
TOMB OF HORUTEP



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Rumour & Hooks:

High atop a tall plateau, hidden deep in the elder forest, lies the *Tomb of Horutep*. Marked by a gigantic, bestial statue, the tomb is said to be the final resting place of a bygone prince.

Warning: The tomb contains powerful monsters and deadly traps. If appropriate, remind players about party retreats (LFG p. 45), rescues (LFG p.48) and hirelings (LFG p.35).

Unless otherwise indicated, the tomb has masonry walls, 8 ft ceilings, and expertly cut flagstone floors. The air is still and musty, with dust covering all surfaces. The tomb is eerily silent and completely dark. Adventurers will need to bring their own light source.

The tomb has been sealed for centuries and there are no wandering monsters inside, unless the GM desires otherwise (something might have crawled out of the chasm in Area 4, for example).

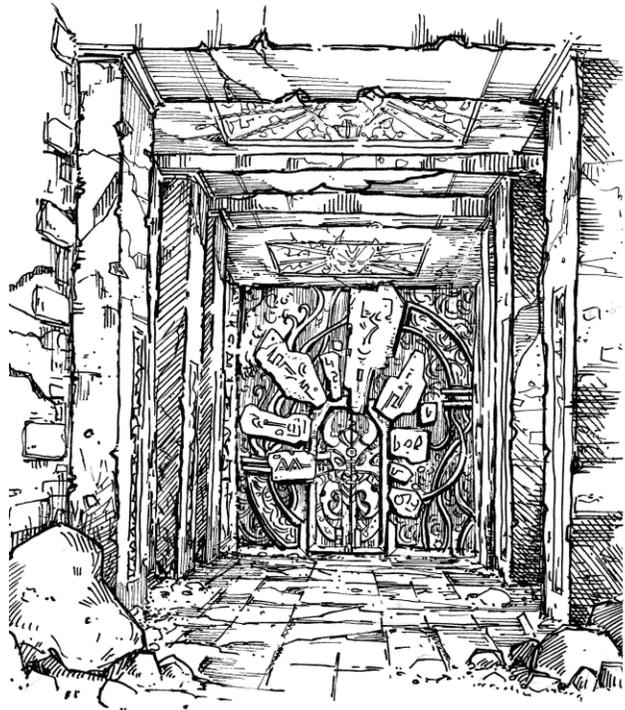
Area 1 - Entry Hall

Beneath the colossal beast sculpture is a 5 ft wide, 25 ft long tunnel, ending in a stone door. The corridor includes two expertly trapped flagstones at the 10 ft and 20 ft mark, which require a Perc (Detection) test at disadvantage to spot.

If either of the traps are triggered, 10 ft blocks of ceiling stone drop down, crushing those below. A *Luck* (Dex) save is required to avoid being reduced to zero hit points. The large blocks are connected to vast chains controlled by a water timer that slowly hauls the ceiling back into place after 15 minutes.

The doorway to the tomb depicts a humanoid, horned head, surrounded by plaques of tarnished bronze inscribed with mysterious runes.

The door is protected by a *Wizard Lock* spell cast at 8th level. If the party cannot dispel or otherwise overcome the magic warding, the door may be broken down with the right tools and sufficient time (albeit making lots of noise in the process). After bypassing the door, the party may enter the Tomb of Horutep.



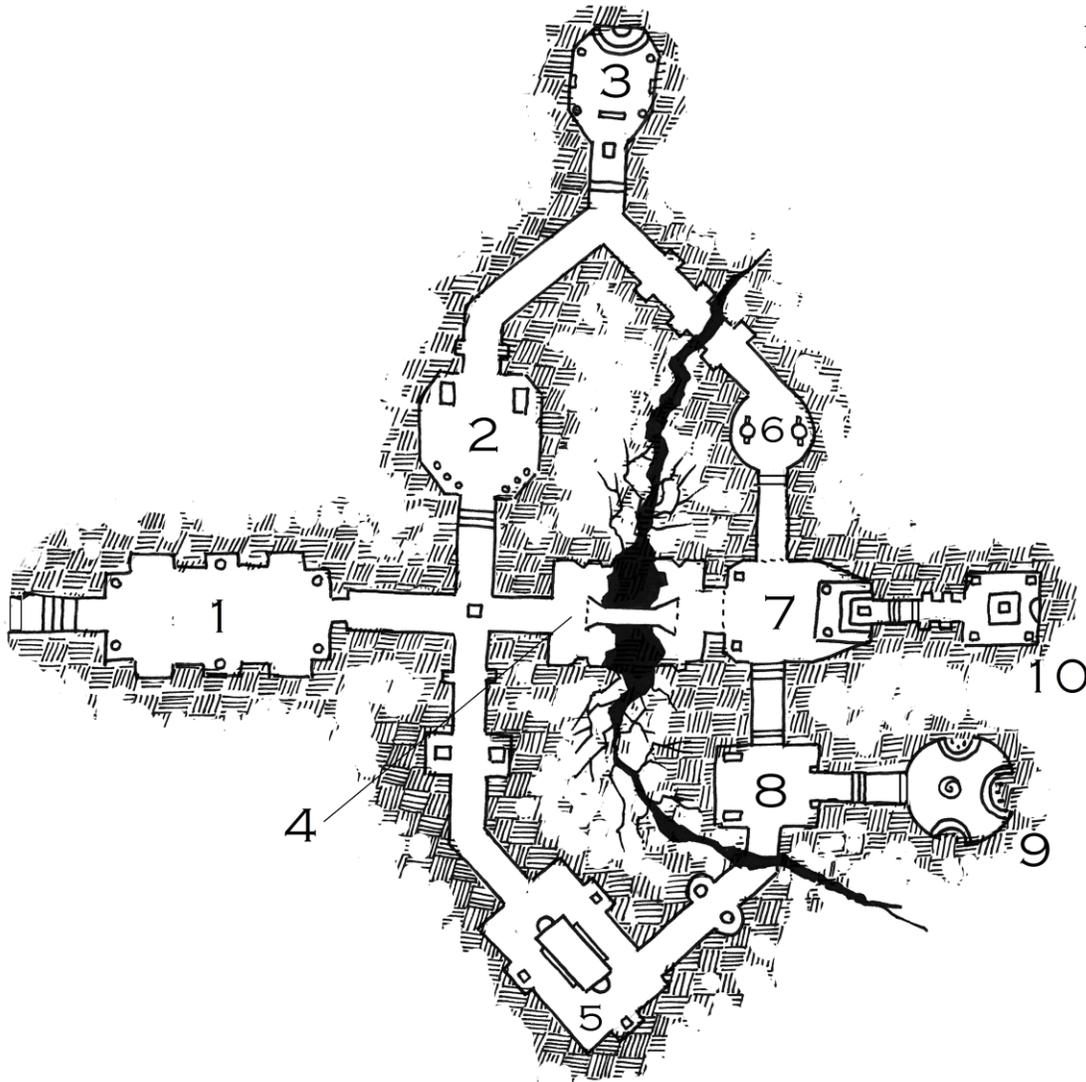
A short corridor and steps descend into the large entry hall beyond, approximately 15 ft wide and 40 ft long. The walls are decorated with faded murals depicting pale skinned humans worshipping a god-like giant holding the moon overhead with four arms. Six ceramic urns, of faded red colouration, are placed along the walls. They contain pairs of severed hands preserved in embalming fluid.

Area 2 - Offering Chamber

This oddly shaped room is approximately 30 ft on each side. Along the southern wall are six open bronze urns, green with verdigris. Inside the urns is dust of various shades.



Map



On the northern wall are two life sized bronze statues (also green with verdigris) of bare chested, warriors (one male, one female) with leather skirts, holding spears. The statues are enchanted guardians and will animate and attack anyone who attempts to pass them, seeking to drive intruders back to the entry tunnel before returning to their starting location.

The guardians are fearless, cannot be bargained with, and are immune to all mind affecting magic.

If an offering is left in one or more of the bronze urns, the guardians do not animate (or cease attacking and return to their starting location, if an offering is made mid-combat).

Bronze Guardians

Armor Class: 16

Hit Dice: 11

Attacks: Spear (2d8)

Nat 19: the target's weapon is snatched away by the guardian and crushed. A Luck (Dex) save resists.

S:21 D:11 C:23 I:- P:13 W:- Ch:-

Luck: 11

Move: 30 ft

Area 3 - Altar Room

This small chamber is about 20 ft on each side, with an iron door (unlocked). Inside is a man sized alabaster statue of the four armed god (from



Area 1), glaring imperiously. Further into the room is a low stone bench, and four sealed ceramic urns (containing hearts preserved in embalming fluid) on the eastern and western walls. The ceiling here is adorned with bas-relief of the moon and stars. On the northern wall is a raised altar of black basalt, carved with runic scrawl. Anyone who glances at the runes feels uneasy. An adventurer studying the runes is immediately struck with a severe madness: “*The Moon speaks to me, and through me, to all mankind. She alone protects us from the Sun devils*” (a *Luck* (Will) save resists).

Area 4 - The Chasm

This 30 ft long, 15 ft wide chamber is split down the middle by a deep chasm. The chasm is 10 ft wide at its narrowest point and drops down 300 ft. The chasm walls are covered in red, yellow, orange and brown coloured mould.

Most of the mould is harmless, but 1d6 dangerous yellow mould are also present. The mould has been in and out of stasis like dormancy for centuries. A living creature or open flame within 60 ft of the mould will awaken it after 2d4 rounds. Applying fire directly to the mould causes double damage, but it awakens in 1 round.

The mould is ravenous and will immediately attack, seeking to incapacitate, merge with and finally incubate inside the adventurers’ corpses.

Yellow Mould

Armor Class: 10 (automatic hit in melee)

Hit Dice: 3

Attacks: Projectile Spore (see below)

Nat 19: the spore is extra strong, bursting in a 10 ft radius.

S:6 D:- C:16 I:2 P:14 W:- Ch:-

Luck: 6

Move: Immobile

Yellow mould is immobile but attacks by way of projectile spores up to 60 ft that burst in a 10 ft diameter. Failing a *Luck* (Con) save against the spores means that the adventurer dies a horrible choking death in 1d6 rounds. An adventurer

protecting their nose and mouth with a mask has advantage on the check.

A narrow, 2 ft wide stone arch bridge spans the dark chasm. A Perc (Detection) check notices that the various moulds are also on the underside of the bridge.

An adventurer struck by a yellow mould projectile spore whilst on the bridge risks being knocked off. A Dex (Acrobatics) check resists.

Treasure:

There is no treasure in this chamber. An adventurer with the apothecary skill has a 25% chance of harvesting a single dose of yellow mould, for use as a choking dust poison (assuming the mould was not destroyed by fire).

Area 5 - Servant’s Crypt

In the centre of this 30 ft long, 15 ft wide chamber is a large stone crypt, 20 ft long, 5 ft wide and 7 ft tall.

The crypt is inscribed with moon worship hieroglyphs and benedictions in the *Old Ramoran* tongue. The crypt is completely sealed, but may be broken into with the right tools and sufficient time. Alongside some of the walls are three verdigiris bronze urns (sealed, containing dust and 2d20 gp worth of precious metal trinkets; the prized belongings of the servants noted below).

Inside the crypt are the mummified bodies of eight of *Horutep’s* servants. Their ghastly ritual murders transformed 1d8 of the poor souls into shades, bound for eternity to the tomb and their prince. Time has utterly erased all vestiges of their personalities. The shades now exist only as supernatural forces of base hunger, manifesting as shadowy humanoids. The shades are only released if the party opens the crypt or urns.

Shades

Armor Class: 12

Hit Dice: 4

Attacks: Touch (1d6+1 + Str drain)

Nat 19: the target’s weapon or armour (50%) is transformed into shadow (Luck save resists).

S:- D:16 C:- I:10 P: 13 W:10 Ch:7

Luck: 7

Move: 40 ft

Shades are *Incorporeal Undead* with the usual benefits (LFG p.94). Their chill touch drains 1 Str with a successful hit. An adventurer reduced to zero Str is instantly slain and has a 50% chance of being reborn a shade, compelled to join the eternal vigil of the tomb.



Treasure:

The only treasure in this room are the trinkets in the three bronze urns.

Area 6 – Twin Guardians

This 15 ft diameter antechamber houses two stone statues carved in the likeness of Old Ramoran Moon Priests, bare chested and tattooed, with a flowing skirt and sandals. The golems hold a crescent moon in each hand.

The statues are golems and activate if anyone attempts to pass them. The golems seek to kill intruders, or drive them into the chasm to the northwest. The golems are slow, and cannot jump. They will not attempt to navigate the chasm.

Stone Golems

Armor Class: 16

Hit Dice: 11+3

Attacks: 2 Crescent Moons (2d8)

Nat 19: bear hug (see below).

S:21 D:11 C:23 I:- P:13 W:- Ch:-

Luck: 11

Move: 20 Ft

These golems are 7 ft statues that move in a robotic, grinding fashion. They have a 50% chance of negating hits by non-magical weapons. Golems do not sleep, eat, or breathe, and are immune to all mind based effects, including sleep, charm, fear, illusion, stun and madness. Golems automatically sense physical creatures within approximately 30 ft. They have 60% *Magic Resistance*, except against *Stone to Flesh*, *Transmute Rock to Mud*, *Stoneshape* or *Move Earth* spells which cause 6d8 damage (once only). A golem that hits a target with both Crescent Moon attacks forces a *Luck (Con)* save to avoid rolling on the *Injuries & Setbacks* table.

Treasure:

The eyes of both golems are sapphires worth 900 gp each (total 3,600 gp).

Area 7 – Audience Room

This 15 ft wide, 25 ft long audience room has a ceramic tiled floor, covered in dust. Jet black steps are set into the eastern corner, flanked by two marble columns and a 6 ft marble sculpture of a full moon. Behind the moon sculpture is a tarnished iron door bearing the winged serpent sigil of *House Horutep*. In the western corners of the room are two further marble pillars.

The audience chamber is trapped. If three or more humanoid creatures enters at once, the entire floor - except for the raised steps, and the marble pillars - drops away, disintegrating in a shower of tiles into a 200 ft chasm.

A *Luck (Dex)* save allows an adventurer to grab hold of a pillar, spring onto the steps, or leap out of the room to save themselves.

An adventurer who studies the room gains a *Perc (Detection)* test to notice one or more nearby tiles are not sitting completely flat. Pulling up a tile reveals the chasm beneath.

The iron door to the sarcophagus chamber is expertly locked. There is no key to unlock it. A *Dex (Traps & Locks)* check at disadvantage picks the lock.

Area 8 – Sarcophagi Chamber

This 15 ft square chamber has two upright sarcophagi leaning against the eastern corners of the room. The sarcophagi have gold edging but are otherwise relatively plain.

The eastern corridor is flanked by two black ebony urns (sealed, they contain the preserved innards of the two mummies). The corridor ends in a tarnished iron door inscribed with a chart of unfamiliar stars.

Two mummies sleep in the sarcophagi. They awake and attack only if someone disturbs the iron door to the east. They will not stop attacking until the intruders are dead or driven into the entry tunnel.

Mummy

Armor Class: 13

Hit Dice: 7

Attacks: Fist (1d12 + Mummy Rot)

Nat 19: the target is cursed and loses 1 point of Luck.

S:19 D:8 C:16 I:3 P:10 W:14 Ch:3

Luck: 9

Move: 30 ft

Mummies are *Undead* with the usual benefits (LFG p.95). They are particularly susceptible to fire which causes double damage. Mummies have no real intelligence and simply follow the orders of their master, even if their master has long since passed. Their touch inflicts *Mummy Rot*, a magical curse that causes 1 Con loss and prevents healing of all kinds until the adventure ends (a *Luck* (Will) save resists). A *Cure Malady* spell will lift the mummy's curse.

Treasure:

In the sarcophagi are 1 x Carry Loot (LFG p.136) and 1 x Trinkets & Curios (LFG p.141).

Area 9 – Invocation Circle

The door to this area is expertly locked (the key is in Area 10). A Dex (Traps & Locks) check at -1 penalty with disadvantage picks the lock.

This 15 ft circular chamber is constructed entirely of black basalt. In the centre of the room is a

white marble spiral about 3 ft wide. Three large stone shelves protrude from the northern, southern and eastern walls.

The shelves hold various metal trinkets (ancient bracelets, necklaces, etc worth 1d10 x 300 gp) and three ceramic urns containing preserved human brains. Two of the brains have bite marks in them.

If *Detect Magic* is used, the white marble spiral radiates divination magic. Standing in the spiral induces a powerful feeling of hunger. An adventurer who stands in the spiral, and eats part of one of the preserved brains, falls into a magical stupor for 1d3 minutes.

During this time, the character communes with an inscrutable entity from beyond the stars, with unpredictable results. Roll 1d10: (1) Gain 1 Int, (2) Gain 1 Will, (3) Gain 1 Perc, (4) Gain 1 Cha, (5) Gain the ability to cast *Charm Monster* once per week, (6) Gain the ability to cast *Dimension Door* once per week, (7) Lose 1 Perc, (8) Lose 1 Will, (9) Lose 1 Int, (10) make a *Luck* (Will) save or die of soul destroying horror. These effects are permanent and not subject to mortal magic.

Additionally, the adventurer must roll on the DDM table (LFG p.57), and gains a severe madness (LFG p.91). These effects can be removed in the usual way.

Area 10 – Horutep's Crypt

The door to this area is expertly locked (the key is lost). A Dex (Traps & Locks) check at disadvantage with a -3 penalty picks the lock.

The 3 ft wide corridor before the chamber proper is trapped. Four alcoves with frescos depicting ancient battle scenes each conceal a trio of horizontal spear holes. There is a 50% chance of setting off a spear alcove by stepping on a pressure plate. An adventurer who carefully examines the dust covered floor notices a trapped flagstone with a Perc (Detection) test at a -2 penalty. If triggered, the spears cause 3d6+3 damage (*Luck* (Dex) save for half).

The final chamber is an intimate 10 ft square. In the corners are 2 ft gold urns containing the preserved innards of Horutep.

In the centre of the chamber is an ornate sarcophagus, lined with gold and studded with gemstones. Horutep, a mummy, sleeps inside.

If the party had to break down the door, or set off the spear traps, Horutep has already awoken by the time the party enters. Otherwise he awakens after 1d4 rounds, his sarcophagus crumbling to pieces around him as he rises.

Horutep appears as an emaciated, linen wrapped mummy with a golden crown. Three skeleton crows sit on his shoulders, squawking and flapping about him. He does not immediately attack (except to defend himself).

Instead, the undead prince asks the party in Old Ramoran “*Ro tan du sular?*” (what time is this?), and “*Tuk'n han zara*” (bow before me). He will wait to see how the party responds before deciding what to do. Now that he has been awakened, Horutep wishes to explore this new world, and will seek guidance from the invocation

circle (Area 9). Horutep will not suffer any insult, challenge to his authority or looting of his tomb.

Prince Horutep

Boss Monster - Mummy

Armor class: 13

Hit Dice: 7 (90 hp)

Attacks: Fist (1d12+2+Mummy Rot) or Blade of Ramora (1d8+5 and see Treasure below)

Nat 19: the target is cursed and loses 1 point of Luck.

S:19 D:14 C:18 I:13 P:10 W:17 Ch:8

Luck: 9

Move: 30 ft

Horutep is a *Boss Monster* (LFG p.95) and *Undead* (LFG p.95) with all the usual qualities. Unlike most mummies he retains fragments of his personality and memory, blended with unnatural arrogance and sense of divine entitlement.

If Horutep is hit by a single target attack, he may choose to sacrifice one of his crows instead of taking damage. That crow is automatically destroyed if so (the crows cannot attack).



Mummies are particularly susceptible to fire which causes double damage. Their touch inflicts *Mummy Rot*, a magical curse that causes 1 Con loss and prevents healing of all kinds until the adventure ends (a *Luck* (Will) save resists). A *Cure Malady* spell will lift the mummy's curse.

Treasure:

Hidden in the floor beneath the sarcophagus are 1 x 7 HD Lair Treasure (LFG p.140), 2 x Valuables (LFG p.147), 1 x Potion (LFG p.150), 1 x Scroll (LFG p.152), 1 x Permanent Magical Item (LFG p.152) and the key to Area 9.

Alternatively, the permanent item might be the royal *Blade of Ramora*, a mithril bastard sword with a skull motif guard. If this is the case, Horutep is armed with the sword when he faces the party. The blade allows the user to cast *Earthquake* once per month. If this power is invoked, the user automatically rolls on the DDM table (LFP p.57). In addition, on a natural 20 attack roll, the sword subjects the target to a *Blindness* spell. Test for a DDM effect each time this occurs. One or both of these powers might require an extended period of attunement before manifesting (LFG p.154).

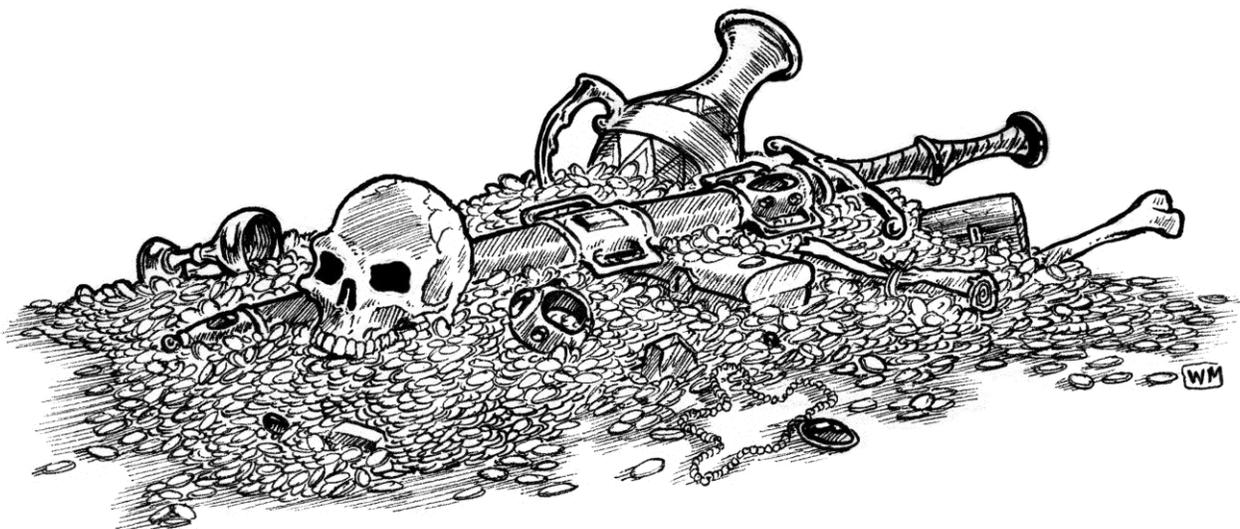
Aftermath

If Horutep is slain, the golems and guardians stop functioning, and the shades disappear. The party is free to loot the area and make their way home with the spoils as best they can.

The Altar Room (Area 3) and Invocation Circle (Area 9) continue to function, and over time might draw the attention of cultists or similar.

If the entry door in Area 1 was broken down or is left unlocked, other creatures might eventually make the tomb their lair. The yellow mould in Area 4 is likely to spread, and/or something more sinister rise from the depths of the chasm.

If Horutep is not slain, he consults with the invocation circle and makes short forays into the region, attempting to understand this new world. Eventually he attracts cultists, who assist him to learn sorcery and gather more followers. Where this might all end is left for the GM to determine.



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