally be struck by +3 or better weapons.

22. Chamber of Fire: This large room was used for funeral services for the dead interred in the Great Tomb. Its magical fires have never gone out.

This chamber is an enormous room 40 feet in diameter, with a large glittering dome for a roof. On either side of the entrance stands a falcon-headed statue, one male, one female.

It seems that someone might live in this tomb after all. A fire pit burns before a large golden statue of a woman holding a scroll in one hand and the orb of the sun in the other. The statue's eyes are blazing red jewels that reflect the firelight. Two braziers stand before her, on either side of a bier where rests the body of a knight in plate armor, a scimitar in his hands, and a statue of a dog at his feet.



Four large chandeliers hang from the chamber's roof on dark chains. They glow with bright light. Each arm of the chandeliers is worked from golden metal and resembles a ray of the sun. Two staircases lead up the circular walls to a door 20 feet above you. There are two balconies behind the statue.

The haunt of the high priest outside in the temple can be laid to rest by giving burial to Yezeed el-Sams, the Khinasi warrior whose bones litter the bier in this chamber. However, the warrior's spirit has been tied to this place for so long without rest that it has gone mad, and it seeks to inflict that madness on anyone who enters the room.

Spirit of madness: AC 0; MV 12; HD 10; hp 50; THAC0 13; #AT 1; Dmg 2d6 (chill)+drain Wisdom; SA drain 2 points of Wisdom with each touch, when victim reaches 0 he goes mad; SD +2 or better weapon to hit; SZ M (6' tall); ML steady (12); Int semi (2-4); AL N; XP 3,000; new monster.

The bier includes many grave goods, such as a +1 *khopesh sword*, a *javelin of lightning*, a suit of *bronze plate armor +2*, a +1 *shield*, and a *necklace of survival*. Taking any of these grave goods prevents the warrior's spirit from reaching its final rest and breaks any oath that the PCs may have sworn to the high priest Basarej. (See *The Temple Ruins* for the consequences.)

Anyone who steals from the priests' quarters (Areas 21-30), from the statue of Avani, or from the body of Yezeed el-Sams animates the two golems that guard this chamber's entryway. Though the golems cannot climb the narrow stairs up to the priests' quarters, they do guard the exit from the Chamber of Fire (Area 22) and the exit from the Scriptorium (Area 19) to prevent any thief from leaving with stolen goods.

Falcon golems (golem, clay) (2): AC 7; MV 7; HD 50 hp; hp 50, 50; THAC0 9; #AT 1; Dmg 3d10; SA can *haste* itself after first round of combat; SD can only be struck by magical blunt weapons, *disintegrate* slows golem for 1d6 rounds, 1d12 points of damage; SW *move earth* drives golem back 120', 3d12 points of damage, *earthquake* cast directly at golem stops movement that turn, 5d10 points of damage; MR unaffected by mind-affecting spells; SZ L (8' tall); ML fearless (20); Int non (0); AL N; XP 5,000 each.

The elemental spirit animating these golems is not tightly bound, resulting in a 1% cumulative chance per round of combat that it can break free of its orders. If it does, the golem becomes a berserker, attacking everything in sight until destroyed.

The high priest feared that el-Mimar or someone else would steal Avani's sacred treasures for some profane use, so he placed the golems here. A high priest of Avani (9th level or greater) or grand master paladin of Avani (11th level or higher) can command the golems to do his bidding.

23. Pulpit: The priests of Avani read the eulogy for the dead from these balconies. They are empty but still solid after all these years. There is no danger of collapse.



24. Vestry: The robes of the priests have long been tattered by time and eaten by moths. Among the remnants of once-fine robes is one holy symbol of Avani, a censer made of bronze, a ceramic lantern, a wick trimmer/candle snuffer, a tinderbox, and an amphora sealed with cork and wax containing holy oil, for the temple's lanterns. None of the items are exceptional. All were meant for day-to-day use, not for ornament.

25. Sacred Items: The chalice, censers, braziers, and holy symbols of Avani are stored here. They are all of the finest gold, inlaid with silver and set with chips of topaz (worth 3,000 gp total, but consecrated to a good deity).

A cedar coffer latched with bronze clasps contains a fortune in myrrh, sandalwood, and patchouli, and a small vial of

attar of roses. Opening the coffer releases a gust of aromatic air that alerts the imp in the Scriptorium (Area 19). The incense and oil together are worth 3,000 gp.

26. Underpriest's Quarters: Now long abandoned, this room has only murals for furnishings. The images on the walls show the temple rites of Avani, the gates to paradise, and the road to enlightenment through study, teaching, and reason.

27. Librarian's Quarters: This chamber is still neatly organized, with a volume on a reading stand near the southern door, a small shelf of scrolls beside an empty bed frame, and a wardrobe and mirror against the western wall. The wooden furniture is oddly eaten away, almost as if scarred by fire.

The book on the stand is titled *The Logic of Glyphs: A Primer on Warding Magics and their Application*. It contains all the priest spells in the *Spells of Reason* appendix, including the names of glyphs, required to deactivate them. However, the entire text is written in Khinasi script. No one else can read it.

The right door on the north wall is a trap. When the PCs open it, it releases a cloud of acidic gas. Those in the room must successfully save vs. poison or suffer 3d4 points of damage from the gas (no damage if save successful). Equipment (including the book and the scrolls) must make a successful item saving throw vs. acid with a +3 bonus or be destroyed. The trap can reset itself twice and has already destroyed most of what was in the room.

The door down to the library is locked with an excellent lock (-20% to the Open Locks roll). The key was kept in this room.

28. Chanter's Quarters: On the walls are the hymns and sacraments of Avani, written in a clear, bold hand with the musical notation for accompanying chants and responses.

(10'+ long); ML elite (13); Int very (12); AL CE; XP 420.

Those hit must make a successful saving throw vs. paralyzation or be pulled into the water. Each round in the water requires another successful saving throw. Failure means drowning.

If reduced to 0 hp or less, a water weird is disrupted and it reforms in 2 rounds.

The weird's treasure is all kept in the bath's waters: 900 gp, seven moonstones (50 gp each), three heavy golden anklets (800 gp each), and a pair of earrings (600 gp the pair).

31. Wemic Burial Chamber: The great lionlike servants of the order who brought the word of Avani into the wide plains and hinterlands of the Sun Coast were buried here. They were three of the greatest shamans of Avani and three of the greatest knights of the order.

The wemics no longer rest peacefully. El-Mimar made them monster zombies to guard his final resting place against all those who might despoil his tomb's wealth.

Wemic Shamans (monster zombies) (3): AC 6; MV 9; HD 6; hp 32, 29, 25; THAC0 15; #AT 1; Dmg 4d4 (claws) or 1d6 (club); SD undead spell immunity; SZ L (8' long); ML fearless (20); Int non (0); AL N; XP 650 each.

The monster zombies can be turned as wraiths.

The wemics have no treasure.

29. High Priest's Quarters:

The walls of this room are covered with wooden panels, reddish-brown and carved in many small panels with figures of the Cerilian gods, including Avani's Palace of the Sun. Other panels show harvesting, monks copying manuscripts, peasants sowing crops, hunters in the forests, and a shepherd driving off a wolf.

The panels are well-rendered, but are probably too heavy for the PCs to bother dragging along with them.

The high priest liked to keep a few secrets from his subordinates, such as the two secret doors. The first secret door leads down to the treasury. It is well-hidden in the room's panelling.

The second secret door is an entire panel that swings out and leads to a set of stairs to the Upper Chambers, avoiding the traps of the Hall of Force (Area 37) and leading directly to the Chamber of Marshalls (Area 38). The stairs are protected by a *glyph of sunlight* and a *snare* that can trap a PC for 6 hours.

30. Consort's Quarters: In the center of this chamber is a large marble bath, carved and smoothed stone, filled with water that drips from the ceiling. The marble is slightly discolored, greenish with some mineral from the dripping water. The bath is home to a water weird summoned here by el-Mimar.

Water weird (elemental): AC 4; MV 12; HD 3+3; hp 17; THAC0 15; #AT 0; Dmg 0; SA drowning; SD suffers 1 point of damage from piercing and slashing weapons, half damage from fire (none if save is successful); SW *purify water* spells kills instantly, intense cold acts as *slow* spell on water weird; SZ L



32. Giants' Chamber: Three stone giants rest here on huge stone biers. They were magically preserved while still alive and can be restored to life by a *transmute stone to flesh* spell or a successful *dispel magic* against a 12th-level caster. All the giants show marks on their necks where their life force has been bled away by the vampire el-Huffas (Area 38).

Salib, Halal, and Najmat, stone giants (3): AC 0; MV 12; HD 9+1d3; hp 64, 58, 55; THAC0 7; #AT 1; Dmg 1d8 or 2d6+8 (club); SA hurl rocks for 3d10; SD blends with stone, catch stones and missiles 90%; SZ H (18' tall); ML champion (16); Int average (8-10); AL N; XP 7,000.

The giants were buried with their valuables, including their stone clubs, 7,000 sp, 2,500 gp, a gold *amulet of Avani* worth 300 gp, and a giant-sized silver bracer inscribed with the figures of the sun, masons working, and sleeping lions, worth 1,000 gp.

33. Mason's Chamber: The passage to this room is open, but dusty. No one has passed this way for a long time. The Great Tomb's master mason and stone carver was laid to rest here, in an elaborately carved sarcophagus decorated with vines, a hammer, chisel, circle, and plumb line. If the PCs open the sarcophagus, a trap is triggered that drops a 12-ton block of stone onto the 5-by-5-foot entryway, sealing it.

Within the sarcophagus are the mason's bones, tools, and a gold *amulet of Avani* (worth 300 gp). This amulet is useful in the Chamber of the Ark-Royal (Area 53), and to its wearer it gives magical power over the golems in the halls (Areas 6, 18, and 22).

34. Architect's Chamber: The door to this chamber is protected by a *glyph of sunlight* and a *grave warding* spell (see *The*

Spells of the Chimaeron). Though the wards were put here at the occupant's request, the priests considered them as much a protection from what lay within as a defense against forces from outside.

Part of the architect's fee for designing and supervising the construction of the order's great tomb complex was a burial chamber for himself. He rests here still, and he's still alive.

El-Mimar's plan was simple. He intended to prolong his life as long as he could and meanwhile create undead in the tomb's various crypts. When his time came, he would ingest the proper magical mixture, return from the sleep of the dead as a lich, and bring his servants out of their stony prisons. Unfortunately, the two thieves he hired to wake him were slain by the tomb's guardians, and he has slumbered for much longer than he had planned. Also, the transformation to lich state never occurred.

Djuhah el-Mimar (MKb; W9 [necromancer]; N(E)): AC 10 (stoneskin absorbs first 1d4+3 hits); MV 12; hp 24; THAC0 17 (16 with staff); #AT 1; Dmg 2d2+poison from staff of the ser-

pent (adder); SZ M; ML elite (13); XP 4,000.

El-Mimar pretends to be the PCs' friend just as long as it takes him to get away safely and recover his servants (the monster zombies from Areas 16 and 17 and the stone giants from Area 32).

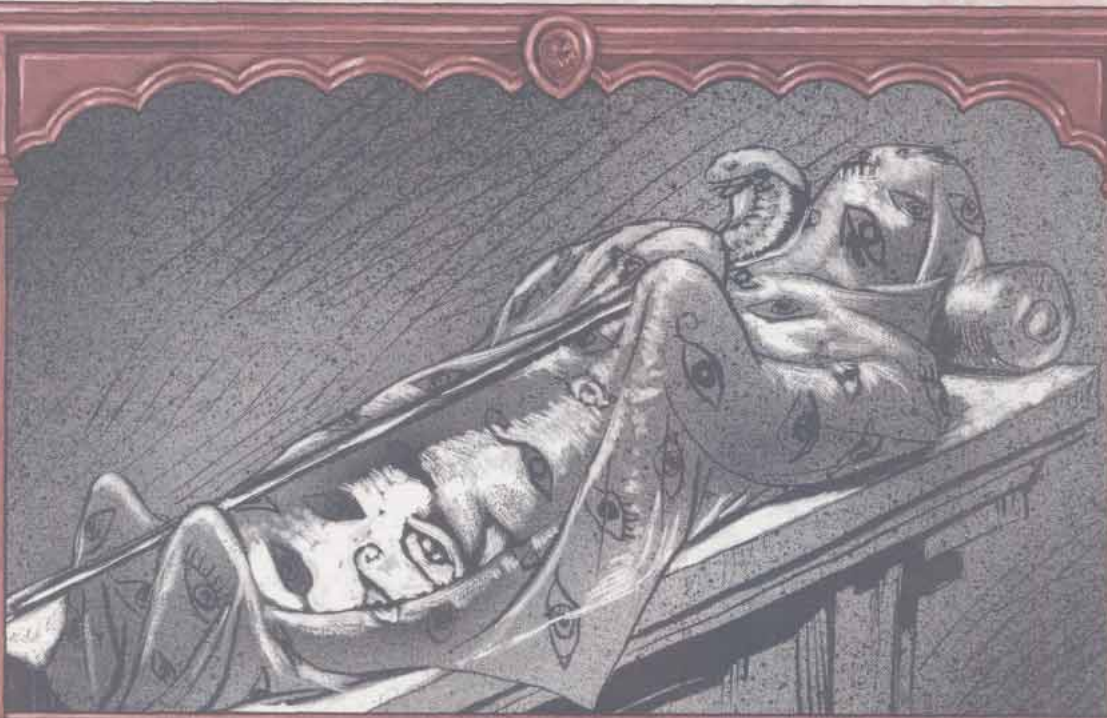
S 12, D 10, C 13, I 14, W 10, Ch 14.

Personality: Treacherous, cold-blooded, compromising.

Special Equipment: Staff of the serpent, robe of eyes, amulet of Avani.

Spells (5/4/4/3/2): 1st—chill touch, color spray, grease, magic missile, spider climb; 2nd—ESP, Melf's acid arrow, rope trick, spectral hand; 3rd—haste, hold undead, lightning bolt, vampiric touch; 4th—enervation, ice storm, minor globe of invulnerability; 5th—cloudkill, wall of stone.

In addition to these spells, el-Mimar knows *detect magic*, *enlarge*, *hold portal*, *read magic*, *shocking grasp*, *darkness 15' radius*, *knock*, *locate object*; *hold undead*, *item*; *dig*, *stoneskin*; *animate dead*, *transmute rock to mud*. All of his spells are inscribed in



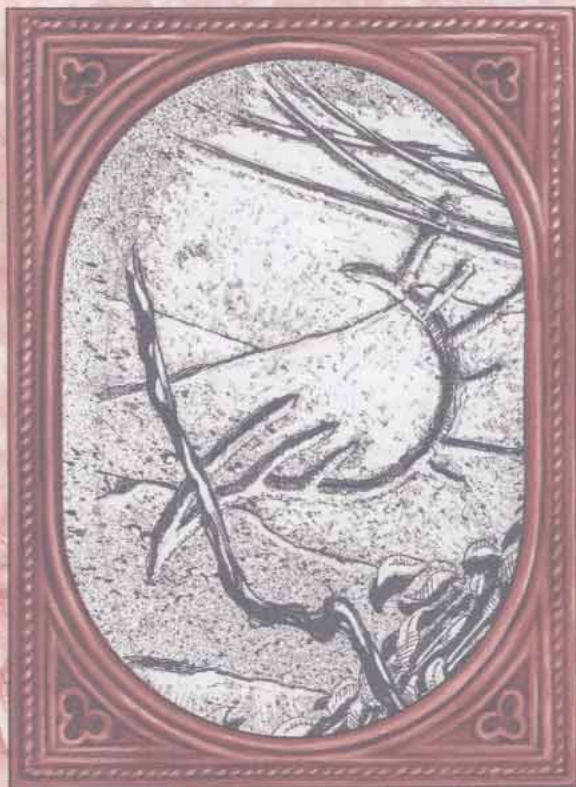
his spellbook, kept in the Vault of Knowledge (Area 51).

He knows the command words *Qantarat* and *Zill* that the PCs can use in The Chamber of Shadows (Area 9).

El-Mimar will be drained of life energy by the vampire of the tomb (Area 38) if the *protection from evil* warding his tomb is ever broken.

35. Secret Workshop: This is where the architect Djuhah el-Mimar brewed his potions and learned magic. His notebooks reveal that the object of his research was extended life. The Chimera will be interested in his notebooks and offers 2 GB for them, but few other buyers are interested in the notes of a failed experiment.

The workshop isn't entirely empty. The architect's homonculus still lives here, unable to die while its maker yet lives and powerless to receive any new orders. It tries to befriend anyone who enters the lab, warning them about the dangers of freeing the invisible stalker or entering its circle. It especially wants solid food, as it



has sustained itself by using a *Murlynd's spoon* for decades now, and the taste of cardboard-flavored gruel has grown intolerably boring.

Runt (homonculus): AC 6; MV 6, Fl 18 (B); HD 2; hp 12; THAC0 19; #AT 1; Dmg 1d3; SA bite causes sleep; SD same saving throws as 9th-level necromancer; SW if destroyed, creator suffers 2d10 points of damage; if creator slain homonculus dies and body melts away; SZ T (18" tall); ML elite (13); Int high (14); AL N (E); XP 270.

Sleep venom causes 5d6 minutes of slumber.

Personality: Childish, curious, friendly, trusting.

An insane invisible stalker is still trapped in the summoning circle, the last of the creatures that el-Mimar summoned. It gives no sign of its presence at first, hoping some fool will step into the circle and so provide it with a hostage.

Tuwind (invisible stalker): AC 3; MV 12, Fl 12 (A); HD 8; hp 45; THAC0 13; #AT 1; Dmg 4d4; SA surprise; SD invisibility; MR 30%; SZ L (8' tall); ML elite (14); Int high (13); AL N; XP 3,000.

Automatically returns to the Elemental Plane of Air when its hp total is exceeded by damage suffered.

The bones of el-Mimar's last familiar, a hawk, lie on one of the workbenches, embalmed and wrapped.

the upper chambers

Reserved for the exclusive use of the priesthood and paladins of Avani, the upper burial chambers of the Great Tomb were carved out of the region's stone just as the lesser chambers were, using *transmute rock to mud* spells to simplify the work. The halls are all lit with *continual light* spells, and the floors are

inlaid with white ceramic tiles or grayish white flagstones. The ceilings here are only 8 feet high. There are no random encounters unless the PCs or el-Mimar free some of the monsters from their imprisonment to roam the halls.

36. Hall of Offerings: As with the entrance hall (Area 1), this room is a place where offerings were left by the priests for the order's leaders, who were all buried in the upper chambers. Unlike the entrance hall, this room hasn't been despoiled by humanoids. The ancestor statues and small offering shrines are all still intact. There are 16 small statues here, one for each marshal, one for the founder, and four for the high priests of the order. The room is illuminated by *continual light* spells.

Four statues watch over the two exits from this room. The two to the east are a male paladin and his griffon. The two statues to the south are a female priestess and her hippogriff. None of the statues are magical constructs.

37. Hall of Force: This empty hall is protected by two traps, one mechanical and one magical.

The first trap is the mechanical one, a pit just inside the hall's entrance that drops anyone stepping onto it into a chute that slides them slightly west and down to the first level, where they fall into the green slime pit between the library and the treasury (Areas 20 and 21).

The second trap is a force-spear trap that projects hundreds of thin rays of magical force through the 10-foot-wide hall. The force-spear trap can be detected by a *detect magic*, *true seeing*, *detect traps*, or *find traps* spell, but is invisible to normal sight (a thief's *detect traps* ability cannot find it). It inflicts 4d6 points of damage on everyone in the hall (successful

save vs. spell for half damage), and forces a saving throw vs. crushing blow for those who fail the saving throw. It can be disarmed by speaking the password, *Hudanat*, as the PCs might have learned from the priest-haunt in the temple.

38. Chamber of Marshalls: All the Grand Marshalls of the Order are buried here, under great stone slabs along the edges of the great circular burial chamber.

A large archway before you leads into a huge, 60-foot diameter room. A single word is inscribed at the top of the archway. The archway is flanked by two pillars, and the ceiling is covered with mosaics of armies marching behind the generals.

A dozen or so slabs of stone set into the floor seem to be grave markers, each carved with the image of a knight. In the center of the room is a row of pillars the color of ox-blood, and between them, a fine, intricate carpet running the length of the room. At the north end of the chamber is an altar flanked by two more pillars and two enormous, 8-foot-tall gold candlesticks.

Beyond the pillars, directly opposite your entrance, is another archway leading out.

The inscription over the door is the command word for two *figurines of wondrous power* in the chamber, one resting on slab C and one on slab H. The figurines are *golden lions* that become normal adult lions when the command word

is spoken. If the command word is spoken a second time, they return to their statue form. Otherwise, they attack.

Golden lions (2): AC 5; MV 12; HD 5+2; hp 26, 20; THAC0 15; #AT 3; Dmg 1d4/1d4/1d10 (claw/claw/bite); SA rake for 1d6+1 points of damage if both front claws hit; SD surprised only on a 1; SZ M (6' long); ML fearless (20); Int semi (2-4); AL N; XP 650.

If slain in combat, the lions cannot be brought back from statue form for one week. Otherwise, they can be used once every day.

The marshalls are buried beneath the stone slabs marked A-K. However, after el-Mimar was buried, each of the slabs was marked with a *glyph of sunlight*, a type of *glyph of warding* unique to Avani's priests that causes 9d4 points of damage to the opener (successful save for half), and creates a blast of light in the chamber equal to full sunlight for a moment (as per the 9th-level *sunray* spell).

Before the glyphs were placed, though, el-Mimar worked his necromantic arts on

the marshalls' remains to create more servants for himself. The first two bodies were too decayed to transform and el-Mimar didn't find a body under slab I (because the occupant was out feeding), but those beneath slabs C-K were made into wights. The wights have been trapped beneath their slabs for centuries because el-Mimar never woke, and thus never freed them. They are hopelessly insane, and attack anyone who frees them (other than their master).

Marshalls of the Order of the Sun (wights) (8): AC 5; MV 12; HD 4+3; hp 27, 23, 22, 21, 20(x4), 17; THAC0 15; #AT 1; Dmg 1d4; SA energy drain; SD hit only by silver or +1 weapons, immune to poison or paralysis; SW slain instantly by a *raise dead* spell, suffer 2d4 points of damage from holy water; MR unaffected by *sleep*, *charm*, *hold*, or cold-based spells; SZ M (6' tall); ML elite (14);



Int average (8–10); AL LE; XP 1,400.

Wights avoid sunlight but are not harmed by it.

The marshalls each wear an *amulet of Avani*. These amulets are useful in the Reflecting Passageways (Area 41) or Hall of Mirrors (Area 42).

39. Hall of Stone: The stones of this hallway animate to prevent intruders from passing through, for this passage is guarded by a loyal *galeb duhr* who was long ago enticed into serving the order. It uses its magic to prevent intruders from entering the Chamber of the Marshalls without being accompanied by a member of the order.

Crusher, galeb duhr (1): AC -2; MV 6; HD 10; hp 36; THAC0 11; #AT 2; Dmg 4d6/4d6; SA spells, animate boulders; SD immune to lightning and normal fire, save vs. magical fire at +4; SW save vs. cold at -4 and suffer double damage from those attacks; MR

20%; SZ L (12' tall); ML fanatic (17); Int very (12); AL N; XP 10,000.

Can cast these spells as a 20th-level mage, once per day: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, *wall of stone*. Can cast *stone shape* at will.

Crusher can *animate boulders* within 60 yards. The animated boulders are AC 0, MV 3, HD 9, hp 55, 41, 40, Dmg 4d6.

Personality: Slow and deliberate, motherly.

The *galeb duhr* has a small collection of gems, including a topaz (500 gp), a flawed emerald (1,000 gp), two chunks of amber from the northlands (100 gp each), three green chrysoprase (50 gp each), and a vibrant purple *ioun stone* (stores 5 levels of spells) that might be mistaken for an amethyst.

40. Hall of Spears:

In the hall is a grisly sight, a sort of hedge made of spears, skulls, and human bones. It seems to be rustling in some invisible wind.



This Hall of Spears is a magical trap. Anyone approaching within 10 feet of the wall is attacked by its enchanted spears, with the same effects as a *wall of swords* spell. The spell's victims become part of its substance, absorbed by the spell to fight against the next victims.

Though the PCs can fight their way through the wall of spears, they might not find the entrance to the Chamber of Flowers because the wall obscures it unless it is utterly destroyed. The entrance to that chamber is clogged by a mass of bones and metal. The easier passage through the area is through the northern section of the wall.

If the PCs fight their way past the magical wall, a short passage leads to the Chamber of Flowers. The room centers on four pillars of light bluish stone, and colorful mosaics decorate the four walls with roses, flowering vines, and bright orange fire lilies.

In the center of the room is a chalice of silvery-gold. Once per month, any liquid placed in the chalice becomes a *potion of healing*.

41. Reflecting Passageways: These two passages both end in mirrors that are actually complicated illusions and teleportation devices. Anyone entering either hall is magically turned around, exiting the passage exactly where they entered it, despite all efforts to pass down the hall. The only way through is by either wearing an *amulet of Avani* (from Areas 32, 33, and 38) or by casting a successful *knock* or *dispel magic* spell against a 14th-level caster. A *knock* is effective for 10 rounds, and a *dispel magic* for one hour. A *wand of negation* allows free passage for 1d4+4 rounds.

42. Hall of Mirrors: Once through the Reflecting Passages (Area 41), there is another mirrored room.

The PCs can enter the mirrors with a *knock* spell, *dispel magic*, *wand of negation*, or an *amulet of Avani*. Once entered, no speech or vision can penetrate to reach creatures on the far side, though occasionally a glimpse of a creature is visible on the Hall of Mirrors side.

When describing this room, do not use compass directions. Indicate right and left, and use terms like "directly across" or "diagonally across," but let the players keep track of where they have already been. The corridors beyond are enchanted to appear to continue for some distance, and the enchanted mirrors are meant to confuse visitors.

43. Crypt of the Martyrs: The order has many icons and mosaics of its greatest heroes here, the knights who were legends to the cities they championed.

On the lintel above the doorway is carved a clue to the location of the Ark-Royal and the sword: *Between the sun and the abyss, between the eye and the mirror, lies the foundation of the order.* It implies that the Ark-Royal lies between areas 45 and 49, and between 42 and 48.

44. Infinite Passageway: Anyone entering this mirror enters a passage that seems to stretch for hundreds of yards, though a light is dimly visible at the end of the tunnel. The light is a captured will-o-the-wisp, kept here to lure tomb robbers to their doom.

Will-o-the-wisp (1): AC -8; MV Fl 18 (A); HD 9; hp 33; THAC0 11; #AT 1; Dmg 2d8; SA electric charge destroys items; SD can become invisible for 2d4 rounds; SW affected by *protection from evil*, *magic missile*, and *maze*; MR immune to most spells; SZ S (3' diameter); ML fanatic (17); Int exceptional (17); AL CE; XP 3,000.

The beholder guards a *wand of illumination* (43 charges) and a hoard of 10,000 sp, 4,000 gp, and 300 ep.

46. The Tilting Hall: This hallway is a carefully-balanced seesaw, with the axis marked by the line in the center of the hall. Anyone walking in the section nearest the hall of mirrors is supported by a ledge that keeps that end of the hall from tilting. Once past the center point, the whole hall tilts down. A counterweight restores the trap's position when the victims fall off the far end and into the 30-foot-deep pit below.

In the bottom of the pit, a juju zombie awaits its prey. It wants fresh, bloody meat.

Juju zombie (zombie): AC 6; MV 9; HD 3+12; hp 23; THAC0 15; #AT 1; Dmg 3d4; SD +1 or better weapon required to hit, blunt or piercing weapons cause half damage, climb walls (92%); SW turned as spectre; MR fire causes half damage, immune to mind-affecting spells and psionics, illusions, electricity, and *magic missiles*; SZ M; ML fearless (19); Int low (7); AL NE; XP 975.

The zombie is the victim of the trap in the hall next door (**Area 47**).

47. Juju Gas: This hall is trapped with a magical trigger. When two or more creatures enter, a *wall of swords* spell grows out of the floor and seals the exit to the Hall of Mirrors (**Area 42**). Anyone trying to pass through suffers the usual damage (see *The Spells of the Chimaeron*). Simultaneously, the trap releases a magical gas, a

Previous victims have left behind 200 cp, 400 sp, 200 gp, 100 pp, a dwarven runestone (30 gp), a miniature songbird worked in gold, emeralds, and jacinth (2,000 gp), a signet ring of the Royal Guild of Baruk-Azhik trading coster (800 gp), a *potion of growth*, a *staff-mace*, and a *wand of lightning* (18 charges).

45. Chamber of the Sun:

This room shines with blinding white light. At the far end of the room is an archway of elaborately worked gold. Floating in the archway is a large round stone.

The light in this room is the equivalent of the *sunlight* spell. The room is protected by a guardian, an undead beholder captured and kept here through the use of a *trap the soul* spell. If the PCs enter the room, a trap is set off that releases the stone, which crushes the gem containing the guardian.

Guardian, undead beholder: AC 0/2/7; MV Fl 2 (C); HD 14; hp 66; THAC0 7; #AT 1; Dmg 2d4; SA magic rays; SD anti-magic ray, saving throws as 14th level warrior, immune to *sleep*, *charm*, and *hold* spells; SW central eye has 22 hp, each lesser eye has 1d8+4 hp; SZ L (5' diameter); ML Fanatic (18); Int special; AL LE; XP 13,000.

It has lost the power of four eyes because of the change to undeath. The remaining eyes are *charm monster*, *sleep*, *telekinesis*, *flesh to stone*, *disintegrate*, *fear*, and *slow*.

Personality: Mindless except in combat.

pale yellow, slightly bitter mist that floods the hall. Invented by el-Mimar, the *juju gas* affects everyone who fails a saving throw vs. spell. Any PC affected by the gas acts normally, until the affected PC dies, when he is immediately reborn as a juju zombie, eager to wreak havoc on other party members. The PCs must either find out the hard way, or use spells such as *identify* (on a container of the gas), *true seeing* (reveals only an odd yellow glow to the victim's eyes), *divination* (counsels the victim to get priestly help), or *commune* (explains the exact nature of the gas and its effects, if successful). A *remove curse* or a *heal* spell cast by a 10th-level or higher priest removes the effect, but *dispel magic* does not.

48. Chamber of the All-Seeing Eye: This is where many of the order's rituals were carried out. Knights were initiated here, vigils were held by both warriors and priests, and wizards practiced their skills at divination and scrying. It is magically warded against interference.

Anyone wearing the amulets from the Giants' Chamber (Area 32), Master Mason (Area 33), or one of the Marshalls' (Area 38) is immune to the effects of this chamber's magical trap. Anyone who enters the room without wearing an amulet triggers a *prismatic spray* from the great eye in the archway over the entrance. The seven colored beams of the spell flicker and strike every corner of the room. Roll 1d8 and consult the table listed in the 7th-level wizard spell *prismatic spray* in the *PHB* to see how each character is affected.

When the PCs recover, read:

This chamber is dominated by a great, four-sided pyramid. Steep stone stairs lead up to the platform at the top on every face of the pyramid, though the stones on one side are darkly stained. At the top of the pyramid is a great crystal, emitting a pale green light and pulsing gently. A 4-foot-diameter globe seems to be circling the top of the pyramid.

The small circling globe is a guardian spectator, placed here to prevent anyone but the priests of Avani from using the room's magical item. The priests are gone, but the spectator still carries out its duties.

Spectator, unblinking: AC 4/7/7; MV Fl 9 (B); HD 4+4; hp 24; THAC0 15; #AT 1; Dmg 1d4+1; SA magic; SD magic, reflects one spell/round back at caster if spectator makes a successful saving throw, +1 to initiative, +2 to surprise; MR 5%; SZ M (4' diameter); ML elite (14); Int high (14); AL LN; XP 4,000.

The spectator's eyes can create food and water, cause serious wounds to 180' away, paralyze to 90' away for 8d4 rounds, telepathy to 120' with a single target and may implant suggestion if target fails save.

Personality: Stickler for rules, inflexible.

If the PCs make it to the top of the pyramid, they find the small platform there cluttered with bones, bits of armor, weapons, and tattered cloth—the remains of those captivated by the power of Avani's Eye. However, the mesmerizing pull of the Eye affects everyone within 10 feet of it immediately, including those on the platform and those

more than halfway up the stairs that are in sight of the *Eye*.

The great crystal at the top of the pyramid is the *Eye of Avani*, a powerful scrying device that allows the user to receive the equivalent of one *commune* spell once per day. However, for those who are not wise high priests of the goddess, the effect is less beneficial. Any creature who stands on the platform and has less than 17 Wisdom cannot tear its gaze away from the *Eye*. The creature will literally stand there, staring, until it dies of thirst (typically, about three days later).

Even those who are wise enough to tear their gaze away from the *Eye* may be harmed by it, for the *Eye* reveals more than most men were meant to know about the gods, the world, and the forces of evil and ignorance that the order opposed. Since the *Eye* reveals all the knowledge of the Temple of Avani, the viewer may be driven insane. Anyone who watches the *Eye* for more than 1 hour gains a *commune* spell with Avani, and must roll percentile dice (as per *contact other plane* to avoid insanity) and consult the table in the 5th-level wizard spell *contact other plane*, listed in the *PHB*.

49. Chasm of Faith: Like the bridge to the divination chamber (Area 9), this chamber is connected to the Demiplane of Shadow, the Shadow World. Though the chasm is like the one below the Bridge of Shadows, the room itself contains four arches, all leading to a shining pillar in the center of the room. The small circular ledge at the entrance to the chamber has no railing and no protection from the strong winds that blow from below. Some words are inscribed in the ledge's stone floor in a silvery script:

*Where I rise, seek to ascend.
Where I fall, seek to depart.
Where winter lingers,
 seek the solace of wisdom,
Where summer shines, seek the
 glory of war.*



The short verse is a description of the chasm's contents, based on the image of the sun. Where the sun rises (east) is the gate to the Upper Planes (ascending), where it sets (west) is the exit. Winter comes when the sun lingers in the south, so the library is in the south, and summer comes when the sun is high in the northern sky, so the armory is in the north. The verse is to remind visitors where they are going, for crossing the chasm is not an easy task.

The first danger facing anyone leaving the platform and entering the chasm is the wind. Each round that a creature spends on the arches requires a Dexterity check (if walking) or a Strength check with a +3 bonus (if crawling). Any creature that fails one check is blown to the very edge of the chasm. Failing a second check means the creature has been swept off the arch. The winds can be stopped by the 5th-level priest spell, *control winds*.

The second danger is that any creature venturing out onto the arches is attacked by the flying creatures native to the chamber, a mass of gloomwing moths that swarm to any source of light. Characters walking out in darkness need fight off only a single gloomwing, but they run the risk of making a fatal misstep (and they won't see the sun at the centerpoint).

Gloomwings (1 or 5): AC 1; MV Fl 12 (D); HD 5+1; hp 31, 24, 23, 22, 20; THAC0 15; #AT 3; Dmg 1d3/1d3/1d8; SA snoop, pheromone; SD confusion, camouflage; SZ M (8' wingspan); ML average (9); Int animal (1); AL N; XP 1,400 each.

The moth's shimmering wings *confuse* any creature for 1d4+4 rounds that fails a save vs. spell (as 4th-level wizard spell). The moth is 50% undetectable because of camouflage. When attacking in darkness or near darkness, the gloomwing gains a -2 bonus to its surprise roll.

Swooping gains a +2 to attack. During the second and each successive round of combat, pheromones cause weakness in a 25' radius. Exposed creatures must make a successful saving throw vs. poison or lose 1 point of Strength each round they remain in the area of effect. Creatures with a successful initial save need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Strength returns 1 point per turn, 1d4 hours after exposure stops.

Anyone falling into the chasm passes by the Bridge of Shadows before plummeting forever into the half-darkness of the demiplane. A successful Dexterity ability check allows the falling creature to grab the bridge.

The center of the arches is decorated with an inlaid mosaic sun of bright tiles of orange and yellow. Anyone standing on the sun may dispel the gloomwings to their home plane and command the gargoyle golem in Area 51 to do his bidding.

Creatures attempting to fly by magical means can be hit by the *wand of negation* wielded by the gargoyle golem in the Vault of Knowledge (Area 51). The gargoyle golem will leap out to attack if the gloomwings are all slain and PCs are heading south to the library it is sworn to protect.

50. Armor of God: Here the order kept its best armor and weapons. The room now contains a solid heartwood chest secured by copper bands, an iron casket, and a large trunk of leather over oak, with rusted iron fittings.

Hidden in the casket is the *griffon amulet*, a magical talisman that allows the wearer to cast *charm monster* on griffons,

The vault is defended by a gargoyle golem wielding a *wand of negation* (86 charges) that it uses to dispel the enchantments on any creature that flies in the chasm or that walks from the centerpoint toward the vault. The beam is pale gray and is difficult to see in darkness or light.

hippogriffs, and eagles once per week. The wearer also gains the animal training and riding and airborne nonweapon proficiencies while wearing the amulet.

The trunk is trapped with a scything blade that sweeps out to take off the hand of anyone who reaches into the chest (avoid with a successful saving throw vs. poison; suffer 1d8 points of damage). These treasures include a magnificently worked set of *bronze plate armor* +2, a *large shield* +3 called *Lifeshielder* that acts as a *magic jar* spell, taking in the wielder's life force when he is slain, a *great helm* +1 (as a *ring of protection*) and a set of *bracers of swimming and climbing*.

The locked oak chest also contains treasures and a trap. It is protected by a *symbol of discord*, triggered when the lock is picked successfully. There is a 50% chance that PCs of different alignments attack each other over the division of the spoils inside the chest. The chest contains a matched set of silver throwing daggers (400 gp), an elaborate silver salt cellar (3,000 gp, 2 feet tall), and a chessboard and chess pieces made of ivory and black jade, worth a total of 8,500 gp.

51. Vault of Knowledge: All the scrolls, tomes, and maps once kept here have been moved to other strongholds of Avani by her loyal priests. However, the chamber's bookshelves and scroll racks are still in place, and a few items belonging to el-Mimar are still stored here, including his spell books.

Gargoyle golem: AC 0; MV 9 (leap up to 100'); HD 15; hp 60; THAC0 5; #AT 2; Dmg 3d6/3d6 (claw/claw); SA surprise leap inflicts 4d10 and item saves vs. crushing blow, if hit by both claws in any round victim must make a successful saving throw vs. petrification or be turned to stone; SD -2 bonus to surprise foes; SW *earthquake* spell instantly shatters the golem without affecting surrounding region, *transmute rock to mud* inflicts 2d10 points of damage; SZ M (6' tall); ML fearless (20); Int non (0); AL N; XP 14,000.

During the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be resurrected.

The vault also contains a *wand of earth and stone* (10 charges), a *scarab vs. golems*, and a scroll of *disintegrate*, *shatter*, and *clairaudience* (cast at 16th level), all belonging to the architect.

52. The Mirror Gate: This archway seems sealed with a mirrored surface.

the sword of roele

The sword carried by Michael Roele is a heavy, well-used blade, forged by the dwarves of Baruk-Azbik as a gift for the Anuirean Emperor upon his ascension to the throne. It is made in the heavier, slightly more barbaric style of 500 years ago.

Though the hilt is decorated with braided gold and silver leading to a carved golden pommel, it is clearly a blade meant for battle. Two small red garnets are set where the hilt meets the cross-piece in the form of a bearded dwarven face, to serve as the blade's "eyes": these stones glow when wielded in battle by a scion of the Roele bloodline.

Any bard who makes a successful lore roll knows the story of the blade of Michael Roele. The sword was broken in two by the Gorgon during Roele's final combat with the awnshegh, but the blade is still faintly magical. Both the Lord High Chamberlain, Aedan Dosiere, and Gylvain Aurealis, an elven courtier and warrior, were witnesses to Michael Roele's death, and their stories both say the blade was broken by the Gorgon's powerful swordplay.

The Sword of Roele is a +2 weapon, with the special power of detecting evil once per day. It functions only for blooded characters.

Around the edge of the portal are symbols resembling a mountain, an animal, a great gear, a rainbow, a shining star, and an hourglass. These symbols of the planes show the possible destinations of this gate, though it was rarely used. The need had to be very great for the order's marshalls to summon aid from the Upper Planes to help in their battles.

The portal is a solid and unyielding surface until one of the proper passwords is spoken before it. As soon as the word is uttered, the mirror quivers for a moment and assumes the color of the chosen destination: silver for Mount Celestia, gray for Arcadia, gold for Bytopia, white for Elysium, rust-brown for Mechanus, and green for the Beastlands. Once activated, the portal remains active for a single day. Thereafter, anyone passing through is trapped on the other side.

53. The Chamber of the Ark-Royal: This entire room is protected by a *forbiddance* spell that was cast by a 14th-level lawful neutral priest. Lawful neutral PCs can enter without penalty, nonlawful PCs must successfully save vs. spell to enter or suffer 2d6 points of damage, and good or evil-aligned PCs must successfully save vs. spell or suffer 4d6 points of damage. Only a higher level caster can dispel this spell. Once a PC fails a save, it cannot enter the region. Even if the save is successful, intruders feel uneasy and tense.

At the center of the room is a sarcophagus with the statue of a knight in full armor on its lid. The knight wears a crown and holds a glowing sword in his hands.

A successful use of the heraldry non-weapon proficiency or a bard's lore roll will indicate that this is not the tomb of Michael Roele, but the resting place of Namaan el-Rammal, the father of el-Arrasi, the savior of the Khinasi. El-Rammal was perhaps Avani's greatest paladin. He was a powerful warrior, a devoted worshipper of Avani, and a great soothsayer. The statue here resembles the statue in the intersection of corridors downstairs (Area 18), but it shows him much aged, as he was at the time of his death.

El-Rammal's tomb is the order's holiest. Inside the stone coffin is a golden ark containing the bones of its patron, the Shining Knight of Eternal Sun, the prince of the royal house who founded the order. El-Rammal still defends the Great Tomb after all these centuries. If his shrine or resting place is disturbed, his spirit returns to animate his body and drive off the impious grave-robbers (the animated remains are treated as a skeleton warrior).

The ark also contains the two shards of the sword of Michael Roele (see *The Sword of Roele*). To take the sword, the PCs must open the ark and defeat the righteously enraged spirit of the Shining Knight. Anyone wearing an *amulet of Avani* can take the sword if al-Rammal deems him worthy. He asks (in Khinasi), "Who dares take the blade from the tomb of the order?" Unless the answer is spoken in Khinasi, al-Rammal attacks. If the answer is in Anuirean, he attacks with +2 to all attack and damage rolls.

Prince al-Rammal, undead Khinasi male (skeleton warrior): AC 2 (bronze plate armor and *shield* +1); MV 6; HD 9+12; hp 67; THAC0 11 (with scimitar); #AT 3/2; Dmg 1d8+2 (scimitar); SA sight of warrior causes creature with fewer than 5 HD to flee in panic; SD cannot be turned by priest; SW cannot attack true followers of Avani, must engage in honorable combat; MR 90%; SZ M; ML fanatical (18); AL LG; XP 6,000.



S 16, D 13, C 16, I 14, W 14, Ch 18.
Personality: Proud, pious, and determined.
Special Equipment: *shield* +1, *scimitar of quickness* +2, *helm of underwater action*

If el-Rammal is defeated or answered, he gives up his possession of his old body, which collapses like the frail skeleton it is. Any priest or worshipper of Avani who restores the bones to their proper resting place in the ark deserves a 4,000 XP bonus experience award.

The adventure ends when the PCs either side with the Brothers and tell them how to reach Elysium through the gates in the Chamber of Shadows or the Chamber of the Ark-Royal, or when they recover the *Sword of Roele* and bargain with the Monkey King.

If the PCs help the Brother Mages, the Mages offer the PCs their choice of wealth or magic for information about how to reach the gate. If the PCs choose wealth, they are

given the remains of the Three Brothers' treasury: 10 GB. If they choose magic, they

are given access to the new spells in the Brothers' spellbooks, and nonspellcasters each gain one magical item from Brothers' stock. If the PCs have been especially helpful (providing an escort to the gate, slaying the Chimera and not claiming her sources, or revealing the presence and actions of the Monkey King, for example), the Brother Mages might even offer to invest their bloodline into a deserving scion or unblooded PC.

If the PCs help the Chimera by tracking down and slaying the Three Brother Mages, they are richly rewarded. She spends a Domain Action concluding a treaty with the PCs, offering the Chimera's aid in the form of either her (admittedly meager) troops or her magic at some future date. Whether she keeps to this agreement is another matter entirely.

If the PCs hold onto the *Sword of Roele*, they deserve a 20,000 XP award.

further adventures

No matter who the PCs decide to help, the *Sword of Roele* is a source of many further adventures and much political chaos. The Gorgon will attempt anything—assassinations, invasions, and

missions by powerful guild thieves—to get the sword back.

Although it has great historical value, it has little magical power. Some PCs might be tempted to give it up. Those

Anuireans who keep it are one step closer to the Iron Throne, and in correspondingly greater danger. Those Khinasi who keep it have a powerful bargaining chip to extract favors from any Anuirean regent, or an incredibly lavish gift to bestow upon an ally.

If the DM wants to remove the sword from the game, the Monkey King demands it as the price of his service and advice in his role as the court astrologer (the "two bloody stars"). Only the gods know where he might take it and in whose hands it might land.

concluding the adventure

the spells of the chimaeron

magic of madness

- Spells that cannot be used by good or neutral-aligned spellcasters.

Armor Inversion (Alteration)

Level: 3
Range: 10'/level CT: 3
Comp: V, M AoE: 1 creature
Dur: 1 round/level ST: None

This spell weakens powerful fighters so a wizard's minions can defeat them more easily. Each magical "plus" that a fighter has becomes a magical "minus." Protective magic is turned against the fighter (but not *cloaks of displacement* or *boots of speed*).

The material component for this spell is a magical *ring of protection*, that must be broken during casting.

Fang of the Adder

Level: 2
Range: 0 CT: 2
Comp: V, M AoE: 1 weapon
Dur: 1 round/level ST: None

This spell magically envenoms any weapon the caster (or a designated recipient) wields for the duration of the spell. The poison is identical to the adder's, Type E (successful save or be slain, with an onset time of 0 and causing 20 points of damage even if the saving throw is successful).

Its material component is the fang of a giant snake.

True Darkness (Alteration)

Level: 4
Range: 10 feet/level CT: 4
Comp: V, S, M AoE: 10 yd radius
Dur: Permanent ST: None

The area darkened by this spell cannot be pierced by *infravision*, *true sight*, *wizard*

eyes, *crystal balls*, or any other form of visual magic, *scrying*, or *divination*—for the purposes of magic and sight, it does not exist.

The material component is a black opal worth at least 1,000 gp.

Impotence (Enchantment/Charm)

Level: 4
Range: 10 yards/lvl CT: 4
Comp: V AoE: 1 creature/5 lvls
Dur: 1 round/level ST: Neg.

This curse magically blunts the victim's ability to attack another creature. No attack or spell of the victim succeeds for the duration of the spell. The victim can defend himself normally, however.

Nemesis (Necromancy)

Level: 6
Range: Touch CT: 6
Comp: V, S, M AoE: 1 creature
Dur: 1 rnd/level ST: None

This spell creates an evil twin of the target with the same AC, hp, THAC0, and ability scores, and spells. Unless the victim can magically flee the area, the nemesis seeks to engage the original in combat. If the spell's target is protected by magical wards or uncrossable ground, the nemesis relentlessly hunts its twin, stopping only for rest and food, all the while posing as the spell's target.

If the spell's target already is evil, a good nemesis cannot be created.

This spell is often employed when creating a *mirror of opposition*. The material component is a silvered mirror worth at least 1,000 gp that is consumed in the casting.

Wall of Shadows (Evocation)

Level: 6
Range: 5 yds/level CT: 6
Comp: V, S, M AoE: 10' square/lvl
Dur: 10 r.+1/lvl ST: None

This spell summons a wall of inky, writhing darkness to protect the caster. It provides 100% concealment against missile attacks (-4 to AC), and chills anyone who attempts to cross it, inflicting 1d4 points of damage per level of the caster, with a saving throw for half damage. The chill also temporarily

drains 1 point of Strength per level of the caster from each creature that crosses it, but that Strength returns at a rate of 1 point per turn. A creature who drops to a Strength score less than 3 is rendered immobile until Strength returns to 3. Any creature whose Strength drops to 0 must make a System Shock roll or die.

In the Shadow World the spell has no effect, but drains the caster's life energy for 2d4 points of damage.

The material components include a black opal worth at least 500 gp, the skin of a black cat, and the remains of any undead creature.

Wall of Swords (Evocation)

Level: 6

Range: 5 yards/lvl CT: 6
Comp: V, S, M AoE: up to 10'
 square/level

Dur: 10 rnd.+1/lvl ST: None

This spell creates a wall of steel blades in any stationary location. Any creature passing through the barrier suffers 4d8 points of damage and must make a successful item saving throw vs. crushing blow for equipment or the items are destroyed.

The *wall of swords* can also be formed into a sphere (radius equal to 1'/level) and used as an offensive spell; any creature caught within the sphere suffers the spell's full effects as it passes through the wall. Using the wall in this way, however, entitles the target creature(s) to a saving throw. Those with a successful save suffer only half damage and suffer no damage to equipment.

The material component is a small mithral sword, worth at least 400 gp.

Vulnerability (Enchantment/Charm)

Level: 5

Range: Touch CT: 5
Comp: V, S, M AoE: 1 creature
Dur: 1 round/level ST: None

Though clumsiness, bad luck, and magically bad timing, the victim of this spell is in the wrong place at the wrong time, reducing both his Armor Class and saving throws by 1 for each level of the caster.

The material component is any item belonging to the intended target, from a lock of hair, to a weapon, to a coin given as payment.

spells of reason

Avani's priesthood developed several spells that were favored by priests of the order—when the order died, the knowledge was lost.

Glyph of Sunlight

(Abjuration, Evocation)

Sphere: Guardian

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: Special

Area of Effect: Special

Saving Throw: Special

The *glyph of sunlight* is a glyph granted only to the priesthood of Avani. It can be cast only by a high priest of 15th level or above, and it requires a minimum of 500 gp of gold and 2,000 gp of powdered diamond.

It inflicts 1d4 points of damage per level of the caster and releases a beam of light 10' in diameter centered on the glyph itself, creating an effect similar to a *sunray* spell for 1 round. Those harmed by sunlight suffer the usual penalties; others must make a successful saving throw vs. spell or be blinded for 1d4 rounds.

Grave Warding (Abjuration)

Sphere: Protection

Range: Touch

Components: V, S, M

Duration: Permanent until discharged

Casting Time: 1 turn

Area of Effect: One burial site

Saving Throw: None

A *grave warding* is cast on a burial site to protect remains buried there against the ravages of the undead. The buried creatures cannot then rise as undead, and undead cannot enter the warded area (the strength of the protection is equal to a *protection from evil* spell). Creatures from the Lower and Upper Planes are also prevented from entering an area protected by a *grave warding*.

the monkey king

CLIMATE/TERRAIN:	Any subtropical or tropical land
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Genius (18)
TREASURE:	Nil (E, S, Z)
ALIGNMENT:	Chaotic Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	15, Cl 18
HIT DICE:	15 (120 hp)
THACO:	5
NO. OF ATTACKS:	1 (2 in trees)
DAMAGE/ATTACK:	1d10 (or by weapon +6)
SPECIAL ATTACKS:	Drunken luck, tail, taunting
SPECIAL DEFENSES:	Danger sense, polevault
MAGIC RESISTANCE:	50%
SIZE:	M (5' + tall)
MORALE:	Champion (15-16)
XP VALUE:	18,000

Exiled from the Beastlands for his constant chaotic trickery, the Monkey King goes by many names—Hanuman, Bacchus, Agent of the Celestial Bureaucracy—but he prefers to be called “Monkey King.”

In human form, the Monkey King is a master of disguise and merriment, often dressed in the bright mottled colors of a clown or jester. In animal form, he often wears jewelry or a crown. In either form, he carries a long staff (see the *Sceptre of the Monkey King*).

Combat: He attacks without weapons in a wobbling, completely unpredictable manner. This form of combat allows him to strike twice each round for 1d6 points of damage per attack, and he can attempt to Pick Pockets on a successful strike. In trees or when otherwise hanging above the ground, the Monkey King can use his remarkably long and flexible prehensile tail to attempt to Pick Pockets or to trip an opponent.

Taunting: If the Monkey King is allowed to hoot and jeer for 1 round, the taunting has the same effect as a *taunt* spell. During the taunting, the Monkey King throws scraps of food and offal and grimaces at the target.

In human form, the Monkey King uses his staff sceptre, striking once per round for 2d6+4 points of damage.

The Monkey King has a natural telepathy that is always active, making him impossible to surprise or deceive. In mortal danger he is 90% likely to have a “bad feeling” and 25% likely to know exactly what will happen.

He has the spell-like abilities *anti-magic shell* (3 times per day), *charm person* on anyone affectionate to monkeys, *plane shift*, and *teleport*.

The Monkey King is immune to all charm-related



spells, including spells that can compel action (for example, *geas*). He can summon 2d6 monkeys three times per day with 100% chance of success. He has a superior sense of smell and remarkable simian speed and balance.

The Monkey King can perform all thieving abilities—including Read Languages and Read Magical Scrolls—at a 95% chance of success. He climbs walls at a 100% chance of success.

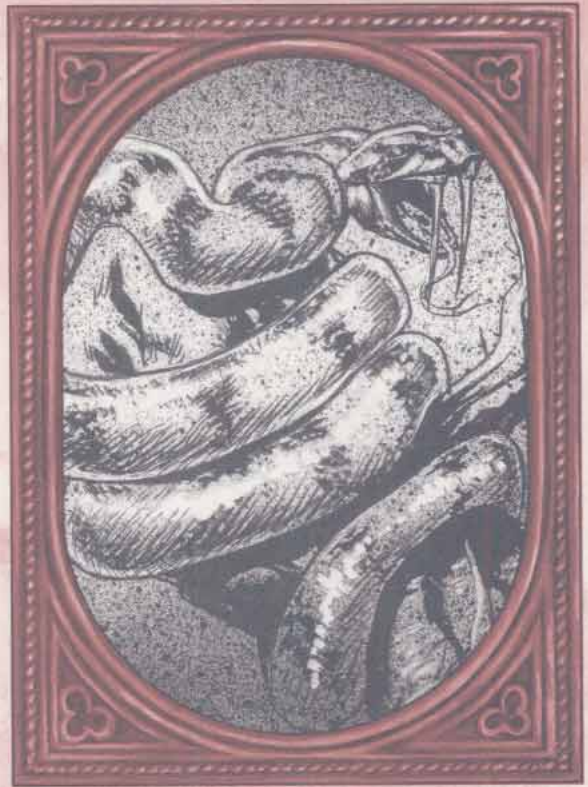
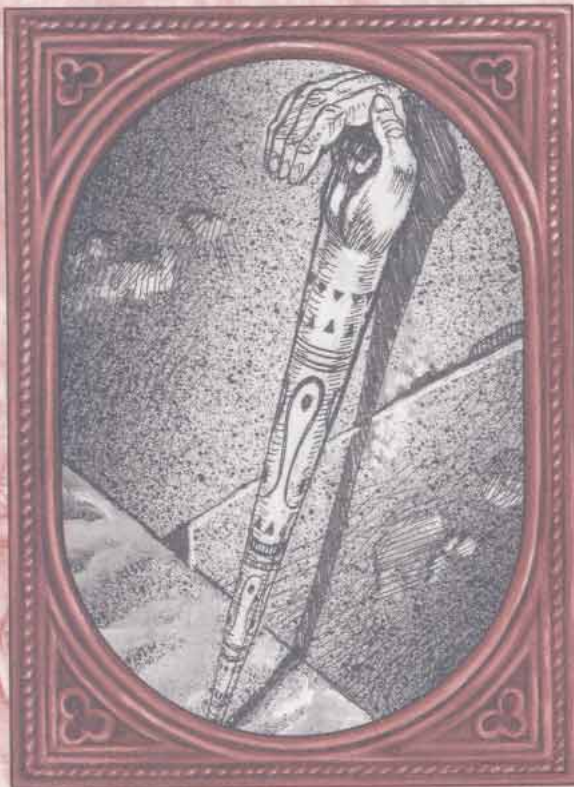
Habitat/Ecology: The Monkey King tends to the affairs of monkeys throughout the planes and worlds. He protects tribes of monkeys threatened by humans. The Monkey King prefers warm weather, sweet fruit, and lazy days. However, whenever he finds a pleasing place he soon grows restless. In addition to food and shelter, he requires adventure, pranks, and trickery. These have driven him to leave many safe havens for the wilds of the world.

The Sceptre of the Monkey King:

Though it takes many forms, the Monkey King is never without his sceptre, a magical rod that allows him to pole vault over all obstacles and that lifts him up into the sky to ride the clouds (as the air walk spell). The sceptre can become a wand, a staff, a cane, a spear, a shovel, or any other long, partially wooden tool. If stolen (and only the most impudent would steal from the Monkey King), the sceptre functions normally for the thief for one day (long enough for the Monkey King to track down the sceptre, as long as it has not left the plane where it was stolen). Thereafter, it ceases functioning until again touched by the Monkey King.

mahogany constrictor

CLIMATE/TERRAIN:	Subtropical forest, marsh, or subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (8-10)
TREASURE:	Nil
ALIGNMENT:	Neutral evil
NO. APPEARING:	Unknown
ARMOR CLASS:	3
MOVEMENT:	9, Cl 3
HIT DICE:	4+3
THACO:	15
NO. OF ATTACKS:	1 or 1
DAMAGE/ATTACK:	3d6 + venom
SPECIAL ATTACKS:	Constriction (1d4/round)
SPECIAL DEFENSES:	Only surprised on a 1, displacement
MAGIC RESISTANCE:	Nil
SIZE:	H (21' long)
MORALE:	Elite (14)
XP VALUE:	1,400



The mahogany constrictor is a reptilian predator that depends on both stealth and venom to bring down its prey. But the mahogany constrictor is both poisonous and magical. Its scales are a rich reddish-brown, with a spiral pattern of black and white scales running down its back.

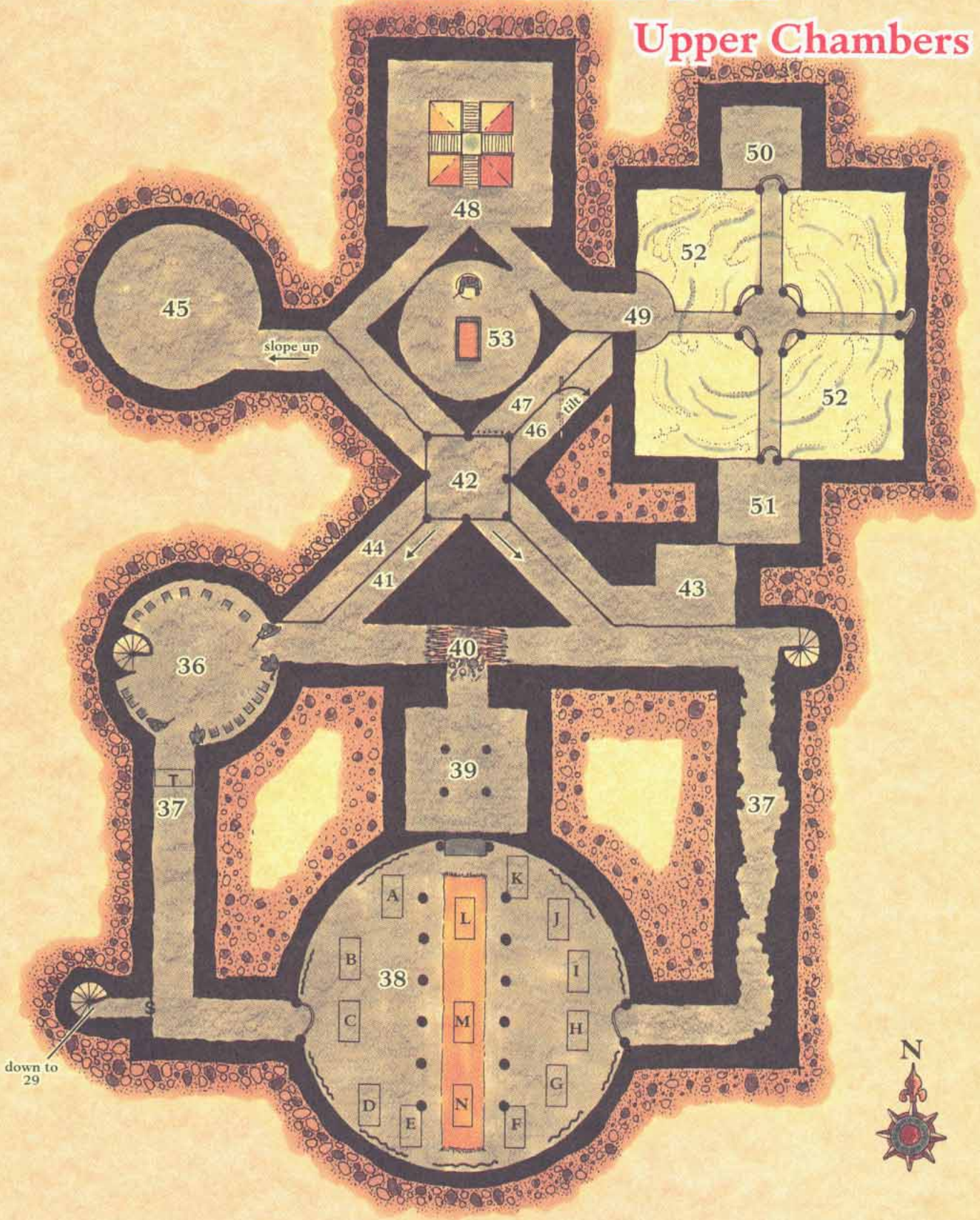
Combat: A mahogany constrictor's crushing grip is unlike that of other serpents. Because of its great size, it can do more than kill by asphyxiation, it can literally crush bones and rupture organs. As a result, its constriction damage increases each round it holds a victim in its coils. The first round damage is 1d4, but this increases by 1d4 each round to 2d4 in the second, 3d4 in the third.

The constrictor can also bite with its enormous fangs. Its venom is relatively dilute for such a large animal, but there is lots of it. The poison begins working in 1d3 rounds and then inflicts (half if a saving throw is successful).

Habitat/Ecology: Mahogany constrictors live in deep jungles, coastal swamps of cypress, and along forested riverbanks—anywhere there is both water and shelter. They hunt both in the trees and on the ground, approaching prey very slowly. Fhoimorien inhabit desolate marshes and forests from the seashores to the mountain, as well as living in deep caves.

The Great Tomb of the Order of the Sun

Upper Chambers





The sword of Roele

by Wolfgang Baur

On the border between Anuire and the land of the Khinasi, the Three Brother Mages fight an ancient and immortal awnshegh, the Chimera. The game of cat and mouse has recently begun to draw regents from the entire region. Rumors say that the blade of the last Anuirean emperor, the *Sword of Roele*, has been tracked to the Chimera's domain, the Chimaeron. The fact that the Gorgon's armies are mustering in Kiergard seems to support the rumor.

But choosing sides between the Chimera and the Three Brothers is no easy matter. If the Chimera drives the Brothers out, the trade routes through the Chimaeron may be sealed, leaving the seas free for the Khinasi to monopolize trade. If the Brothers drive the Chimera from the magical sources that give her strength, they may establish a beachhead for the Khinasi traders, who are slowly gobbling up the lands of Anuire just as their own lands were once annexed by the empire long ago.

Who will you and your comrades ally yourselves with? Who is the true enemy? Can you recover the *Sword of Roele* before anyone else does, and lay claim to the Iron Throne?

This BIRTHRIGHT™ adventure is suitable for use with any party of three to six characters of levels 5–8, including at least one regent. You must have a copy of the AD&D® game rules, the BIRTHRIGHT campaign setting, and the *Cities of the Sun* campaign expansion to play.

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