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Dungeon Crawl Classics #15

Lost Tomb of the Sphinx Queen

by Chris Doyle and Joe Crow
AN ADVENTURE FOR CHARACTER LEVELS 14-15



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

On the edge of the mysterious Barren Hills, between the mountains and the Great Desert, there is a gigantic statue of a crowned gynosphinx, ancient beyond reckoning. At its feet, a great androsphinx known as Khubsheth the Prophet has dispensed counsel and prophecy to all who come to him for longer than mortal records can tell. The heroes have come to visit Khubsheth, whether for counsel, prophecy, or out of curiosity, but as soon as he lays eyes on them, he attacks! Upon his defeat, he tells them that they are the heroes foretold by the legend of Ankhareet, the sphinx queen. Ankhareet ruled over a long-dead empire of sphinxes, but she fell into darkness. Her subjects rebelled and cast her down, but were unable to kill her. It is said that they bound her with great magic and buried her in a tomb, to wait for the foretold heroes who would be able to slay her and end her evil forever. Khubsheth the Prophet tells the heroes that they must enter the tomb of the long-dead sphinx queen, kill her, and destroy her cursed crown, an artifact of tremendously evil power. As his blood seeps into the sands, a doorway opens at the base of the statue, leading down into darkness...

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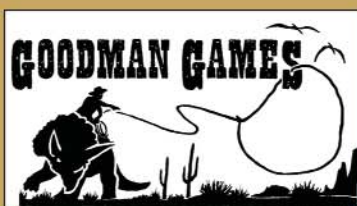
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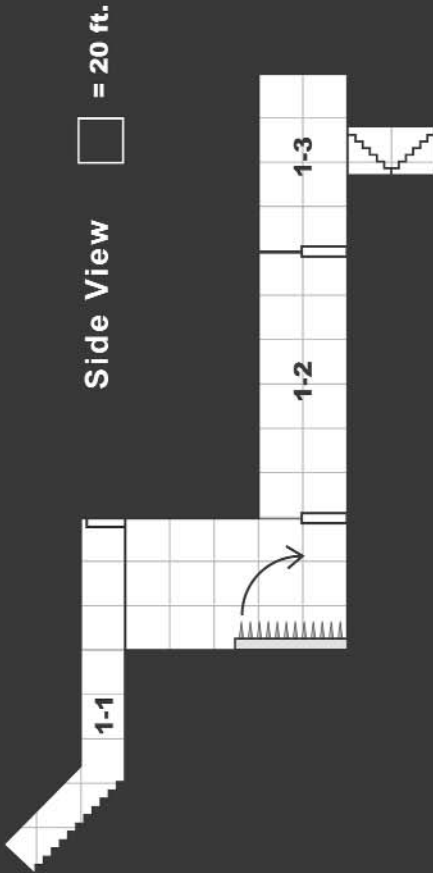


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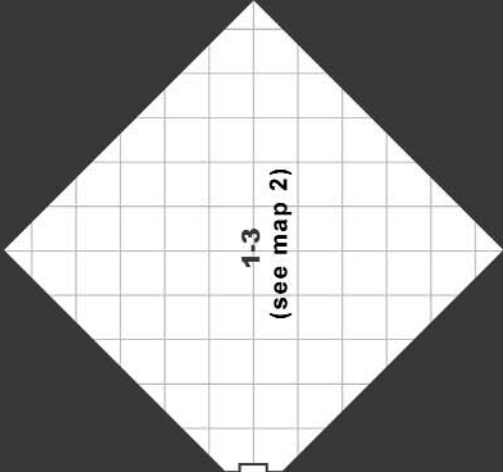
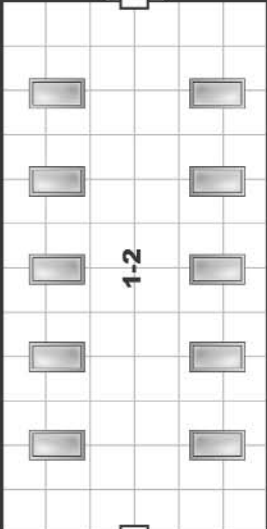
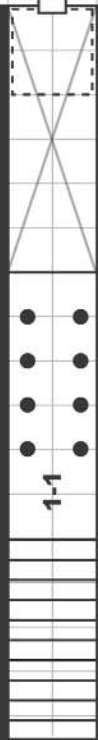
**Map 1:
The Passage of the Past**

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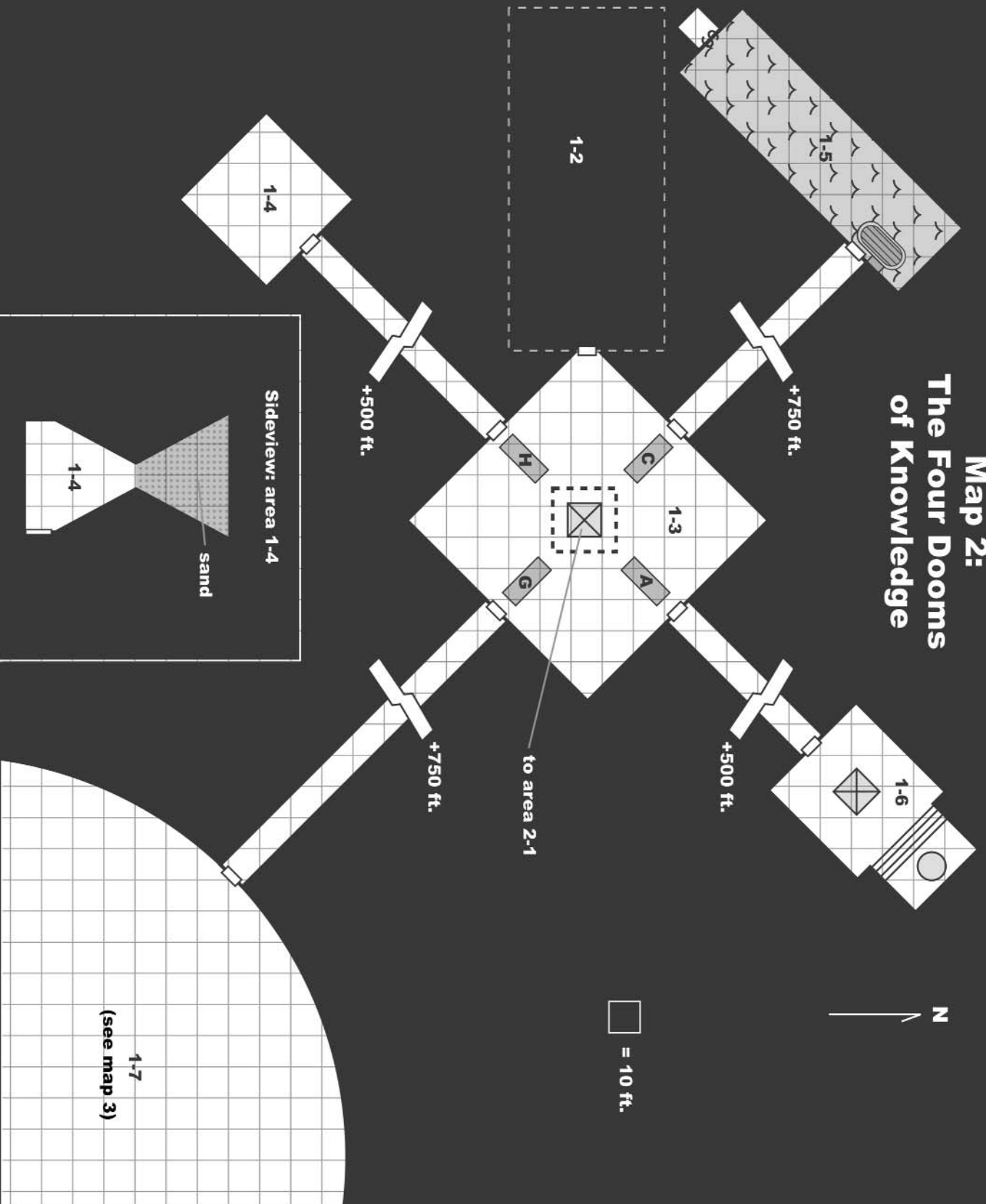


Overhead View

= 10 ft.



Map 2: The Four Dooms of Knowledge



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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Lost Tomb of the Sphinx Queen is designed for four to six players of 14th through 15th level. We recommend 60-75 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful, and a party without at least one rogue will probably end up as toast. A wizard will prove quite valuable, as will several capable fighters and a cleric. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

On the edge of the mysterious Barren Hills, between the mountains and the Great Desert, there is a gigantic statue of a crowned gynosphinx, ancient beyond reckoning. At its feet, a great androsphinx known as Khubsheth the Prophet has dispensed counsel and prophecy to all who come to him for longer than mortal records can tell. Legend tells of a long-dead empire of sphinxes, ruled over for millennia by a great queen named Ankhare. She fell into darkness and her empire was shattered, as her subjects rebelled and cast her down. Unable to kill her, it is said they bound her with great magic and buried her beneath the statue, to wait

for the foretold heroes who would be able to slay her and end her evil forever. Their empire in ashes, the sphinxes scattered to roam the world in bitter freedom — all but Khubsheth, who waits for his prophecy to be fulfilled.

The party has come to visit Khubsheth, whether for counsel, prophecy or out of curiosity, but as soon as he lays eyes on them, he attacks! Upon his defeat, he tells them that they are the heroes foretold. They must enter Ankhare's tomb, kill her, and destroy her cursed crown, an artifact of tremendously evil power. As he dies, a doorway opens at the base of the statue, leading down into darkness.

The labyrinth below consists of a series of guardian creatures and traps, designed both to test the party (to ensure that they're powerful enough to destroy Ankhare and her crown) and to teach them of the now-forgotten glories of the Sphinx Empire. The first encounters include a devious pit trap and the mummified remains of Ankhare's honor guard. Next, the party must either solve four riddles or defeat four constructs guarding the entrances to four chambers. These chambers contain fearsome creatures and lethal deathtraps to test the party's courage and cleverness, as well as the four magical Lesser Keys that unlock the next section of the labyrinth.

Though shorter, the next section is much more lethal, as the party must retrieve two more magical Greater Keys from a trap-filled maze surrounding a terrible hydra and a precarious series of platforms over a pit of magma, guarded by demonic gargoyles. With these keys, they can unlock the penultimate chamber, where they must defeat Ankhare's half-dragon daughter, as well as magical replicas of themselves. This opens the final chamber, where the undying Sphinx Queen awaits.

The primary treasure gained in this adventure is the six Keys, which are also powerful magic items, as well as the Sphinx Queen's *Shadowcrown*, an artifact of terrible power. Of course, the gratitude of nearly every sphinx in the world isn't too shabby either. As for future adventures, most parties will be looking for some way to destroy the *Shadowcrown*, since it is an evil artifact and too big for them to use. Of course, now that the crown is out in the world, odds are that quite a few powerful and nefarious individuals will be looking for it ...

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** — the location number keyed to the map for the encounter. **Pg** — the module page number that the encounter can be found on. **Type** — this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** — the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** — the encounter level.



Loc	Pg	Type	Encounter	EL
A-1	6	C	<i>Khushsheth</i> , androsphinx	13
1-1	8	T	Corridor pit trap Crushing spiked wall trap	14
1-2	9	C	8 mummified hieraco- sphinxes, 2 mummified criosphinxes	15
1-3	9	P/C	4 stone kith sphinxes	16
1-4	12	T/C	Door trap Sand-filled room trap Greater earthquake leonid Earthquake leonid pride	16
1-5	14	T/C	Door trap Sinking ship trap <i>Apketh</i> , iron kith viper <i>Hrumeth</i> , conflagration raptor	16
1-6	15	T/C	Door trap Crushing ceiling trap Advanced roper	16
1-7	17	T/C	Door trap <i>Desolation's glamour</i> trap <i>Euthaskia</i> , advanced lamia <i>Euthaskia's</i> pool trap 4 hellscarab swarms	15
2-2	20	T/C	<i>Acid fog</i> hall (4) Extended <i>blade barrier</i> trap <i>Symbol of fear</i> traps (4) Stone hammer traps (4) <i>Teleportation</i> circle traps (4) Grinding blades trap Demi-gorgon hydra	18
2-3	22	T/C	Scything blades trap Slippery platform traps (4) Alpha half-fiend gargoyles 5 half-fiend gargoyles	17
2-4	23	C/T	<i>Meraph</i> , half-dragon (gold) gynosphinx <i>Meraph's globe of opposition</i> trap Replicas <i>Symbol of death</i> trap <i>Symbol of fear</i> trap	19
2-5	25	C/T	<i>Queen Ankhet</i> , ageless gynosphinx 4 greater shadows <i>Symbol of persuasion</i> trap <i>Symbol of insanity</i> trap <i>Symbol of death</i> trap <i>Symbol of pain</i> trap <i>Symbol of sleep</i> trap <i>Symbol of stunning</i> trap <i>Symbol of fear</i> trap	19

Scaling information

The Lost Tomb of the Sphinx Queen is designed for 4-6 characters of 14th-15th levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker parties (3 or fewer characters, or lower than 14th level): The primary problem for lower level parties will be the traps. Drop the Search and Disable Device checks by 5 and lower the damage by a few dice. Increase the onset delay in area 1-4, change the acid river in area 1-5 to water, and change the magma in area 2-3 to a spiked floor. Reduce the mummified sphinxes in area 1-2 to one criosphinx and five hieracosphinxes, and lower the hit dice of the guardians in area 1-3 by 2 HD and remove their breath weapons. Remove the breath weapons from *Apketh* and *Hrumeth* in area 1-6. Remove two of the hellscarab swarms from area 1-7 and take away *Euthaskia's ring of invisibility*. Take away the hydra's breath weapon in area 2-2, and remove the half-fiend template from the gargoyles in area 2-3. Remove the half-dragon template from *Meraph*, and replace *Ankharet* with a tiny, fluffy kitten (or you can just remove the seven *symbol* traps).

Stronger parties (7 or more characters, or higher than 15th level): Increase the CR of the traps by 2 by increasing the damage inflicted or the DCs associated with locating/avoiding the traps. Convert all of the mummified hieracosphinxes in area 1-2 to mummified criosphinxes. Add four hit dice to each stone kith sphinx HD in area 1-3. Decrease the onset delay on the trap in area 1-4, and add another greater earthquake leonid. Add another iron kith viper to area 1-5. Advance the roper in area 1-6 by 6 HD. Give *Euthaskia* 6 Sorcerer levels and useful defensive and illusionary spells. Convert the demi-gorgon hydra in area 2-2 to a 12-headed demi-gorgon pyrohydra. Add three more half-fiend gargoyles to area 2-3. Give *Meraph* 4-5 class levels (fighter or cleric) and increase her magic items appropriately. The encounter with the Sphinx Queen can be deadlier by giving her more magic items and doubling the number of greater shadows the *Shadowcrown* can summon.

Getting the Players Involved

The following hooks can be used to get the players to the tomb:

- The kingdom is facing a terrible crisis, and the King seeks counsel from *Khushsheth the Prophet*. But he can't abandon his throne during the crisis, so he sends the party to the Barren Hills to ask *Khushsheth* for guidance.
- The party has traveled a long way, and stops for a brief rest at *Prophet's Leap*. While they're there, someone suggests that they visit the Prophet and see the great statue of the Sphinx Queen.
- The party has acquired a large treasure, but it's haunted by a vengeful ghost. Perhaps *Khushsheth the Prophet* can tell them how to break the curse.
- The party is wandering the Barren Hills when a sandstorm hits. They seek shelter at the base of a mysterious statue.



The Chosen Heroes

Millennia ago, the sphinx Khubsheth foresaw the arrival of the PCs and their role in the final defeat of Ankharet. As such, the PCs have been incorporated into the history of the tomb. Astute PCs note their likenesses on murals or depicted on statues throughout the tomb. Examples could include:

- PC facial features depicted on murals in areas 1-1, 1-2, or 1-3.
- A statue visage (one of the kith in area 1-3 or the statue on the throne in area 2-1) is similar to one of the PCs.
- If a PC wields a unique weapon, it appears in a mural in area 1-1.
- If a wizard has a signature symbol, it is used on the *symbol of death* in area 2-4.
- One of the PCs discovers he can understand Sphinx writing (even though it's not a chosen language). The chosen PC can read all Sphinx-language text in the tomb but still needs to make the appropriate Decipher Script check (with a +10 bonus) to read ancient Sphinx text. (This is recommended; there's a lot Sphinx writing in this adventure.)

A Note on Stats

Many of the monsters in this adventure are unique. In some cases they are individuals of a given race (such as Khubsheth the androsphinx), while in other case they are special constructs designed specifically to guard a chamber

in the Sphinx Queen's tomb (such as the earthquake leonids). These creatures are based on advanced base types modified by new templates, which are described in appendix 3. In addition, many also include special abilities unique to them, such as Khubsheth's additional cleric levels and prophet ability, or the breath weapon of the stone kith sphinxes. This represents the unique nature of the special creatures that defend the Sphinx Queen's tomb.

Background Story

Ankharet's Fall

There is a story that sphinxes sometimes tell of a great empire that they ruled in the dawn of time. They claim that in those days they were the servants of the gods, created to guide, protect and instruct the lesser races. How else, they say, can one explain their power, wisdom and beauty? This is why they test travelers with riddles and devour those who cannot answer, as a last remnant of their ancient duty to ensure that only the wise and strong survive.

This vanished realm was ruled by a great queen named Ankharet the Blessed, gifted with immortality and power beyond all others. Under her aegis, the Sphinx Empire grew and prospered for millennia, and all was as it should be. The hieracosphinxes made war as the fearless claws of the empire, defending it against all foes. The criosphinxes carried Ankharet's directives to her subjects, overseeing the construction of colossal monuments to the glory of the empire. The androsphinxes gathered knowledge and interpreted Ankharet's law, functioning as priests and counselors. The

gynosphinxes, as befit the daughters of the Queen, ruled the empire as her representatives. And the lesser races served them all, as the gods had decreed.

But as the noonday sun falls into night, so the empire fell into shadow. Ankhareth the Blessed's heart grew dark, and she began to prey on her subjects and her children, devouring their lives and souls in secret. Some say that she was lured into evil by a gift from the gods of the underworld, a mighty artifact known as the *Shadowcrown*. Others say that she had been a hidden servant of darkness from the beginning, and the dread crown was a reward for her long service. But all agree that the first public sign of her true nature came when she treacherously slew her longtime consort, the great golden wyrm Kozuragen. Whether he discovered her secret or she simply grew impatient with his benevolent nature is unknown, but this act was the initial crack in the foundation of the empire. Blaming his death on assassins from the Naga Council, who were long-time rivals of the Sphinx Empire, Ankhareth sparked a new war of conquest and vengeance.

This crusade was led by Ankhareth and Kozuragen's daughter, Meraph the Golden. Enraged by what she thought was the treachery of the Nagas, Meraph and her army came close to wiping them out. But Khubsheth, Meraph's consort, had been granted prophetic powers by the gods, and in a vision he discovered the truth of her father's death and her mother's corruption. He revealed it to both her and the rest of her army on the morning of the final battle. Stricken with guilt and grief, Meraph fled, leaving her army in disarray.

The sphinxes still sing of Khubsheth's pursuit of Meraph, and his impassioned plea for her to return and confront her mother. Of the bitter war that followed and the shattering of their ancient empire, far fewer songs are sung. Many loyal subjects could not believe that their Queen could commit such evil acts, and others had grown so corrupt under her guidance that they didn't care, so the rebels faced terrible odds. But if Meraph's ferocity had been legendary against the foes of the empire, then her rage against her mother's treachery was truly godlike, and in the end, after years of battle she and her followers were victorious.

By the war's end, there was little left of the empire. The lesser races had slipped their bonds, the great cities were in

ruins, the empire's enemies were gnawing at their borders, and the surviving sphinxes themselves had begun to abandon the habits of civilization for solitary predation. Meraph, Khubsheth and the few remaining rebels were left with the dilemma of what to do with the defeated Queen. They could not slay her, due to an ancient blessing preventing her from being permanently harmed by her own kind. Though her followers were either slain or scattered, she retained much of her former power, including the dreaded *Shadowcrown*.

As the weary rebels argued over the problem, Khubsheth received another vision. Those fated to destroy Ankhareth the Cursed, as she was now called, had not yet been born. Indeed, they would not be born for thousands of years to come, and they would be born to the lesser races. With this knowledge, Meraph and Khubsheth set upon the only path open to them. What they could not destroy, they would imprison, to wait out the long millennia until the prophesied heroes were born.

And so, the Tomb of the Sphinx Queen was built, last great monument of a now-vanished empire. With mighty sorcery and masterful skill, they constructed a prison that would last longer than mountains and would safely hold their godlike Queen, preventing her remaining followers from rescuing her and keeping wandering looters from loosing the *Shadowcrown* on the world again. In it, they placed all that remained of their lore and culture, a resting place for their vanished world. The tomb was built both as a prison for Ankhareth and a lesson for her slayers, to show them what had been lost.

Meraph was filled with guilt for her failure to prevent the catastrophe and brokenhearted over her part in the downfall of her both hated and beloved mother. Though he tried desperately, Khubsheth could not free her from this shadow. In the end, she bound herself in the tomb as penance, to await her final release with the death of Ankhareth. As the stone door closed behind her, Khubsheth swore a mighty oath, binding the entrance closed with his very life force. There he would wait, guarding the Tomb and waiting for the day he had seen in his vision when the heroes would come and open the door with his blood and bring an end to the evil of the Sphinx Queen.

Player Beginning

Your band sets out from Prophet's Leap, a sleepy hamlet situated on a cliff face a few hours away from your destination. You seek the Valley of the Queen and a mysterious stone statue that occupies the valley. For your own reasons, you seek counsel from Khubsheth, a sphinx prophet who guards the monument from an unknown foe.

After hours of toiling over dry wastes, you notice the terrain becoming much more broken with jagged hills and treacherous gullies. Soon you arrive at the mouth of a narrow valley with sheer cliff walls: the Valley of the Queen.



The Valley of the Queen

The Valley of the Queen lies just inside the borders of the Barren Hills, about five miles from Prophet's Leap, a nearby human hamlet. As the dry earth of the wastes begins to rise into the rocky hills, a narrow valley cuts into the stony hillside. The valley itself is about 700 feet long and 150 feet wide, with steep walls that rise up nearly 300 feet. A few hardy scrub bushes dot the floor of the valley.

In the center of the ravine stands an ancient statue of a crowned gynosphinx, slightly worn from millennia of desert winds but otherwise unmarked. The colossal sculpture stands 150 feet tall, 75 feet wide and 300 feet long, and is made from a strange gray stone that seems almost luminescent in the bright sunlight. The stone is unlike any native to this area, and the workmanship is extremely fine. When darkness falls, the statue glows slightly, enough to illuminate the entire valley as if by torchlight.

The walls of the valley can be climbed with a DC 15 Climb check, and the statue can be climbed with a DC 20 climb check.

Area A-1 – Between Her Paws (EL 13): This location is not depicted on the maps. Read or paraphrase the following:

As you enter the ravine, the sun beats down harshly on your brows. Ahead, crouching in the middle of the ravine, is a colossal statue several hundred feet long. Composed of smooth, weathered gray stone, the statue depicts a majestic female sphinx wearing a simple crown. The workmanship is exquisite, with fine facial details and rippled muscle tone. Its massive outstretched paws form a shadowy alcove, perhaps cloaking a doorway.

Development: This is where Khubsheth has spent most of the last several thousand years. He guards the entrance to the Tomb, warning off inquisitive treasure hunters and providing prophecy and counsel for passersby. The prophecy and counsel is mostly just to keep busy, as his seemingly endless duty has begun to

weigh heavily upon him in these last thousand years. The earth between the giant paws of the statue has been packed down hard by countless feet, and nothing grows here.

Khubsheth has long since given up trying to convince the pilgrims and travelers that he doesn't want or need their tribute and now simply lets his other visitors pick though it for whatever they want. At any given time, there could be up to 3d100 gp worth of treasure lying on the ground here.

Tactics: As the PCs approach the base of the statue, Khubsheth appears to be resting in the shade, paws outstretched in front of him. His eyes are shut, and he mumbles softly (DC 15 Listen to notice his mumbling). A Spellcraft check (DC 15 + the level of the spell cast) can be used to determine he is in fact casting defensive spells; due to his sphinx nature, the somatic motions he makes are not immediately obvious as spells to non-sphinx spellcasters. Khubsheth is expecting the PCs, and he casts the spells indicated on the sidebar below. If the PCs don't realize what he's doing, it becomes evident in the seventh round when his size increases due to the *righteous might* spell.

If Khubsheth manages to cast all eight spells before the PCs disturb him, make the following adjustments to his statistics: size Gargantuan; +6 to AC (+4 natural, +4 deflection, -2 size) and 20% miss chance on all ranged attacks; +9 attack, +11 damage; base damage increases to 4d6 (from size); + 60 hp (12 are temporary); SQ DR 10/evil, SR 24, fire immunity (120 hp).

His duty has begun to weigh heavily on him the last thousand years, so Khubsheth is anxious to attack. He begins the fray by casting *insect plague* and then roaring the next round. Then he tosses a few offensive spells while the locust swarms attack, such as *hold person*, *flame strike*, or *blindness*. Then he roars a second time before charging into combat using his pounce ability and power attack

Khubsheth's Defensive Spells

Round	Spell Cast	Duration	Effects
1	<i>Protection from fire</i>	120 minutes	Absorbs 120 hp fire damage
2	<i>Spell resistance</i>	12 minutes	SR 24
3	<i>Shield of faith</i>	12 minutes	+4 deflection bonus to AC
4	<i>Entropic shield</i>	12 minutes	20% miss chance on all ranged attacks
5	<i>Death ward</i>	12 minutes	Immune to death effects
6	<i>Divine power</i>	12 rounds	+6 Str, +12 temporary hp
7	<i>Righteous might</i>	12 rounds	Increase size to Gargantuan, +8 Str, +4 Con, +4 natural AC, DR 10/evil, -2 AC/attack
8	<i>Divine favor</i>	1 minute	+4 to attack and damage

(-15 attack for +15 damage). He also uses his Awesome Blow feat while in melee combat. If reduced to fewer than 50 hp, he casts *sanctuary*, and then attempts to heal himself with *heal* or *cure critical wounds*.

When reduced to 25 hp or fewer, he casts *quest/geas* on a leader-type PC (or a cleric). (If one of the PCs is "chosen" per the Chosen Heroes section on page 4, that PC is the target of the spell.) The following quest is assigned: "Destroy the Sphinx Queen Ankharet and her evil crown."

Then, with his last breath, Khubsheth delivers his final prophecy and casts *mass cure moderate wounds* on the party. With an apologetic look, he dies. As his blood seeps into the sand, a stone door grinds open, revealing a staircase going down into the tomb. Casting *speaking with dead* on Khubsheth's corpse will only cause him to repeat this final prophecy:

Khubsheth's Last Prophecy:

*Poisoned pride once broke our pact.
We bound the deathless and buried deep
To wait for shadow's bane.
Two legs now walk where four legs failed,
And Khubsheth's blood will break the seal.
The Cursed One waits, within.
The Prophet's Slayers are bound by fate
To pass the test, complete our task,
And break Ankharet's Crown.*

Khubsheth the Prophet, Unique Advanced Androsphinx: CR 13; Huge magical beast; HD 24d10+96; hp 228; Init +0; Spd 50 ft., fly 80 ft. (poor); AC 24, touch 8, flat-footed 24; Base Atk +24; Grp +44; Atk claw +34 melee (3d6+12); Full Atk 2 claws +34 melee (3d6+12); Space/Reach 15 ft./10 ft.; SA pounce, rake, roar, spells; SQ darkvision 60 ft., low-light vision, prophetic; AL CG; SV Fort +18, Ref +14, Will +13; Str 35, Dex 10, Con 19, Int 19, Wis 21, Cha 20.

Skills and Feats: Concentration +20, Intimidate +26, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +29, Listen +34, Spot +34, Survival +26; Alertness, Awesome Blow, Cleave, Combat Casting, Great Cleave, Flyby Attack, Improved Bull Rush, Improved Natural Attack, Power Attack.

SA – Pounce (Ex): If an androsphinx charges, it can make a full attack, including two rake attacks.

SA – Rake (Ex): Two claw attacks +34 melee (3d6+6).

SA – Roar (Su): Three times per day, an androsphinx can roar. The first time, all creatures within 500 ft. must make a Will save or be affected as if by fear spell. The second time in the same encounter, all creatures within 250 ft. must make a Fortitude save or be paralyzed for 1d4 rounds, and all within 90 ft. are deafened for 2d6 rounds (no save). The third time in the same encounter, all creatures within 250 ft. must make a Fortitude save or take 2d4 Strength damage for 2d4 rounds, and all Medium or smaller creatures must make a Fortitude save or take 2d8 points of damage and be thrown to the ground. Also, the roar does 50 points of damage to any stone or crystalline object within 90 ft.



Magic items and held or carried objects can make a Reflex save to avoid damage. All saves are vs. DC 27.

SQ – Prophetic (Su): Can cast *commune* 1/week as a 12th-level caster.

Spells (6/7/6/6/5/5/3, DC 15 + spell level): 0 – *create water*, *cure minor wounds* (x2), *detect magic* (x3); 1st-level – *command*, *cure light wounds* (x2), *divine favor*, *entropic shield*, *sanctuary**, *shield of faith*; 2nd-level – *cure moderate wounds**, *enthrall*, *hold person* (x2), *lesser restoration*, *silence*; 3rd-level – *blindness*, *create food and water*, *cure serious wounds* (x2), *dispel magic*, *protection from energy**; 4th-level – *cure critical wounds**, *death ward*, *divination*, *divine power*, *restoration*; 5th-level – *flame strike*, *insect plague* (x2), *righteous might*, *spell resistance**, 6th-level – *heal**, *quest/geas*, *mass cure moderate wounds*. *Domain spell. Domains: Healing, Protection.

Locust Swarms (4): CR -; Diminutive vermin (swarm); HD 6d8-6; hp 21 each; Init +4; Spd 10 ft., fly 30 ft. (poor); AC 18, touch 18, flat-footed 14; Base Atk +4; Grp -; Atk/Full Atk swarm (2d6); Space/Reach 10 ft./0 ft.; SA distraction; SQ darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits; AL N; SV Fort +4, Ref +6, Will +2; Str 1, Dex 19, Con 8, Int -, Wis 10, Cha 2.

Skills: Listen +4, Spot +4.

SA – Distraction (Ex): Any living creature that begins its turn inside a locust swarm space must make a DC 12 Fort save or become nauseated for one round.

Level 1: The Passage of the Past

The Passage of the Past is considered hewn stone with flagstone floors. All doors are constructed from stone and are at least 10 feet wide (large enough to accommodate a sphinx). In addition to their normal statistics, these massive portals require a Strength check (DC 20) to push open. Unique doors are described in the text. Ceiling heights vary from chamber to chamber, as listed in individual room descriptions. This level of the tomb is dry and free of large rubble.

Hewn Stone Wall: 3 ft. thick (at least); hardness 8; hp 540 (per 5-ft. thickness); Break DC 50; Climb DC 22.

Massive Stone Door: 1 ft. thick; hardness 8; hp 180; Break DC 35 (stuck), Break DC 35 (locked).

Wandering Monsters

There are no wandering monsters in the Passage of the Past.

Areas of the Map

Area 1-1 – The Passage of History (EL 12): Read or paraphrase the following:

Through the stone doorway at the base of the statue is a 20-foot-wide corridor with a dusty staircase that leads down. The air is stale but refreshingly cool as you escape the sun's harsh rays.

The stairs continue at least a quarter of a mile, bringing you deeper into the bowels of the tomb. Finally, they level out into a 20-foot-wide corridor. It extends at least 60 feet before your feeble light source dims, although you can discern the shadowy corridor continues. The floor is dusty, yet the edges of flagstones can be seen. The ceiling is about 20 feet high. The walls to the left and right are covered with intricate murals.

Four pairs of stone columns, each 10 feet high, create an avenue down the corridor. Their surface is etched with four runes set equidistant from each other. The tops of the columns don't reach the ceiling.

When the PCs proceed down the corridor, continue:

Past the columns, the corridor continues for another 70 feet, before ending at a massive set of carved double doors inlaid with gold. The doors are shaped like a great female sphinx wearing a simple crown, her outstretched paws forming door handles. The doors appear locked.

Development: The murals on the walls depict the history of the Sphinx Empire. The north wall depicts the spiritual founding of the empire, with scenes of the sphinxes working hand in hand with the gods. As one continues to the east, the scenes show great monuments being erected by the lesser races and the founding of medicine and knowledge. The southern murals depict the royal lineage of the Sphinx Empire and their passage to the afterlife. Several scenes depict sphinx-

es on reed ships traveling down a turbid river with the sun brightly illuminating the way. A Spot check (DC 15) reveals another sphinx reading a scroll at the ship's prow. This representation to the afterlife might provide astute PCs with a valuable clue to defeat a test later in the tomb. A Search check (DC 25) reveals the Sphinx Queen's name among the murals.

Hidden under the dust on the floor (Search DC 25) are yellow-colored flagstones that form a cryptic phrase written in Sphinx. (If none of the PCs can read Sphinx, make the text written in Common so that "the lesser races can understand the significance of this tomb.") After the dust is removed and a successful Decipher Script check (DC 25) is made, the phrase is shown to read:

*When the Sphinx Queen faces west,
The time to enter the tomb is best.*

This is a clue to the column puzzle needed to deactivate the second trap.

The doors at the east end of the corridor are false, and if the PCs attempt to open them, they trigger the pit trap. If the PCs have not aligned the columns in the proper order, then the second trap (a spiked crushing wall) is triggered one round later on all PCs in the pit. The door to area 1-2 is at the bottom of the pit.

The columns can be rotated clockwise with a Strength check (DC 20), and each quarter turn locks the column in place with an audible click. The runes on the columns are in ancient Sphinx tongue and require a Decipher Script check (DC 35) to read. On a failed roll, the GM should make a secret Wisdom check (DC 5). Failure on this check means the PC actually misread the runes. Give the players handout A when they decipher the runes. (If they misread them, provide nonsense letters.)

To solve the puzzle, the PCs need to align the columns so that the letters spell "Ankharet" (starting with the northwest column) pointing to the west. If they don't know the Sphinx Queen's name, it can be discovered in the mural, from Khubsheth's prophecy, or with a Bardic Knowledge check (DC 25). If properly aligned, the second trap is disarmed, but the PCs still need to deal with the pit trap.

Treasure: If the PCs spend 10 man-hours of tedious labor, they can extract 2,500 gp worth of inlaid gold from the door.

Corridor Pit Trap: CR 11; mechanical; location trigger (last 10 feet of corridor), automatic reset (2 rounds); DC 25 Reflex save avoids (for characters whose movement rate allows them to escape area of effect in one round); 60-ft. section of floor opens up, 100 ft. deep (10d6, fall); multiple targets (all within 60-ft. x 20-ft. section of corridor); Search DC 30; Disable Device DC 40 (The only way to disable the trap is to open the pit, revealing the door below).

Crushing Spiked Wall Trap: CR 13; mechanical; location trigger (bottom of the pit), automatic reset (2 rounds); onset delay 1 round; Reflex save DC 30 to avoid (by jumping to the 10-ft. x 20-ft. safe zone near the east door); 8d6 (crushing wall) plus 1d4+2 spikes +14 melee (1d4+5/x3); multiple targets (all within 40-ft. x 20-ft. section of corridor); Search DC 35; Disable Device 30 (from inside the pit, or by turning the columns as described above).

Area 1-2 – Chamber of Fallen Heroes (EL 15): Read or paraphrase the following:

Beyond the stone door is an impressive hall with a 40-foot-high vaulted ceiling supported by arches. The chamber is 60 feet wide and 120 feet long, with another stone door in the far wall. The walls are covered with murals, mostly bloody battle scenes.

Along the north and south walls are five stone pedestals each five feet high, 20 feet long, and 10 feet wide. Perched on each pedestal is a majestic sphinx, crouched and ready to pounce. The sphinxes sport tawny lion bodies, and falcon-like wings. The first four pair of sphinxes have falcon heads, but the last pair has ram-like heads.

Development: The murals along the northern wall depict graphic scenes of bloody conquest as the Sphinx Empire crushes the lesser races during a campaign of expansion. The last scene (toward the eastern wall) depicts a time of peace for all the Empire, with androsphinxes administering laws and judgments and gynosphinxes ruling the great empire.

The southern murals are much more graphic, depicting a bloody crusade of sphinx against the nagas. The first scene depicts nagas assassinating a majestic gold wyrm, triggering the crusade. At the front of this battle is a radiant gynosphinx with golden scales and draconic wings. In the last scene, the Sphinx Queen observes the carnage with a wry smile.

The sphinxes on the pedestals were once Ankhet's honor guard. After being defeated by Khubsheth and Meraph, they have been animated as mummies and in undeath are forced to guard the route to area 1-3. The sphinxes are covered with a *seeming* spell, disguising them as living creatures. A PC is not subject to a mummy's despair unless he is not affected by the *seeming* spell. After a round or two of combat, a PC can attempt a Will save (DC 22) to disbelieve the *seeming*.

Tactics: As the PCs approach the door on the opposite side of the wall, the sphinxes attack. The hieracosphinxes attack with fury, using their Power Attack feat and maneuvering into position to utilize their Great Cleave feat. They take to the air if necessary to gain an advantage on the PCs. The criosphinxes hang back for a round before charging into combat, using their pounce ability. All sphinxes focus on spell casters and any PCs wielding fire.

Mummified Advanced Criosphinxes (2): CR 10; Large undead; HD 18d12+9; hp 126 each; Init -1; Spd 20 ft., fly 50 ft. (poor); AC 24, touch 9, flat-footed 24; Base Atk +9; Grp +21; Atk slam +16 melee (1d8+9 plus mummy rot); Full Atk slam +16 melee (1d8+9 plus mummy rot) or gore +16 melee (2d6+9) and 2 claws +11 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA pounce, rake, mummy rot, despair; SQ darkvision 60 ft., undead traits, DR 5/–, fire vulnerability; AL NE; SV Fort +6, Ref +5, Will +13; Str 29, Dex 8, Con –, Int 6, Wis 15, Cha 15.

Skills and Feats: Intimidate +14, Listen +16, Spot +16; Alertness, Cleave, Great Cleave, Power Attack, Toughness (x3).

SA – Pounce (Ex): If a criosphinx charges, it can rake.

SA – Rake (Ex): Two claw attacks +16 melee (1d6+4).

SA – Mummy Rot (Su): Supernatural disease – slam, Fort save DC 21, incubation period 1 minute, damage 1d6 Con and 1d6 Cha.

SQ – Despair (Su): Mere sight of a mummy causes fear for 1d4 rounds unless a Will save (DC 21) is made.

Mummified Advanced Hieracosphinxes (8): CR 8; Large undead; HD 14d12+3; hp 94 each; Init +1; Spd 20 ft. fly 80 ft. (poor); AC 21, touch 10, flat-footed 20; Base Atk +7; Grp +19; Atk slam +14 melee (1d8+8 plus mummy rot); Full Atk slam +14 melee (1d8+8 plus mummy rot) or bite +14 melee (1d10+8) and 2 claws +9 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA pounce, rake, mummy rot; SQ darkvision 60 ft., undead traits, DR 5/–, fire vulnerability; AL CE; SV Fort +7, Ref +6, Will +13; Str 27, Dex 12, Con –, Int 3, Wis 19, Cha 14.

Skills and Feats: Listen +11, Spot +10; Alertness, Cleave, Great Cleave, Power Attack, Toughness.

SA – Pounce (Ex): If a hieracosphinx charges, it can rake.

SA – Rake (Ex): Two claw attacks +9 melee (1d6+4).

SA – Mummy Rot (Su): Magical disease – slam, Fort save DC 19, incubation period 1 minute, damage 1d6 Con and 1d6 Cha.

SQ – Despair (Su): Mere sight of a mummy causes fear for 1d4 rounds unless a Will save (DC 19) is made.

Area 1-3 – Four Dooms of Knowledge (EL 16): Read or paraphrase the following:

This chamber is 80 feet square with a 40-foot-high ceiling. The door you have just opened is positioned in the west corner of the chamber. Situated in the middle of each of the four walls is a 10-foot-wide stone door covered with inscriptions. The remaining walls are covered with detailed murals.

In front of each door is a stone pedestal, 10 feet wide, 20 feet long and five feet high. Crouching on each pedestal are full-sized granite statues of sphinxes. Each pedestal holds a different sphinx, and all face their respective doors in silent vigi-

lance. To the right facing southwest is a falcon-headed hieracosphinx, and to the left facing northwest is a goat-headed criosphinx. On the other side of the chamber, a male androsphinx faces northeast, while a female gynosphinx faces southeast.

In the center of the chamber is a squat pyramid, perhaps five feet high. Composed of smooth tan stone, each of the four surfaces is engraved with a small triangle with an eye set into the center.

Now give the players handout B.

Development: The murals relate a story, beginning with the mural on the northwest wall and proceeding clockwise around the chamber:

- Northwest: This mural depicts the Sphinx Queen slaying the majestic gold wyrm and framing the naga council.
- Northeast: This mural depicts the radiant gynosphinx with gold scales fleeing, leaving her sphinx army in disarray.
- Southeast: This mural depicts a bloody sphinx civil war, one side led by Khubsheth, the other by the Sphinx Queen.
- Southwest: This mural depicts Khubsheth convincing the golden-scaled sphinx to return and although they lead their armies to victory, the Sphinx Empire is ruined.

This chamber is a nexus leading to the four Tests of Doom (areas 1-4 to 1-7). The goal of each test is a golden Lesser Key (see Appendix 1). When all four keys have been collected and placed in the center pyramid in the proper location, the elevator to area 2-1 can be activated. However, the PCs first need to open these doors in order to get to the four Tests of Doom.

Each door is inscribed with a riddle written in Sphinx. Consult below to see which riddle is placed on which door. With a successful Decipher Script check (DC 25) the writing can be read. At this time, give the PCs the appropriate handouts (C through F).

If at any time the correct answer to a riddle is spoken clearly (in any language) in front of the corresponding door, the door opens. In addition, the door traps leading to the respective areas 1-4 to 1-7 are also deactivated. However, if the riddle is incorrectly answered or the PCs attempt to pick the lock or force the door, the stone kith sphinx associated with that door animates and attacks.

There is some discretion as to how precise the riddle answers have to be. Remember, the PCs are most likely answering in Common a riddle written in ancient Sphinx. If the players are having a hard time and come close to the correct answer, you can use this reasoning to give them leeway.

We've provided a clue for each riddle that can be offered to characters likely to think along the lines of the information presented. The associated character types are presented with the clue.

Each Lesser Key must be placed on the pyramid side that corresponds to the test it was located in. When placed into an engraving, the key is locked into place. When the fourth key is placed, the 20-foot by 20-foot section of floor slowly lowers to area 2-1. Consult the map for the orientation of the sphinxes, the corresponding doors to the four tests of doom, and where each Lesser Key must be placed to activate the elevator. These conditions are also summarized on the table below.

Door	Sphinx	Key
Southwest	Hieracosphinx	<i>Kheteru</i>
Northwest	Criosphinx	<i>Anshek</i>
Northeast	Androsphinx	<i>Hrukesh</i>
Southeast	Gynosphinx	<i>Neteris</i>

Riddle of the Hieracosphinx:

*"I stand beneath the walls;
Below me there is nothing.
The root at the beginning,
The ruin at the end.
What am I?"*

Answer: The foundation

Clue: "The riddle seems to relate to buildings." (dwarves and characters with ranks in knowledge (architecture and engineering))

Riddle of the Criosphinx:

*"Between darkness and light,
The foot on the tightrope,
The wings in the air,
Without me you fall.
What am I?"*

Answer: Balance

Clue: "The tightrope line seems important to me, for some reason." (rogues and characters with ranks in Balance)

Riddle of the Androsphinx:

*"I am the sword of the wise,
A tower without stone,
A growing light in infinite darkness,
The worm that gnaws the mind.
What am I?"*

Answer: Knowledge

Clue: "I have known wizards to learn dark secrets that gnaw at their mind." (wizards and other learned characters)

Riddle of the Gynosphinx:

*"I am alone in the crowd,
The peak that supports the mountain,
The hand that guides
The weight of the world.
What am I?"*

Answer: Leadership

Clue: "This makes me think of a general who led an army I once fought with." (fighters and other warrior types)

Tactics: If the PCs fail to answer the door riddle correctly or attempt to force open one of the doors, the stone kith sphinx associated with that door attacks. It begins the assault by unleashing its breath weapon on targets standing near the door. Then the sphinx jumps off the platform and attacks utilizing its 10-foot reach. As soon as its breath weapon recharges, it uses it again, attempting to target as many PCs as possible. Each of the stone kiths fights until destroyed, focusing attacks on those attempting to use its associated door. Unanimated stone kiths will not attack unless provoked or unless their door is disturbed.

Advanced Stone Kith Hieracosphinx: CR 11; Huge construct; HD 20d10+40; hp 150; Init +0; Spd 20 ft.; AC 23, touch 8, flat-footed 23; Base Atk +15; Grp +37; Atk slam +27 melee (2d6+14); Full Atk 2 slams +27 melee (2d6+14) or bite +27 melee (1d10 +14) and 2 claws +22 melee (1d6+7); Space/Reach 15 ft./10 ft.; SA breath weapon; SQ construct traits, darkvision 60 ft., DR 10/adamantine, immune to acid, cold, fire, and electricity, SR 25, slashing weapon immunity, transmutation vulnerability; AL N; SV Fort +6, Ref +6, Will +6; Str 39, Dex 10, Con –, Int –, Wis 11, Cha 1.

SA – *Breath Weapon (Su)*: 30-foot cone of fire, once every 1d4 rounds (max of 5/day), fire damage 6d8, Reflex save DC 20 for half damage.

SQ – *Transmutation Vulnerability (Ex)*: *Transmute rock to mud* inflicts 1d6 points of damage per caster level (max 10d6) to a stone kith creature (despite SR). A successful Fort save halves this damage. *Transmute mud to rock* repairs 1d6 points of damage per caster level (max 10d6). *Stone to flesh*, if it overcomes SR, negates all special qualities for one round.

Advanced Stone Kith Criosphinx: CR 12; Huge construct; HD 21d10+40; hp 156; Init -2; Spd 20 ft.; AC 21, touch 6, flat-footed 21; Base Atk +15; Grp +38; Atk slam +28 melee (2d6+15); Full Atk slam +28 melee (2d6+15) or gore +28 melee (2d6+15) and 2 claws +23 melee (1d6+7); Space/Reach 15 ft./10 ft.; SA breath weapon; SQ construct traits, darkvision 60 ft., DR 10/adamantine, immune to acid, cold, fire, electricity, and slashing weapons, SR 25, transmutation vulnerability; AL N; SV Fort +7, Ref +7, Will +7; Str 41, Dex 6, Con –, Int –, Wis 11, Cha 1.

SA – *Breath Weapon (Su)*: 30-foot cone of petrification gas, once every 1d4 rounds (max of 5/day), turn to stone permanently, Fortitude save DC 20 negates.

SQ – *Transmutation Vulnerability (Ex)*: *Transmute rock to mud* inflicts 1d6 points of damage per caster level (max 10d6) to a stone kith creature (despite SR). A successful Fort save halves this damage. *Transmute mud to rock* repairs 1d6 points of damage per caster level (max 10d6). *Stone to flesh*, if it overcomes SR, negates all special qualities for one round.

Advanced Stone Kith Androsphinx: CR 13; Huge construct; HD 24d10+40; hp 172; Init -2; Spd 40 ft.; AC 21, touch 6, flat-footed 21; Base Atk +18; Grp +42; Atk slam +32 melee (2d6+16); Full Atk slam +32 melee (2d6+16) or 2 claws +32 melee (2d4 +16); Space/Reach 15 ft./10 ft.; SA destructive harmonics; SQ construct traits, darkvision 60 ft., DR 10/adamantine, immune to acid, cold, fire, and electricity, and slashing weapons, SR 27, transmutation vulnerability; AL N; SV Fort +8, Ref +8, Will +8; Str 43, Dex 6, Con –, Int –, Wis 11, Cha 1.

SA – *Destructive Harmonics (Su)*: 40 ft. cone of destructive sonic energy, once every 1d4 rounds (max of 5/day), does 10d6 points of damage to all within cone's area, Fortitude save DC 22 for half damage.

SQ – *Transmutation Vulnerability (Ex)*: *Transmute rock to mud* inflicts 1d6 points of damage per caster level (max 10d6) to a stone kith creature (despite SR). A successful Fort save halves this damage. *Transmute mud to rock* repairs 1d6 points of damage per caster level (max 10d6). *Stone to flesh*, if it overcomes SR, negates all special qualities for one round.

Advanced Stone Kith Gynosphinx: CR 13; Huge construct; HD 24d10+40; hp 172; Init -1; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +18; Grp +39; Atk claw +29 melee (1d6+13); Full Atk 2 claws +29 melee (1d6+13); Space/Reach 15 ft./10 ft. ; SA breath weapon; SQ construct traits, DR 10/adamantine, immune to acid, cold, fire, and electricity, and slashing weapons, SR 27, transmutation vulnerability; AL N; SV Fort +4, Ref +4, Will +4; Str 37, Dex 8, Con –, Int –, Wis 11, Cha 1.

SA – *Breath Weapon (Su)*: 30-foot cone of insanity gas, once every 1d4 rounds (max of 5/day), as per *insanity* spell (14th-level caster), Will save DC 22 negates.

SQ – *Transmutation Vulnerability (Ex)*: *Transmute rock to mud* inflicts 1d6 points of damage per caster level (max 10d6) to a stone kith creature (despite SR). A successful Fort save halves this damage. *Transmute mud to rock* repairs 1d6 points of damage per caster level (max 10d6). *Stone to flesh*, if it overcomes SR, negates all special qualities for one round.

Note: These stone kith sphinxes all have breath weapons (or destructive harmonics) as unique byproducts of their construction.

Door Traps: Chambers 1-4 through 1-7 each have door traps that are affected by the characters' actions in area 1-3. The trapped doors are those directly opening into each chamber, not the doors in 1-3 that open to the long hallways.

Area 1-4 – The House of War (EL 16): The door to this chamber is trapped. If the riddle in area 1-3 has been correctly answered for this door, then it is unlocked and untrapped. Otherwise, it needs to be forced or picked (Open Locks DC 30), and the PCs need to deal with the trap, possibly separating them.

Door Trap: CR 6; magic device, proximity trigger (*alarm*, set by target passing through doorway, triggered 2 rounds after last character has passed through), automatic reset (1 hour); closes door; Search DC 30; Disable Device DC 30. *Note:* Trap may separate party if there is a space of more than 2 rounds between characters entering room. Trap will not trigger if a character is in doorway. Door trap is deactivated by correctly answering riddle.

This chamber is 40 feet by 40 feet with a sandy floor. The walls are slanted, and as they reach the ceiling 30 feet overhead, they form an apex like a pyramid. Sitting in the sand is a pride of crudely shaped stone lion-like creatures. Five of the creatures appear as large lions with stony spikes along their backs. The last creature towers over the others and sports a mane, stone-like scales, and a pair of rigid wings. Embedded in the chest of the large specimen is a gold-inlaid triangle with an eye set in its middle.

Give the players handout G. The Lesser Key is embedded in the chest of the greater earthquake leonid. All the PCs need to do is defeat the leonid pride, and the key is theirs. If only it were that simple.

Development: Three rounds after the PCs enter this chamber, the trap is sprung. The entrance door slams shut and can only be forced by a Strength check (DC 35) or with magic (see complete stats at beginning of this level). Meanwhile, sand begins to pour into the chamber from a three-foot-wide hole in the ceiling. Above this chamber is another inverted pyramid-shaped room with the same dimensions, filled with sand. See the side view of area 1-4 (on inside cover) for details of this layout. The PCs need to contend with the room's filling with sand while battling the leonids, which are not at such a disadvantage due to their earth burrow ability.

It takes 20 rounds for the room to become full of sand. However, the longer the PCs remain in the room, the more difficult the conditions become. After five rounds, treat the sand as a liquid for purposes of the PCs' moving in it. As time goes on, the PCs need to contend with crushing damage and suffocation as well. Consult the table below for a list of all the effects and the DCs needed to resist them. All Swim check DCs reflect a +5 circumstance modifier because sand is much more viscous than water.

A Swim check failed by 5 or more results in the PC's being covered in sand and possibly suffocating. A PC can hold his breath for a number of rounds equal to twice his Con score (if no other actions are performed), or half that amount if in combat or trying to swim back to the surface. After that period of time, the PC must make a DC 10 Constitution check every round to continue to hold his breath. The DC for this check increases by 1 for each round. When the first Con check is failed, the PC begins to suffocate and is reduced to 0 hit points. On the next round, he is dying at -1 hit points. On the third round, he is dead.

The simplest way to disable the trap is by the use of magic. A well-placed *stone shape*, *wall of stone* or *wall of force* would be ideal to stop the flow of sand. However, spellcasting while tons of sand comes raining down on one's head is not an easy task. It requires a Concentration check (base DC is on the table, plus the spell level and any damage suffered this round).

Treasure: The gold triangle possessed by the greater earthquake leonid is one of the Lesser Keys, *Kheteru* (see Appendix 1 for details). The key can be removed with a Strength check (DC 20) after the greater earthquake leonid is defeated.

Tactics: If approached, the leonids spread out to avoid being targeted by area of effect spells. The greater earthquake leonid begins combat by roaring and then charging into melee using his pounce ability. After the chamber has filled with sand for 5 rounds, all the leonids take advantage of the environment by using their earth burrowing ability. They can move through the sand at their normal movement rate and don't need to make

Area 1-4 Summary

Round	Approximate Sand Depth	Concentration DC (base) ¹	Swim DC	Crushing Damage ²
1-5	5 ft.	20	N/A	N/A
6-10	10 ft.	25	20	2d6 (DC 10)
11-14	15 ft.	25	20	3d6 (DC 15)
15-17	20 ft.	30	25	4d6 (DC 20)
18-19	25 ft.	30	25	8d6 (DC 25)
20+	30 ft.	35	30	12d6 (DC 30)

¹ Plus spell level and damage suffered

² Fort save at indicated DC for half damage

Swim checks each round. The leonids are fond of attacking and then diving into the sand to escape. The greater leonid can employ its Improved Grab ability to establish a hold (and rake attack). The next round, it can earth burrow in an attempt to suffocate its victim (although it needs to hold its breath as well). Victims held under the sand suffer crushing damage per the table above without a save.

Sand-Filled Room Trap: CR 15; mechanical, timed trigger (3 rounds after first PC enters), no reset; multiple targets (everyone in room); never miss; onset delay (3 rounds); liquid (sand); see table above for effects; Search DC 30; Disable Device N/A but see above for spells that could disable the trap.

Greater Earthquake Leonid (Elemental (earth) Dragonne): CR 12; Huge outsider (earth); HD 15d10+90; hp 173; Init +4; Spd 40 ft., burrow 40 ft.; AC 22, touch 8, flat-footed 22; Base Atk +15; Grp +33; Atk Bite +23 melee (3d6+10); Full Atk Bite +23 melee (3d6+10) and 2 claws +18 melee (2d6+5); Space/Reach 15 ft./10 ft.; SA improved grab, pounce, rake, roar; SQ darkvision 60 ft., low-light vision, scent, DR 7/magic, earth burrow, earth mastery, immunity to cold, poison, sleep, paralysis; AL N; SV Fort +15, Ref +9, Will +6; Str 31, Dex 11, Con 23, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +14, Spot +14; Ability Focus (roar), Blind-Fight, Combat Reflexes, Improved Initiative, Multiattack, Track.

SA – Improved Grab (Ex): To use this ability, an earthquake leonid must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

SA – Pounce (Ex): If an earthquake leonid charges, it can make a full attack in the same round.

SA – Rake (Ex): Attack bonus +23 melee (2d6+5).

SA – Roar (Su): A greater earthquake leonid can loose a devastating roar every 1d4 rounds. All creatures except earthquake leonids within 120 feet must succeed on a DC 19 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted.

SQ – Earth Burrow (Ex): An earthquake leonid can glide through any sort of earth or stone except metal at its full move. Its burrowing leaves behind no signs of its presence. A *move earth* spell cast on an area containing a burrowing earthquake leonid flings the creature back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

SQ – Earth Mastery (Ex): An earthquake leonid gains a +1 circumstance bonus to attack rolls as well as Strength checks if both it and its target touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack. (These modifiers are not included in the statistics block.)

Earthquake Leonids (5) (Elemental (earth) Dire Lion): CR 7; Large outsider (earth); HD 14d8+56; hp 119 each; Init +1; Spd 30 ft., burrow 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +10; Grp +23; Atk bite +18 melee (1d8+9); Full Atk bite +18 melee (1d8+9) and 2



claws +13 melee (1d8+4); Space/Reach 10 ft./5 ft.; SA improved grab, pounce; SQ low-light vision, scent, DR 7/magic, earth burrow, earth mastery, immunity to cold, poison, sleep, and paralysis; AL N; SV Fort +9, Ref +9, Will +4; Str 29, Dex 13, Con 19, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +10, Spot +10; Alertness, Improved Natural Attack, Multiattack, Run, Weapon Focus (bite).

SA – Improved Grab (Ex): To use this ability, an earthquake leonid must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

SA – Pounce (Ex): If an earthquake leonid charges, it can make a full attack in the same round.

SA – Rake (Ex): Attack bonus +17 melee, damage 1d8+4.

SQ – Earth Burrow (Ex): An earthquake leonid can glide through any sort of earth or stone except metal at its full move. Its burrowing leaves behind no signs of its presence. A *move earth* spell cast on an area containing a burrowing earthquake leonid flings the creature back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

SQ – Earth Mastery (Ex): An earthquake leonid gains a +1 circumstance bonus to attack rolls as well as Strength checks if both it and its target touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack. (These modifiers are not included in the statistics block.)

Area 1-5 – The River of Darkness (EL 16): The door to this chamber is trapped. If the riddle in area 1-3 has been correctly answered for this door, then it is unlocked and untrapped. Otherwise, it needs to be forced or picked (Open Locks DC 30), and the PCs need to deal with the trap, possibly separating them.

Door Trap: CR 6; magic device; proximity trigger (*alarm*, set by target passing through doorway, triggered 2 rounds after last character has passed through); automatic reset (1 hour); closes door; Search DC 30; Disable Device DC 30. *Note:* Trap may separate party if there is a space of more than 2 rounds between characters entering room. Trap will not trigger if a character is in doorway. Door trap is deactivated by correctly answering riddle.

The acrid scent of brine assaults you as you open the door to this chamber. The chamber is about 30 feet by 100 feet, and the floor is covered with a brown viscid fluid that flows from the door to the far end of the room. The ceiling is arched, about 60 feet overhead. In the center of the room is a glowing globe suspended from the ceiling. Simulating the sun, it provides bright illumination to this chamber.

A wooden plank is placed at the foot of the door leading to a reed ship some 15 feet long. The vessel floats on the “river,” and gently sways to and fro. A single white sail adorns the rigging, but six oars also protrude from each side. Located on the prow is an elaborate podium holding an unfurled scroll.

Now give the players handout H.

Development: This Test of Doom simulates traveling the river to the afterlife. The PCs need to use the ship to travel down the river of acid. At the other end of the chamber is a hidden alcove, concealing one of the Lesser Keys. However, a few guardians are present to make the PCs' efforts a bit more difficult.

The river is pure acid, about 20 feet deep. Falling into the acid causes 10d6 points of damage per round. This acid is exceptionally viscous; after a submerged target exits the acid, he still suffers 5d6 points of damage per round for 1d3 rounds, unless flushed with copious amounts of water (such as from a *decanter of endless water*).

In addition to the damage, PCs could also suffer drowning effects while in the acid. The acid gives off poisonous fumes as well. All targets within five feet of the acid's surface must make a Fort save (DC 13) or take 1 point of temporary Con damage. Another save is required a minute later, or the target takes 1d4 more points of Con damage.

Apketh, a gigantic iron kith viper, is hidden below the acid's surface. He waits to attack per the tactics section below.

At the far end of the chamber is a hidden alcove, located with a Search check (DC 25). The door to the alcove is locked, requiring a successful Open Locks check (DC 30). The alcove door automatically opens if the reed ship touches the door. Concealed inside the alcove is the treasure.

The logical method to traverse the river of acid is to use the reed ship. It can easily hold six medium humanoids at full movement or 12 at half movement. Two rounds after the first PC steps on the ship, it begins to sink into the acid. The scroll located on the prow provides propulsion and buoyancy to the vessel. If the scroll is read aloud nonstop, the ship moves 10 feet per round toward the end of the chamber. A *gust of wind* spell doubles this speed. However, if the reader stops after he begins, the ship begins to sink into the acid. After two rounds, any PCs standing on the deck are considered immersed in acid. The ship's hull is immune to acid, but the rest of the vessel is not. Three rounds of acid immersion is enough to render the ship useless. If the reader restarts reading the scroll before the ship is

Capsizing the Reed Ship

If the PCs manage to neutralize Apketh's attacks (such as by employing a *wall of force* to protect the scroll reader) but not actually defeat him, he tries to capsize the reed ship. Use the following rules if this happens.

First, Apketh needs to move into one of the reed ship's squares, an action that provokes attacks of opportunity from any PCs on the vessel's deck. Next, Apketh makes a bull rush attempt against the reed ship. Apketh is Gargantuan with Strength 36, so his bull rush modifier is +25. Consider the reed ship to be Large with no Strength modifier, so its bull rush modifier is +4. If the scroll reader is still reading, the magical flotation of the vessel grants it a +8 circumstance bonus to the opposed Strength check. If Apketh wins the opposed Strength check by 15 or more, the ship is capsized. Otherwise, Apketh can attempt another bull rush next round.

If the reed ship capsizes, all PCs on deck are tossed into the acid, suffering the effects of complete immersion. Each PC gets a DC 20 Reflex save to cling to the ship as it flips over. The next round, the PC can attempt a DC 15 Climb check to scramble onto the slippery hull. PCs who fail the Reflex save are tossed 1d3 x 5 feet away from the ship.

The acid destroys the ship in three rounds, as though it were sinking – unless, of course, the PCs managed to protect the delicate scroll from the acid and continue to read it while perched on the hull. Of course, Apketh won't let the PC continue to read without a fight!

destroyed, it rises out of the acid and can still be used. While in combat, a Concentration check (DC 10 plus any damage suffered this round) is needed to continue to read the scroll. Any PC is eligible to read the scroll and activate the ship, but a PC reading cannot perform any other action.

The scroll relates the history of the Sphinx Empire and Ankhare's fall, including the details presented in the Background Information section on page 4. The text on the scroll is endless; it disappears as it is being read and continuously cycles through the same tale. It is too long to be read by a *magic mouth* spell.

Reed Ship: 15 feet long; hardness 5; hit points 100; hull is magically immune to acid (but the rest of the ship is not). Reading the scroll on the prow provides 10 feet per round of magical propulsion (halved to 5 feet if more than seven characters board the ship; doubled with *gust of wind* spell). The scroll and ship are considered to have a Reflex save of +10 for purposes of resisting catching fire. The ship is magically connected to this chamber; if removed, it turns to dust and crumbles to nothingness.

When the ship reaches the midpoint of the corridor, it passes under the glowing globe. This triggers a trap that releases Hrumeth the conflagration raptor from the crystal. If the PCs destroy the crystal before Hrumeth is released, he is destroyed.

Hrumeth's Crystal: CR 4; magical device; proximity trigger (*alarm*, triggered when ship passes midpoint of corridor); no reset; releases Hrumeth; bypass switch (destroy the crystal); Search DC 30; Disable Device DC 30; AC 5, hardness 5, hit points 25.

Treasure: The Lesser Key *Anshek* rests in the concealed alcove (see Appendix 1 for details). After the PCs recover *Anshek*, they no longer need to read the scroll to keep the ship aloft (simulating the journey to the afterlife is complete). The PCs still need to get back to the other end of the room, however.

Tactics: One round after the ship begins its trek toward the end of the corridor, Apketh rises out of the acid (like a coiled metal sea serpent) and attacks the PCs on the ship. He begins by unleashing his breath weapon on the PC reading the scroll. If the PC still reads the scroll, Apketh attempts to bull rush him into the acid.

The phoenix-like conflagration raptor attacks the ship a round after its release, also focusing on the PC reading the scroll. Using his Hover feat, he first attacks with his breath weapon. Then he uses flyby attacks to attempt to snatch a PC. He holds a PC for a round or two (doing full claw and fire damage) before dropping the target in the acid.

Sinking Ship Trap: CR 15; mechanical; location/timed trigger (activated two rounds after targets board ship); no reset; ship sinks under acid river (10d6 acid damage to all aboard); multiple targets (all aboard ship); never miss; onset delay (2 rounds); liquid (acid); bypass

switch (read chant by prow); Search DC 30; Disable Device DC 35.

Apketh, Gigantic Iron Kith Viper: CR 10; Gargantuan construct; HD 12d10+80; hp 146; Init +1; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 26, touch 7, flat-footed 25; Base Atk +9; Grp +34; Atk/Full Atk bite +18 melee (1d8+13 plus 1d6 acid); Space/Reach 20 ft./15 ft.; SA breath weapon; SQ construct traits, darkvision 60 ft., DR 15/adamantine and magic, immunities (cold, fire, electricity, and acid), SR 21, rust vulnerability; AL N; SV Fort +4, Ref +5, Will +4; Str 36, Dex 13, Con –, Int –, Wis 11, Cha 1.

SA – *Breath Weapon* (Su): 30-foot cone of poison gas, once every 1d4 rounds (total of 5/day). Fort save DC 18 negates, initial damage 1d6 Con, secondary damage 2d6 Con.

SQ – *Rust Vulnerability* (Ex): An iron kith viper is affected normally by rust attacks (despite SR), like a rusting grasp spell or a rust monster's attack.

Hrumeth, Conflagration Raptor (Elemental (fire) Giant Eagle): CR 9; Huge outsider (fire); HD 12d10+36; hp 102; Init +3; Spd 20 ft., fly 90 ft. (average); AC 23, touch 13, flat-footed 20; Base Atk +12; Grp +28; Atk Claw +18 melee (1d8+8 plus 1d8 fire); Full 2 claws +18 melee (1d8+8 plus 1d8 fire) and bite +13 melee (3d6+8 plus 1d8 fire); Space/Reach 15 ft./10 ft.; SA breath weapon, burn; SQ evasion, low-light vision, fire subtype, darkvision 60 ft., DR 6/magic; AL NG; SV Fort +11, Ref +11, Will +6; Str 26, Dex 17, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +11, Sense Motive +10, Spot +20, Survival +3; Flyby Attack, Hover, Improved Natural Attack (bite), Snatch, Wingover.

SA – *Breath Weapon* (Su): 30-foot cone of fire, once every 1d4 rounds (total of 5/day). Ref save DC 20 for half damage, 6d10 fire damage.

SA – *Burn* (Ex): Those hit by Hrumeth's natural attacks must succeed at a DC 25 Reflex save or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. Creatures hitting Hrumeth with natural weapons or unarmed attacks take fire damage as though hit by the elemental creature's natural attack and also catch fire unless they succeed at a Reflex save.

SQ – *Fire Subtype* (Ex): Fire immunity, double damage from cold except on a successful saving throw.

Area 1-6 – The Tower of Wisdom (EL 15): The door to this chamber is trapped. If the riddle in area 1-3 has been correctly answered for this door, then it is unlocked and untrapped. Otherwise, it needs to be forced or picked (Open Locks DC 30), and the PCs need to deal with the trap, possibly separating them.

Door Trap: CR 6; magic device; proximity trigger (*alarm*, set by target passing through doorway, triggered 2 rounds after last character has passed through); automatic reset (1 hour); closes door; Search DC 30; Disable Device DC 30. *Note:* Trap may separate party if there is a space of more than 2 rounds between char-

acters entering room. Trap will not trigger if a character is in doorway. Door trap is deactivated by correctly answering riddle.

This chamber is 40 feet square with a 50-foot-high ceiling. The floor is polished, smooth brown stone. The center of the chamber is dominated by a black stone obelisk, 20 feet high with a pointed top. At the opposite end of the chamber is a short flight of steps leading to an alcove 30 feet wide and 20 feet deep. Another obelisk occupies this alcove, but this one has a tan, rune-covered surface. A small gold triangle with an eye in the center is located on each of the sides of this obelisk.

Give the players handout I.

Development: The tan-colored obelisk in the alcove is actually a *permanent image* concealing an advanced roper. The gold keys are part of the illusion as are the runes (gibberish, written in Draconic), and disappear if touched. A Will save (DC 25) or other use of magic is needed to discern this illusion.

The black obelisk in the main chamber holds the real lesser gold key, but also three fake keys. Each of the obelisk sides is covered with an *illusory wall* to appear as a smooth stone surface. Tactile investigation can reveal the runes and the keys. The runes are written in Sphinx (Decipher Script DC 25) and carved into the obelisk's surface. A PC who can understand the runes

can use a Sleight of Hand check (DC 30) to read them if the *illusory wall* is not dispelled. The *illusory wall* can be disbelieved with a Will save (DC 25) or dispelled. The runes create a passage that is a clue to determine which is the real key. The passage reads:

*I'm not the stone building blocks,
Nor the struggle between dark and light.
I'm not the lore concealed in texts,
But instead the Queen's will and might.*

Each line of the passage refers to one of the riddle answers in area 1-3. The first line refers to a building foundation, the second refers to the balance between the struggle of good and evil. The third line refers to knowledge and the last line refers to Ankhet's leadership. Since the first three lines are negative statements, and the fourth line is a positive statement, the real key is located on the southeast face of the obelisk (the one associated with leadership).

If a PC tries to remove one of the false keys, he triggers a crushing ceiling trap. There is a 10-foot-diameter hole in the crushing ceiling aligned with the obelisk. A PC on top of the obelisk can remain out of the trap's area of effect with a Reflex save (DC 30). Targets in the alcove also avoid the ceiling trap.

Treasure: The Lesser Key *Hrukesh* (see Appendix 1 for details) is located on the southeast face of the obelisk. Removing it is an easy task. The fake keys are imbued with *magic aura* spells and made of real gold. Each is worth 500 gp.

Tactics: The advanced roper attacks if the real obelisk is touched or the PCs attempt to remove any of the illusory keys. In the case of the latter, the roper gets to make a bite attack with a +4 circumstance bonus due to the PCs' proximity to its maw. It prefers to use its strands (with 50-foot reach, enough to reach the real obelisk) to drag targets to its maw. Each round, a target is dragged 10 feet, until it is pulled into the roper's square. At this point, it gets to make bite attacks at +4 to hit.

Crushing Ceiling Trap: CR 14; mechanical; touch trigger (3 of 4 golden eyes on obelisk); automatic reset (1 minute); ceiling crashes down (15d6, crushing), Reflex save (DC 30) to avoid effects by leaping into the alcove (provided the target has enough movement to make it as a partial action), Str DC 50 to attempt to support ceiling; multiple targets (everyone in 40-ft. x 40-ft. room); Search DC 30; Disable Device DC 35.

Advanced Roper: CR 14; Huge magical beast; HD 16d10+80; hp 168; Init +5; Spd 10 ft.; AC 27, touch 9, flat-footed 26; Base Atk +16; Grp +32; Atk strand +16 ranged touch (drag) or bite +22 melee (3d6+12); Full Atk 6 strands +16 ranged touch (drag) and bite +22 melee (3d6+12); Space/Reach 15 ft./15 ft. (50 ft. with strand); SA drag, strands, weakness; SQ darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, SR 30, vulnerability to fire; AL CE; SV Fort +15, Ref +9, Will +10; Str 27, Dex 13, Con 21, Int 12, Wis 16, Cha 12.

Desolation's Glamour

Illusion (Shadow) [Mind-affecting]

Level: 9

Components: V, S

Casting Time: 1 day

Range: Long (400 ft. +40 ft. per level)

Area: 100 ft. cube per level

Duration: 1 day per level

Saving Throw: Will disbelief (if interacted with)

Spell Resistance: No

This spell essentially replicates desert conditions of extreme heat (120°+ F), but at an accelerated rate. For every 1 minute under the effects of this spell, the target must make a Fort save (DC 15 +1 for each previous save) or suffer 1d4 points of nonlethal damage. Heavily-clothed targets or those wearing armor receive a -4 circumstance penalty to this save. A PC reduced to unconsciousness begins to suffer lethal damage.

If a target fails his Will save, he automatically suffers the effects of fatigue (can't run or charge, -2 to Str and Dex, plus any strenuous activity causes the target to become exhausted) and thirst (Con check every 10 minutes (DC 10 +1 for each previous check) or suffer 1d6 points of nonlethal damage) as well as a mild form of confusion. Traveling under these conditions requires an additional Will save (DC 25) for every five rounds of travel, or else the target heads in a random direction.



Skills and Feats: Climb +16, Hide +13, Listen +15, Spot +16; Alertness, Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Weapon Focus (strand). (Ropers have a +8 racial bonus on Hide checks in stony or icy areas.)

SA – Drag (Ex): A successful strand attack attaches to the opponent's body, dragging the opponent 10 feet closer every subsequent round. The roper gains a +4 attack bonus to bite opponents dragged within 10 feet. Breaking free requires a DC 26 Strength check or a DC 30 Escape Artist check. Strands have 10 hp and can be sundered. Attached strands take a -4 to opposed attack rolls to resist a sunder attempt. Sunder attacks on strands do not provoke attacks of opportunity. Severing a strand does not damage the roper. Severed strands can be replaced as a free action the next round. The roper can maintain up to 6 strands at a time.

SA – Weakness (Ex): Opponents grabbed by a strand must make a DC 23 Fort save or take 2d8 points of Strength damage.

Area 1-7 – The Desert of Illusion (EL 14): The door to this chamber is trapped. If the riddle in area 1-3 has been correctly answered for this door, then it is unlocked and untrapped. Otherwise, it needs to be forced or picked (Open Locks DC 30), and the PCs need to deal with the trap, possibly separating them.

Door Trap: CR 6; magic device; proximity trigger (*alarm*, set by target passing through doorway, triggered 2 rounds after last character has passed through); automatic reset (1 hour); closes door; Search DC 30; Disable Device DC 30. *Note:* Trap may separate party if there is a space of more than 2 rounds between characters entering room. Trap will not trigger if a character is in doorway. Door trap is deactivated by correctly answering riddle.

Beyond this door, the sandy wastes of a desert stretch in all directions. The air is stifling and heat waves emit from the scorching sands, obscuring your sight. In the distance, the verdant tops of vegetation can be discerned, perhaps from an oasis. It's difficult to determine if this is a chamber at all, or if it's a portal to an actual desert.

Now give the players handout J. When the PCs enter this 500-foot diameter chamber, they succumb to the effects of the *desolation's glamour* trap (see the sidebar for effects of this spell). When they reach the oasis in the middle of the chamber, continue with the next read-aloud text.

Desolation's Glamour Trap: CR 11; magic device; location trigger (entire chamber, except oasis); automatic reset (whenever chamber is entered); spell effect (*desolation's glamour*, Will save DC 30 negates); Search DC 34, Disable Device DC 34.

Finally, after cresting a sand dune, you spy a lush stand of trees crowding a small pool of clear water. Something seems to sparkle at the bottom of the pool. Situated among the branches of the massive palm trees is a simple stone statue of a female sphinx. The tan statue is kneeling at the water's surface, admiring its beauty in the glass-like surface of the pool.

Now give the players handout K.

Development: There are many challenges the PCs need to overcome in this chamber if they are to retrieve the Lesser Key. First, they must deal with the desert effects, enhanced by the *desolation's glamour* spell. Next, they must deal with the key's guardians, an advanced lamia and several swarms of hellscarab beetles. Finally, they must deal with the poisoned waters of Euthaskia's pool.

The pool of water is 10 feet deep at the center, and appears to be pure and fresh, due to a *major image* placed on it. If disbelieved (Will save DC 16), a Knowledge (nature) check (DC 30) can be used to determine the water is poisonous. The treasure rests at the bottom of the pool. A target submerged in the water is subject to the effects of the water.

Euthaskia's Pool Trap: CR 10; mechanical; touch trigger (ingestion); automatic reset (pool full of liquid); magical poison (deceiver's kiss, DC 30 Will save resists, 1d6 Wis/1d6 Wis and heals 2d6 physical damage and 1d2 Con damage); Search DC 30; Disable Device 35. The pool radiates moderate conjuration and transmutation.

The statue is about 25 feet long and depicts the Sphinx Queen in quiet contemplation before she donned the *Shadowcrown*. An advanced lamia named Euthaskia is invisible on the statue, waiting for the PCs to approach. She attacks them as described in the tactics, using her spell-like abilities to deceive them. Hidden on the statue's neck is a small button, located with a Search check (DC 35). If pressed, the statue's mouth slowly opens, releasing four hellscarab swarms trapped inside.

Treasure: The Lesser Key *Neteris* lies embedded in a rock at the bottom of the pool (see Appendix 1 for details). Removing the key from the rock requires a DC 18 Strength check.

Tactics: Euthaskia's goal is to get the PCs to drink from the pool. While the PCs explore the oasis, she plants *suggestions* on the PCs getting them to drink from the pool. If still suffering from the effects of thirst, the target receives a -8 penalty to its save. She also uses *charm monster* spells to convince the PCs to drink. If the PCs discover her location, she releases the hellscarab swarms from the statue. They exit the statue's mouth one swarm per round and attack random targets. Euthaskia gives them wide berth, using her ring if needed to avoid the swarms. She then casts *mirror image* on herself and prepares to cast *deep slumber* on a fighter type next round. If the target falls asleep, he's considered helpless, and one of the swarms moves in to occupy the host. In melee combat, she continues to use *charm monster* spells or attacks with her dagger, attempting to poison a different target each round.

Euthaskia the Deceiver, Advanced Lamia: CR 11; Huge magical beast; HD 18d10+36; hp 135; Init +3; Spd 70 ft.; AC 25, touch 11, flat-footed 22; Base Atk +18; Grp +33; Atk touch +25 melee (1d4 Wisdom drain) or *dagger of venom* +25 melee (1d6+9/19-20) or claw +25 melee (1d6+9); Full Atk touch +25 melee (1d4 Wisdom drain), or *dagger of venom* +25/+20/+15/+10 melee (1d6+9/19-20) and 2 claws +20 melee (1d6+4); Space/Reach 15 ft./10 ft.; SA spell-like abilities, wisdom drain; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +13, Ref +14, Will +13; Str 28, Dex 16, Con 14, Int 13, Wis 19, Cha 17.

Skills and Feats: Bluff +20, Concentration +15, Diplomacy +8, Disguise +6 (+8 acting), Hide +16, Intimidate +8, Spot +17; Dodge, Iron Will, Mobility, Spring Attack.

SA – Spell-Like Abilities: At will – *disguise self*, *ventriloquism*; 3/day – *charm monster* (DC 17), *major*

image (DC 16), *mirror image*, *suggestion* (DC 16); 1/day – *deep slumber* (DC 16). Caster level 18th.

SA – Wisdom Drain (Su): A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack.

Possessions: *ring of invisibility*, *dagger of venom* (Fort save DC 14, 1d10 Con/1d10 Con, usable on a target once per day), *bracers of armor* +4.

Hellscarab Swarms (4): CR 8; Diminutive magical beast (extraplanar, evil, swarm); HD 12d10+27; hp 94 each; Init +10; Spd 20 ft., climb 20 ft.; AC 20, touch 20, flat-footed 14; Base Atk +12; Grp –; Atk/Full Atk Swarm (3d6 plus poison); Space/Reach 10 ft./0 ft.; SA distraction, inhabit, poison; SQ DR 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Hide +19, Listen +10, Spot +10; Alertness, Improved Initiative, Iron Will, Toughness, Ability Focus (poison).

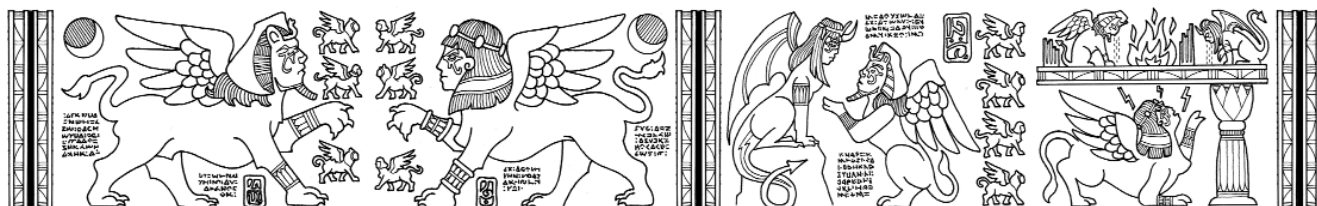
SA – Distraction (Ex): Any living creature that begins its turn with a hellscarab swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round.

SA – Hive Mind (Ex): A hellscarab swarm with at least 1 hit point per Hit Die forms a hive mind, with an Intelligence of 6. When reduced below this hit point threshold, the swarm becomes mindless.

SA – Inhabit (Ex): A hellscarab swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large. The swarm can abandon the body in 1 full round. Any attack against the host deals half damage to the hellscarab swarm as well. If a hellscarab swarm inhabits a dead body, it can animate it as a zombie of the appropriate size for as long as the swarm remains inside. If a hellscarab swarm inhabits a living victim, it can neutralize the effects of its own poison and control the victim's movement and actions as if using dominate monster spell on the victim. The hellscarabs do 2d4 points of Constitution damage to the host per hour they inhabit it. A remove disease or heal spell cast on an inhabited victim forces the hellscarab swarm to abandon its host.

SA – Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

Description: Hellscarabs have stats based on a hellwasp swarm, except they move faster and lack the ability to fly.



Level 2: The Halls of Fate

The Halls of Fate are considered hewn stone, with flagstone floors. All doors are constructed from stone and are at least 10 feet wide (enough to accommodate a sphinx). A Strength check (DC 20) is needed to push open these massive portals. Unique doors are described in the text. Ceiling heights vary from chamber to chamber, as listed in individual room descriptions. This level of the tomb is dry and free of large rubble.

Hewn Stone Wall: 3 feet thick (at least); hardness 8; hp 540 (per 5-ft. thickness); Break DC 50; Climb DC 22.

Massive Stone Door: 1 feet thick; hardness 8, hp 180; Break DC 35 (stuck), Break DC 35 (locked).

Wandering Monsters

There are no wandering monsters in the Halls of Fate.

Areas of the Map

Area 2-1 – The Downward Descent: Read or paraphrase the following:

After descending what seems like hundreds of feet, the elevator platform comes to rest in the southwest corner of a chamber. The chamber is about 80 feet wide and 60 feet long, with a 20-foot-high ceiling. Stone doors are centered in the north and east walls. The other two walls are covered with murals.

Along the south wall, nestled partially in an alcove, is a stone statue of a gynosphinx crouched in a classic position. The statue wears a stone crown set with numerous gemstones. An inscription is at the statue's base. Positioned in front of the statue is a stone throne, perhaps 10 feet high, occupied by a stone statue of a barrel-chested humanoid body with a male leonine head. Its hands rest over the throne's arms. The statue's fingers are curled as if they should be holding something, but they are empty.

Flanking the throne is a pair of huge stone sarcophagi shaped like sphinxes lying on their backs, arms folded on their chests in a peaceful resting posture. The one on the right is an androsphinx; the one on the left is a gynosphinx. Each sarcophagus is inset with numerous gems at random locations on the lid.

Now give the players handout L.

Development: The elevator descends at 60 feet per minute. This chamber is located 250 feet below the upper level, so it takes the elevator about four minutes to arrive here. Once the elevator stops, the four Lesser Keys can be easily removed in any order. By removing and then replacing all four Lesser Keys, the elevator can be reactivated, and it begins to ascend the shaft at 60 feet per minute, returning riders to area 1-3.

The murals relate the grim ending of the Sphinx Empire and a glimpse of the future. With the aid of Khubsheth and the golden gynosphinx (Meraph), the Sphinx Queen

was defeated but not destroyed. The next scene depicts the construction of the tomb itself as Ankhet's prison and Khubsheth's sealing it with his own blood. A Spot check (DC 35) reveals a tiny image of Meraph imprisoned in a chamber set to guard her mother.

The next scene depicts several humanoids investigating the ancient tomb, but their features are vague. The last scene shows the same humanoids, even more featureless, locked in mortal combat with a shadowy Sphinx Queen. Once the PCs return to this room with one of the Greater Keys, they notice (Spot DC 15) that the features of the humanoids in the mural have changed to resemble them. When they return with both Greater Keys, the murals have changed to perfectly depict the PCs.

The east door leads to area 2-2, and the north door leads to area 2-3. Each of these locations is a grueling test the PCs need to complete in order to retrieve a pair of Greater Keys. The Greater Keys can then be placed in this chamber to activate a teleportation portal to send the PCs to the climax of the adventure, an audience with the Sphinx Queen herself!

The inscription at the base of the statue is in Sphinx (Decipher Script DC 25) and reads:

*Sometimes a treasure not plundered
Is the greatest wonder.
Place Iti-anun in his left, and Iti-atun in his right,
Then bathe Ankhet's head with daylight.
One by one, by one, unseen,
Gain an audience with the Queen.*

This passage (depicted as players' handout M) explains how the teleportation portal is to be activated. After the PCs retrieve the two Greater Keys (from areas 2-2 and 2-3, respectively), *Iti-anun* is to be placed in the left hand of the statue sitting in the throne. *Iti-atun* is to be placed in the right hand. Then, after a casting of *light*, *daylight*, or *searing light* (*Kheteru* can be used) on the crown of the gynosphinx statue ("bathing Ankhet's head in daylight"), a beam of intensified light shoots toward the throne. The light is intercepted by each staff (at different heights) and is refracted into several smaller beams. These beams are redirected to the sarcophagi and strike the gems inset in the lid simultaneously. Once hit with these light beams, the sarcophagi are unlocked, and slowly open to reveal empty interiors. This is the only way to open them. If the Greater Keys are removed, the teleportation process stops.

Sphinx stone sarcophagus (2): 8 inches thick; hardness —; hp —; Break DC N/A; Open Locks DC N/A. Radiate strong conjuration magic. Can only be opened by process described above. Otherwise cannot be opened or damaged by any means short of a *wish*.

Etched into the underside of the left sarcophagus' lid is a passage written in Sphinx. A Decipher Script check (DC 25) reveals the following verse:

*To defeat Queen Ankharet, your enemy,
You must first defeat your greatest adversary.*

If a PC lies down in one of the sarcophagi (it doesn't matter which one), the lid slowly closes. When another PC lies down in the other sarcophagus, its lid slowly closes and the first PC is teleported to area 2-4. Then the lid of the empty sarcophagi opens. When a PC lies down in it, the PC in the other sarcophagi is teleported, and so on. Essentially, only one PC is teleported at a time (this is important in area 2-4), and the last PC to enter a sarcophagi is teleported likewise (a round later). Familiars and animal companions that enter a sarcophagus are transported with their master.

Treasure: The crown is set with four star sapphires, each worth 5,000 gp. Each sarcophagi lid is set with seven small garnets, each worth 500 gp. However, if any of these gems are removed, they can longer be used to focus the light beam, rendering the teleportation portal useless – hence the first line of the inscription.

Area 2-2 – Labyrinth of Isolation (EL 18): Read or paraphrase the following:

A massive, 20-foot-wide corridor with a 40-foot-high ceiling travels for about 140 feet before ending at a trio of doors. Two are set in the east wall and a third to the north.

As you approach, a booming voice recites the following:

*Beyond lies the Labyrinth of Isolation,
Aloft at its center rests Iti-Anun.
Eleven deadly foes guard this staff,
Heed their bites, but avoid their laugh.
Here, flame can be your friend,
But beware the twelfth guardian.*

Development: All three doors lead into the labyrinth. The booming voice was a *magic mouth*. It will not repeat its passage, so do not repeat it for your players (therefore there is no handout for this passage). The maze is composed of reinforced masonry walls. The corridors are 10 feet wide and 20 feet high.

Reinforced Masonry Walls: 1 foot thick; hardness 8; hp 180; Break DC 45; Climb DC 15.

As depicted on the map, there are several tricks and traps scattered about the maze. Each of these is detailed in its own section below corresponding to the letter on the map. When the PCs penetrate the center of the maze, proceed to that section.

Area 2-A – Acid Fog Hallway (EL 11): Read or paraphrase the following:

This corridor is enshrouded in thick, billowing light green fog, obscuring all vision.

As depicted on the map, these four corridors are under the effects of a permanent *acid fog* spell. In addition to obscuring sight, the thick vapors reduce a PC's speed to 5 feet. For each round a subject is in the corridor, he suffers 2d6 points of acid damage. The fog can be dissipated with a strong wind (31+ MPH) or a *dispel magic*

(against caster level 15). However, the *acid fog* reforms 10 minutes later. All Search DCs in an *acid fog* hallway are increased by 5.

Acid Fog Hallways (4): CR 7; magical; location trigger; automatic reset (10 minutes); spell effect (*acid fog*, obscures sight, reduces movement to 5 feet per round, 2d6 acid damage per round); Search DC N/A; Disable Device DC N/A (strong wind or *dispel magic* needed to dissipates for 10 minutes); Caster level 15.

Area 2-2B – Extended Blade Barrier Trap (EL 10): When a PC reaches the "B" on the map, it springs an extended *blade barrier* trap (per the Extended Spell metamagic feat). Since the trap is evoked in the target's midst, a Reflex save (DC 21) is allowed to avoid the blades. The *blade barrier* fills the entire hallway up to the ceiling. Since it's an extended version of the spell, it remains for 30 minutes.

Extended Blade Barrier Trap: CR 10; magical device; location trigger; no reset; spell effect (*blade barrier*, 15d6 points of damage, Reflex save DC 21 for half); Search DC 32; Disable Device DC 32; Caster level 15.

Area 2-2F – Symbol of Fear Trap (EL 11): At this location, a *symbol of fear* is inscribed on the floor, triggered when touched. The fear affects all targets within 60 feet. Although not dangerous by itself, fleeing PCs can become split up from the party or blunder into other traps.

Symbol of Fear Traps (4): CR 7; magical device; location trigger; no reset; spell effect (*symbol of fear*, Will save DC 21, or become panicked for 15 rounds); Search DC 31; Disable Device DC 31; Caster level 15.

Area 2-2H – Stone Hammer Traps (EL 15): At this location is a mechanical trap that unleashes several large stone hammers that rain blows into the affected 10-foot by 10-foot square.

Stone Hammer Traps (4): CR 11; mechanical; location trigger; automatic reset (5 rounds); Atk +20 melee (4d8+12, stone hammer); multiple targets (1d4 hammers per target in a 10-ft. x 10-ft. area); Search DC 30; Disable Device DC 24.

Area 2-2T – Teleportation Traps (EL 14): At this location is a *teleportation circle* trap. Instead of sending affected targets to a specific destination, these circles send them to random locations in the labyrinth. Each time one of these traps is triggered, roll 1d4. The resulting number (as marked on the map) is the destination in the labyrinth.

Teleportation Circle Traps (4): CR 10; magical device; location trigger; automatic reset (1 round); spell effect (*teleportation circle*, to random area); Search DC 34; Disable Device DC 34.

Area 2-2W – Whispering Wind Hallway: At this location, a PC receives a cryptic message delivered via a *whispering wind* spell. Randomly determine one PC to be the recipient and then roll 1d4 or choose a message from the list below. All messages are delivered with a faint wind buffet and are in Common. The messages are meant to confuse the PCs and have no real meaning.

- 1 *The Queen's eyes
conceal all her lies.*
- 2 *Release the beast
to halt its feast.*
- 3 *Beware the Queen's curse;
the fate of death, not worse.*
- 4 *The hour of the Sphinx has passed,
but the minute of man will not last.*

Area 2-2 Center – The Center of the Maze (EL 17): When the PCs reach the center of the maze, continue:

When you finally penetrate the center of the maze, you enter a circular chamber 60 feet in diameter. The ceiling is at least 60 feet overhead. In the center of the room is a two-step dais with a massive chain sunk into an iron ring at its center. Attached to the chain is a massive draconic beast with eleven writhing heads. The wingless creature has steel-gray scales and a powerful forked tail. Positioned above the dais is a vertical 10-foot-diameter metal tube extending to the ceiling.

Now give the players handout N.

Development: Now that the PCs have found the center of the maze, it's an easy task to retrieve the Greater Key. They just need to deal with an eleven-headed demi-gorgon hydra, traverse the metal tube, and avoid the deadly trap.

The demi-gorgon hydra is a cross between a gorgon and an eleven-headed hydra. It's attached to a thick iron chain but can still reach any targets at the center of the maze or 10 feet into any of the corridors. It can also reach 20 feet inside the metal tube. If the PCs hang back and attempt to use missile weapons to dispatch the beast, grant it a Strength check to burst the chain each round.

Thick Iron Chain: 1 inch thick, hardness 10, hp 30, break DC 25.

The inside of the metal tube is smooth and covered with fine grease. A Climb check (DC 30) is needed to ascend the shaft and since it's 10 feet wide, it's not possible for a Medium-sized creature to use the other side wall as a brace.

Treasure: The Greater Key *Iti-anun* (see Appendix 1 for details) is secured at the top of the metal tube, near the ceiling. The staff is locked in place and an Open Locks check (DC 30) or a Strength check (DC 22) is needed to remove it. Regardless of the method used, the metal tube becomes a grinding blades trap once the staff is removed.

Tactics: The demi-gorgon hydra begins combat by using its breath weapon and 10 bites. It prefers to focus on one or two targets per turn and always tries to position itself to take advantage of its Combat Reflexes feat to devastating effect. It focuses attacks on PCs wielding fire, but otherwise continues a relentless assault on the same targets until they fall. If a target flees into the metal tube, five heads can reach 20 feet into the shaft to attack. It



doesn't fear the trap due to its fast healing ability.

Grinding Blades Trap: CR 13; mechanical; magical touch trigger (*alarm* on staff); automatic reset (2 rounds); Atk +18 melee (1d12+8 grinding blades); multiple targets (1d6 blades per target in the upper 20 feet of the metal tube); Search DC 30; Disable Device DC 30.

Demi-Gorgon Hydra, eleven-headed: CR 12; Huge magical beast; HD 11d10+80; hp 138; Init +1; Spd 20 ft., swim 20 ft.; AC 24, touch 9, flat-footed 23; Base Atk +11; Grp +28; Atk gore +18 melee (2d6+9) or bite +19 melee (1d10+9); Full Atk 11 gores +18 melee (2d6+9) or 11 bites +19 melee (1d10+9); Space/Reach 15 ft./10 ft.; SA breath weapon; SQ darkvision 60 ft., fast healing 21, regenerating heads, low-light vision, scent; AL N; SV Fort +14, Ref +8, Will +5; Str 29, Dex 12, Con 24, Int 2, Wis 10, Cha 7.

Skills and Feats: Listen +9, Spot +9, Swim +14; Blind-Fight, Combat Reflexes*, Iron Will, Toughness, Weapon Focus (bite). *A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

SA – *Breath Weapon (Su):* Turn to stone permanently, cone, 40 ft., every 1d6 rounds, 8/day, Fort save DC 22 negates.

SQ – *Regenerating Heads (Ex):* 11 heads, 12 hp each, can be severed with sunder attack made with slashing weapon. Successfully severing a head does 6 hp damage to the hydra's body. 1d4 rounds after a head is severed, two new heads grow from its stump, up to maximum total of 22 heads at one time. Dealing 5 hp of fire or acid damage to the stump of a severed head before the new heads regenerate seals the stump and prevents regeneration.

Area 2-3 – The Lake of Fire (EL 17): Read or paraphrase the following:

This 20-foot-wide by 20-foot-high corridor leads to the north. After about 60 feet, it ends at a stone door inscribed with runes. A booming voice recites:

*Iti-atun lies beyond, wreathed in flame,
One false step would be a shame.
Pay heed to the inscription,
At our own admission.*

The door is slightly warm to the touch. The booming voice was a *magic mouth*. It will not repeat its passage, so do not repeat it for your players (therefore, there is no handout for this passage). The inscription is in Sphinx and requires a Decipher Script check (DC 30) to read. When deciphered, give the players handout O. It is written backwards and reads: "The right path is safe, the other leads to the lake." Since the message is written backwards, the PCs are expected to do the opposite. Therefore, the left path is safe.

When the PCs open the door, continue:

As you open the door, you are buffeted by intense waves of heat and an acrid sulfur stench as steady circular winds howl in this chamber. The chamber beyond is at least 120 feet in diameter and glows with a hellish red light. The door is situated on a stone shelf about 50 feet above a pool of lava, the source of the infernal illumination. As you draw a breath, your lungs are seared with heat and unseen cinders.

To the north, west and east are more stone ledges, each 10 feet wide and about 40 feet long. Perched on each ledge is a pair of unmoving 10-foot-tall winged demonic statues sporting wicked talons and horned heads. Floating above the lava in the center of the room is a 20-foot-square metal platform, softly glowing red. In the middle of this platform is an elaborate crystal lattice, with a staff suspended in its interior. A trio of round floating platforms leads to the center platform, and several more lead to the ledges.

Now show the players handout P.

Development: This chamber is bathed in extreme heat, with air temperatures averaging 150° F. Breathing this air causes 1d6 points of damage per minute with no save. Every five minutes PCs not immune to this heat effect must make a Fort save (DC 15 +1 per previous check) or take 1d4 points of nonlethal damage. PCs wearing heavy clothing or metal armor suffer a -4 to this save. In addition, those PCs wearing metal armor are affected as if by a heat metal spell. The half-fiend gargoyle occupants in this chamber are immune to these effects due to their fire resistance 10.

Every 2d4 rounds, a 50-MPH gust rips through the room in a clockwise direction. Treat this effect as a gust of wind spell. Medium-sized flyers are blown 1d6x5 feet per round in a clockwise manner, while Small-sized flyers are blown 1d6x10 feet per round. Since the half-fiend gargoyles are Large-sized, they can fly normally in the

gust. Any PCs standing on one of the small platforms must make a Balance check (DC 15) or be knocked off the platform. A PC knocked off can attempt a Reflex save (DC 25) to grab the ledge. Failure indicates a fall into the lava.

Falling into the lava causes falling damage (1d6 points nonlethal plus 1d6 lethal due to liquid surface), plus immersion into the lava. Total immersion causes 20d6 points of fire damage per round. When the victim gets out of the lava, he continues to burn for 1d3 more rounds, causing 10d6 points of additional damage each round. Immunity or resistance to fire also grants the same immunity or resistance to lava damage, but a target could still drown.

The small circular platforms are stone and cause no damage when landed on, despite being very warm to the touch. Jumping to a platform requires a Jump check (DC is the number of feet jumped). In most cases this is 10 or 15 feet, but consult the map to be sure of the distance between any of the platforms. All Jump DCs are increased by 5 due to the gusting winds, and if a PC can't get a running start, all DCs are doubled. If the check is successful, the PC lands on the target platform on his feet. If the PC misses by less than 5, he can make a Reflex save (DC 15) to grab an edge of the platform and pull himself up next round with a Climb check (DC 15). Failure by more than five results in a fall into the lava.

The four platforms to the right (marked with a "T" on the map) are covered with a slippery residue. Landing on one of these (after a successful Jump check) requires a Reflex save (DC 25), or the PC slips off and into the lava below.

The center platform is 20 feet square and composed of searing-hot metal. Landing on this surface causes 2d4 points of fire damage per round. This platform is balanced exactly in the center, and more than 50 lbs. of weight on the platform causes it to tilt in that direction, unless an equal (+/- 10%) counterweight is placed on the opposite side of the platform. A PC who lands on this platform without a counter weight needs to make a Balance check (DC 20) each round or fall off the platform. Failure by less than 5 grants the victim a Reflex save (DC 15) to grab the ledge. Next round, a climb check (DC 20 due to the searing heat) is needed to pull oneself back up on the platform.

Treasure: Centered on the platform is a 10-foot-diameter crystal lattice with very sharp edges. The crystal is difficult to spot from a distance (Spot DC 10 modified by +1 for every 10 feet between the PCs and the lattice). The staff *Iti-atun* (see Appendix 1 for details) is locked into place in the center of the lattice. An Open Locks check (DC 30) or a Strength check (DC 20) is required to remove the Greater Key. Regardless of the method used, the PC needs to make a Dex check or Sleight of Hand check (DC 15) or suffer 2d4 points of damage from the sharp edges of the lattice. Of course, the lattice is trapped as well. If not removed with a Disable Device check (DC 35), the lattice unfolds into crystal scything blades that affect all targets on the platform before resetting in one round.

Tactics: When the PCs begin to make their way to the center platform, the half-fiend gargoyles begin to act. They start by dropping *darkness* spells to enshroud the center platform and the stone platforms in shadowy illumination. If not dispelled, increase all Jump DCs by 5, since the PCs can't target their destination unless they have darkvision. As they take to the air, they use their *unholy blight* ability on the PCs. Then they swoop into attack, using poison-imbued talons and flyby attacks. They use their *smite good* ability during their first attack. They are also fond of landing on the center platform to throw off the balance of any PCs on the other side. Assume a half-fiend gargoyle weighs 2,000 lbs., due to its stony body.

The alpha half-fiend gargoyle hangs back, first casting *blasphemy* on any flying targets. Dazed flying targets plummet into the lava below without a save. Then he uses *unholy blight* on any targets jumping from platform to platform. When he moves into attack (using poison-imbued talons), he uses his Improved Bull Rush feat to knock PCs off the platform and into the lava. This fiend reserves his *smite good* ability for a target on the metal platform.

Slippery Platform Trap: CR 15; mechanical; location trigger (entire platform); automatic reset; DC 25 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (all targets on 15-ft. wide platform); lava (20d6, magma/fire); Search DC 25; Disable Device DC 30.

Crystal Scything Blades Trap: CR 10; mechanical; location trigger (center of platform); automatic reset (1 round); Atk +20 melee (1d12+8/x4, crystal scythe); multiple targets (1d4 per target atop platform); Search DC 30; Disable Device DC 30.

Alpha Half-Fiend Advanced Gargoyle: CR 13; Large outsider (earth); HD 14d8+98; hp 161; Init +5; Spd 40 ft., fly 60 ft. (average); AC 21, touch 14, flat-footed 16; Base Atk +14; Grp +29; Atk Claw +24 melee (1d8+11); Full Atk 2 claws +24 melee (1d8+11) and bite +22 melee (1d8+5)

and gore +22 melee (1d8+5); Space/Reach 10 ft./10 ft.; SA smite good (+14), spell-like abilities; SQ DR 10/magic, darkvision 60 ft., freeze, poison immunity, acid, cold, electricity, and fire resistance/10, SR 24; AL LE; SV Fort +12, Ref +14, Will +10; Str 32, Dex 20, Con 24, Int 12, Wis 12, Cha 12.

Skills and Feats: Bluff +8, Hide +22*, Listen +18, Move Silently +12, Spot +18; Combat Reflexes, Flyby Attack, Improved Natural Attack (claw), Multiattack, Wingover. *Racial Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

SA – Spell-like Abilities (Su): 3/day – *darkness*, *poison*; 1/day – *desecrate*, *unholy blight*, *contagion*, *blasphemy*, *unholy aura*, and *unhallow* as per spell description; caster level 14, save DCs 15.

Half-Fiend Advanced Gargoyles (5): CR 8; Large outsider (earth); HD 7d8+49; hp 81 each; Init +3; Spd 40 ft., fly 60 ft. (average); AC 19, touch 12, flat-footed 16; Base Atk +7; Grp +19; Atk Claw +14 melee (1d6+8); Full Atk 2 claws +14 melee (1d6+8) and bite +12 melee (1d8+4) and gore +12 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA smite good (+7), spell-like abilities; SQ DR 10/magic, darkvision 60 ft., freeze, poison immunity, resistance 10 (acid, cold, electricity, and fire), SR 17; AL LE; SV Fort +9, Ref +8, Will +5; Str 27, Dex 16, Con 24, Int 10, Wis 11, Cha 9.

Skills and Feats: Bluff +4, Hide +15*, Listen +12, Move Silently +8, Spot +12; Flyby Attack, Multiattack, Wingover. *Racial Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

SQ – Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

SA – Spell-like Abilities (Su): 3/day – *darkness*, *poison*; 1/day – *desecrate* and *unholy blight*, as per spell description; caster level 7; save DCs 13.

Level 3: The Queen's Sepulcher

The Queen's Sepulcher is located 1,000 feet below the Halls of Fate and can only be accessed by the teleportation portal in area 2-1. All doors are constructed from stone and are at least 10 feet wide (enough to accommodate a sphinx). A Strength check (DC 20) is needed to push open these massive portals. The walls are hewn stone. Ceiling heights vary from chamber to chamber, as listed in individual room descriptions. This level is dry and free of large rubble.

Hewn Stone Wall: 3 feet thick (at least); hardness 8; hp 540 (per 5-ft. thickness); Break DC 50; Climb DC 22.

Massive Stone Door: 1 foot thick; hardness 8, hp 180; Break DC 35 (stuck), Break DC 35 (locked).

Wandering Monsters

There are no wandering monsters in the Queen's Sepulcher.

Areas of the Map

Area 2-4 – The Last Guardian (EL 19): The PCs arrive in this chamber one at a time from area 2-1 via the teleportation portal. They arrive on the platform, facing the east wall and a massive crystal globe. Recite or paraphrase the read-aloud section below. Unless the PC quickly states he looks away (Reflex save DC 25 to avert gaze), assume he gazes into the globe and releases a replica of himself.



With a gut-wrenching lurch, your body appears on a stone platform in a vaulted chamber. You stand before a crystal globe about four feet in diameter. Its glossy surface radiates dim illumination, and its interior is enshrouded in swirling prismatic arrays.

When the PCs have dealt with all the replicas and have a chance to view the rest of the chamber, continue with the next read-aloud section.

This chamber is perhaps 100 feet long and 80 feet wide. It has a vaulted ceiling 60 feet overhead. You stand on a stone platform set on a dais along the east wall. Four circular steps lead down to a hall flanked by three pairs of stone columns, each 30 feet high and covered with murals. At the end of the hall is a pair of massive stone doors, 20 feet wide and 20 feet high. Strange runes adorn the sealed portal.

Development: Although not apparent at the start of the encounter, Meraph the golden, daughter of the Sphinx Queen, resides in this chamber as the final test to the PCs. Outraged at the part she played in her mother's decent into evil and the ensuing civil war, Meraph swore an oath to remain in this chamber to ensure her mother remains imprisoned. Unfortunately, the centuries have not been kind to her. The great burden she placed upon herself has caused her to slip into insanity. Although she originally planned on observing the PCs as they confronted their replicas and then aiding them defeat her mother, Meraph has had a change of heart. Now, she will toss spells at the PCs while they battle the replicas, before a showdown with the half-gynosphinx/half gold dragon herself.

But first, the PCs need to deal with the globe. If a PC gazes into the globe, an exact replica steps out of the globe the next round and begins to attack. The globe is treated as a *mirror of opposition*, with the following exceptions: it only has a number of charges remaining equal to the number of PCs, so it can only create one replica per PC before it becomes useless. Second, it can be destroyed by weapon blows. If destroyed in this manner, all remaining replicas are destroyed. Since the PCs arrive in the chamber one at a time (one round apart, unless the remaining party delays in area 2-1), arriving PCs will not be able to determine which PC is real and which is the replica.

Meraph's Globe of Opposition Trap: CR varies; magical device; visual trigger; automatic reset (1 round); Reflex save (DC 25) or suffer the effects of a *mirror of opposition* (charges equal to number of PCs; familiars and animal companions are duplicated with the PC and count as the PC's charge); Search DC N/A; Disable Device DC N/A, but the globe can be destroyed.

Globe of Opposition: 4-foot-diameter crystal globe; hardness 5; hp 40; DR 10/magic and bludgeoning; Strong Necromancy; CL 15th; Craft Wondrous Item, clone; Price 46,000; Weight 250 lbs.

The doors on the west wall are false but locked. An Open Locks check (DC 30) reveals a stone wall and triggers a symbol trap. The runes are written in ancient Sphinx and can be read with a Decipher Script check (DC 35).

*Behind lies the Queen's tomb,
Enter and visit Evil's womb.*

The instructions are quite literal. While facing this false door, the entrance to the Queen's tomb is behind the PCs. If the PCs make this connection, grant them a +4 circumstance bonus to locate the secret door on the east wall.

Symbol of Death Trap: CR 9; magical device; location trigger; no reset; spell effect (*symbol of death*, Fort save DC 25, or all those within 60 feet die, to a maximum of 150 hp); Search DC 33; Disable Device DC 33; Caster level 18.

The east wall conceals a secret door, located with a Search check (DC 30). The door is locked, but can be opened with an Open Locks check (DC 32). However, if opened, the door releases a *symbol* trap. After the PCs deal with the replicas, the traps, and Meraph, they can enter area 2-5 to confront the Sphinx Queen.

Symbol of Fear Trap: CR 7; magical device; location trigger; no reset; spell effect (*symbol of fear*, Will save DC 25, or become panicked for 18 rounds); Search DC 31; Disable Device DC 31; Caster level 18.

Situated 40 feet above the false doors is a balcony. The balcony is covered with an *illusory wall* (Will save DC 22) simulating stone wall. Physical objects can pass the *illusory wall*, but it appears as a real wall. Meraph is hiding in the 20-foot-deep by 20-foot-high balcony and gains full concealment from targets below who have not made their save. She has cast *clairvoyance* and *see invisibility*.

to keep tabs on those below her and therefore can target the PCs normally with spells or attacks.

Meraph appears as a 20-foot-long sphinx, but instead of a tawny, lion-like body, she has draconic hind quarters covered with gleaming gold scales. Her wings are bright yellow and sail-like, extending down to the tip of her serpentine tail. Her facial features are human, with soft edges but sorrowful large, azure eyes. Her long blonde hair is parted by a pair of smooth horns that originate from her brow. A Knowledge check (DC 30) reveals her gold dragon heritage.

Tactics: Meraph lets the PCs deal with the replicas first, before she attacks. However, she does toss a few spells at the PCs to make their fight a bit more interesting. Each replica begins the encounter at full hit points, with a full compliment of spells and special abilities. Each attacks its duplicated PC to the best of its ability, using feats, magic items or spells as appropriate. Meanwhile, Meraph watches intently with a *clairvoyance* spell, to learn about the PCs' individual tactics. She also casts *detect magic*, so she can cast *dispel magic* at any PCs under obvious spell effects or even target magic items. If the PCs begin to attack the globe itself, she uses one of the *fireball* missiles, trying to avoid the catching the globe in its area of effect.

If the PCs bring the fight to the balcony, she quaffs her *potion of haste* (which grants another bite attack at full bonus each round, and +1 to attack rolls, AC, and Reflex saves, and +30 feet to all her movement). If she has the option, she uses her breath weapon and any remaining *fireballs* (keep in mind she is immune to fire damage). When she enters melee, she uses her Improved Bull Rush or Awesome Blow feat to knock PCs off the balcony. In addition to other effects, the 40-foot fall causes 4d6 points of damage. If the PCs hang back and use missile weapons, she leaps off the balcony, using a pounce attack. She then uses her Flyby Attack and Power Attack (-5 to attack) to attack while remaining aloft.

She fights to the death in an insane rage. When finally defeated, she smiles while begging the PCs to finish the deed and destroy the Sphinx Queen and her accursed crown. If the PCs have not located the secret door yet, she motions to the east wall with great effort, before succumbing to her wounds.

Meraph the Golden, advanced half-dragon gynosphinx: CR 15; Huge dragon; HD 18d12+90; hp 207; Init +6; Spd 50 ft., fly 100 ft. (average); AC 31, touch 13, flat-footed 26; Base Atk +18; Grp +41; Atk bite +31 melee (2d6+15) or claw +31 melee (1d8+7); Full Atk bite +31 melee (2d6+15) and 2 claws +29 melee (1d8+7); Space/Reach 15 ft./10 ft.; SA pounce, rake, spell-like abilities, breath weapon; SQ darkvision 60 ft., low-light vision, sleep, immunities (paralysis and fire); AL NG; SV Fort +18, Ref +15, Will +15; Str 40, Dex 14, Con 20, Int 16, Wis 20, Cha 24.

Skills and Feats: Bluff +28, Concentration +26, Diplomacy +28, Intimidate +28, Knowledge (history) +14, Knowledge (nobility and royalty) +13, Listen +26, Sense Motive +27, Spot +26; Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Initiative, Iron Will,

Multiattack, Power Attack.

SA – *Spell-Like Abilities:* At will – *clairaudience* or *clairvoyance*, *detect magic*, *read magic*, *see invisibility*; 3/day – *comprehend languages*, *locate object*, *dispel magic*, *remove curse* (DC 21), *legend lore*. Caster level 14th. Once per day Meraph can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as per the spells (caster level 18th), except that all save DCs are 25 and each *symbol* remains a maximum of one month once scribed. The save DCs are Charisma-based.

SA – *Pounce (Ex):* If a sphinx charges a foe, it can make a full attack, including two rake attacks.

SA – *Rake (Ex):* Two claw attacks +29 melee, damage 1d8+7.

SA – *Breath Weapon (Su):* 30-ft. cone of fire, 1/day, 6d8 points of fire damage, Reflex save DC 24 halves damage.

Possessions: *necklace of fireballs* (1x 10d6, 2x 8d6, 3x 6d6), *ring of protection* +3, *stone of good luck*, *potion of haste*.

Area 2-5 – An Audience with the Queen (EL 19): Read or paraphrase the following:

On opening the door, you are greeted by a massive circular chamber, at least 100 feet in diameter. The chamber is dark, but you can discern a sandy floor and several pairs of stone columns. Your feeble light sources can't reveal the vaulted ceiling.

When the PCs illuminate the chamber, continue:

There are a total of six smooth stone columns, each extending to the ceiling 40 feet overhead. Past the columns is a five-foot-high stone platform, 20 feet wide and 40 feet long. Lounging on this platform is an immense sphinx-like creature, covered in funeral wrappings from head to hind quarters. The unmoving form does not radiate the stench of death, but instead sweet incense tingles your nostrils. Piled up to each side of the platform are golden treasures, stacks of coins, and ceramic jars.

Development: The PCs have been granted an audience with the Queen, but she is ready and waiting for them. Ankaret has used *clairvoyance* to keep tabs on the PCs in area 2-4, so she has had plenty of time to cast illusions to deceive the PCs. The 40-foot-high ceiling is a *permanent illusion* (actually many spells cast from the *torc of illusions* over the span of many years). Disbelieving it requires a Will save (DC 20). The real ceiling is dome-shaped and is 70 feet high at its peak. A Knowledge (architecture and engineering) check (DC 25) reveals the columns are not capable of supporting the apparent ceiling. A PC that makes this check gets a +4 circumstance bonus to the Will save to disbelieve.

Ankaret has also used several *stone shape* spells (from a *ring of spell storing*, long since emptied) to create the stone platform and the stone perch she uses to hide from the PCs. The mummified sphinx on the platform is a *major image*, as are the piles of treasure on each side of the platform.

Every month, Ankharet inscribes seven *symbol* spells on the floor of the chamber, as depicted on the map. After inscribing them, Ankharet covers the *symbols* with a layer of fine sand, rendering them unseen. The *symbols* are set to trigger when any non-evil target passes over them and affect all targets within 60 feet. During combat, Ankharet attempts to move the PCs around the chamber to set off as many *symbols* as possible.

Symbol of Persuasion Trap: CR 7; magical device; location trigger; no reset; spell effect (*symbol of persuasion*, Will save DC 26, or all targets within 60 feet become *charmed* for 18 hours; *charmed* subjects are ordered to attack the illusionary mummy sphinx); Search DC 31; Disable Device DC 31; caster level 18.

Symbol of Insanity Trap: CR 9; magical device; location trigger; no reset; spell effect (*symbol of insanity*, Will save DC 26, or all targets within 60 feet become permanently insane); Search DC 33; Disable Device DC 33; caster level 18.

Symbol of Death Trap: CR 9; magical device; location trigger; no reset; spell effect (*symbol of death*, Fort save DC 26, or all those within 60 feet die, to a maximum of 150 hp); Search DC 33; Disable Device DC 33; caster level 18.

Symbol of Pain Trap: CR 6; magical device; location trigger; no reset; spell effect (*symbol of pain*, Will save DC 26, or all targets within 60 feet suffer wracking pain for 1 hour; -4 to attacks, ability checks, and skill checks); Search DC 30; Disable Device DC 30; caster level 18.

Symbol of Sleep Trap: CR 6; magical device; location trigger; no reset; spell effect (*symbol of sleep*, Will save DC 26, or all targets within 60 feet fall into a catatonic slumber for 3d6x10 minutes and can't be awakened by nonmagical methods); Search DC 30; Disable Device DC 30; caster level 18.

Symbol of Stunning Trap: CR 8; magical device; location trigger; no reset; spell effect (*symbol of stunning*, Will save DC 26, or all targets within 60 feet become stunned for 1d6 rounds); Search DC 32; Disable Device DC 32; caster level 18.

Symbol of Fear Trap: CR 7; magical device; location trigger; no reset; spell effect (*symbol of fear*, Will save DC 26, or become panicked for 18 rounds); Search DC 31; Disable Device DC 31; caster level 18.

Tactics: Before combat begins, Ankharet has cast *see invisibility*, *clairvoyance*, *detect magic*, and *mirror image* (from the *torc*). The *mirror image* creates 1d4+2 images, and Ankharet is quick to recast it when the original images are dispelled.

Before she reveals herself, Ankharet summons four greater shadows from the *Shadowcrown* and orders them to attack. These shadows are shaped like the Sphinx Queen and use the shadows of the room and their incorporeal ability attack the PCs. They attempt to use their Spring Attack feat to attack the PCs and then retreat into a solid floor or wall. Meanwhile, Ankharet remains on her perch looking for opportunities to use *dis-*

pel magic to counter spells.

After the PCs deal with the greater shadows (or she is discovered hiding above the PCs), she begins her attack in earnest. She always uses her Combat Expertise feat to take a -5 to all her attacks for a +5 bonus to her AC (her adjusted AC is 33). While flying down to the melee, she casts *phantasmal killer* on a fighter type. Then she uses her Hover feat to attack PCs with both claws and her rake attack. Since she is Huge, her hovering kicks up a 60-foot-diameter cloud of dust. All unprotected normal light sources are snuffed in this cloud, and vision is limited to 10 feet. All targets have concealment at 15 to 20 feet (20% miss chance) and total concealment (50% miss chance) at 25 feet or more. Casting a spell in the dust cloud requires a Concentration check (DC 22) or the spell is lost. In addition to these effects, any *symbols* in the dust cloud are uncovered and can now be triggered from sight.

If the PCs are still putting up a valiant stand, Ankharet shifts her tactics to Flyby attacks, delaying to give her fast healing time to work. She can also use her *charm gaze* on PCs to gain an ally or she can employ Improved Disarm attacks on PCs who are dealing her lots of damage via weapons. When running this climactic battle, keep in mind the numerous immunities and special qualities Ankharet possesses and gains from the *Shadowcrown*.

Ankharet the Queen, ageless advanced gynosphinx: CR 18; Huge magical beast; HD 24d10+144; hp 276; Init +5; Spd 50 ft., fly 70 ft. (average); AC 28, touch 13, flat-footed 27; Base Atk +24; Grp +44; Atk Claw +34 melee (2d6+12 plus 1d10 cold); Full Atk 2 claws +34 melee (2d6+12 plus 1d10 cold); Space/Reach 15 ft./10 ft.; SA pounce, rake (2d6+12 plus 1d10 cold), spell-like abilities, charm gaze; SQ darkvision 60 ft., low-light vision, fast healing 5, immunities (see below), timeless body, regal bond; AL NE; SV Fort +20, Ref +15, Will +15; Str 34, Dex 12, Con 22, Int 21, Wis 20, Cha 27.

Skills and Feats: Bluff +28, Concentration +21, Diplomacy +28, Hide +29, Intimidate +28, Knowledge (history) +13, Listen +25, Sense Motive +31, Spellcraft +15, Spot +26; Combat Expertise, Flyby Attack, Hover, Improved Disarm, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Iron Will.

Ageless: Ageless is a unique template that grants the Sphinx Queen a +4 deflection bonus to AC, the feat Iron Will, and the following abilities, as described below: charm gaze, fast healing 5, immunities, and timeless body. Her royal heritage grants her the regal bond ability, like Khubsheth.

SA – Spell-Like Abilities: At will – *clairaudience* or *clairvoyance*, *detect magic*, *read magic*, *see invisibility*, 3/day – *comprehend languages*, *locate object*, *dispel magic*, *remove curse* (DC 22), *legend lore*. Caster level 14th. Once per day Ankharet can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as per the spells (caster level 18th), except that all save DCs are 26 and each *symbol* remains a maximum of one month once scribed.

SA – Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

SA – Rake (Ex): Two claw attacks +34 melee, damage 2d6+12 plus 1d10 cold.

SA – *Charm Gaze (Su)*: Gaze attack, as *charm monster* spell, 100-ft. range, Will save DC 30.

SQ – *Immunities (Su)*: Ageless creatures are immune to disease, poison, sleep, paralysis, stunning, energy drain, and death from massive damage.

SQ – *Timeless Body (Ex)*: An ageless creature's body does not age or fatigue, nor can it die from age, starvation, or thirst. Ageless creatures do not need sleep.

SQ – *Regal Bond (Ex)*: All physical and magical damage from sphinxes and sphinx-like creatures is changed to non-lethal damage, which regenerates at a rate of 15 points per round.

Possessions: The Shadowcrown (see page 29: can call forth greater shadows; grants *nonetection*, resistances 15 (acid, cold, electricity, and fire), SR 25, DR 10/holy; *detect thoughts* at will within 100 ft. (Will DC 20); +1d10 cold damage to all attacks; +15 Hide), *torc of illu-*

sions (illusion spells; see page 29), *amulet of health* +4.

Greater Shadows (4): CR 8; Medium undead; HD 9d12; hp 58 each; Init +2; Spd fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +4; Grp –; Atk/Full Atk incorporeal touch +6 melee (1d8 Str); SA create spawn, strength damage; SQ darkvision 60 ft., incorporeal traits, unturnable, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str –, Dex 15, Con –, Int 6, Wis 12, Cha 14.

Skills and Feats: Hide +14*, Listen +9, Search +6, Spot +9; Alertness, Dodge, Mobility, Spring Attack. (*A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.)

SA – *Create Spawn (Su)*: Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

Conclusion: Ankharet's Last Breath

With a final mighty blow, the Sphinx Queen belches forth a shrill scream that shakes the very foundation of the tomb. As her massive body falls limp, a simple silver circlet set with four gems slides off her bleeding head. The crown rolls away from her lifeless husk, spinning in a circle, before coming to rest on the stone floor. Eerie silence envelopes the chamber, as you come to grips with the service you have performed for the forces of good.

In a moment, your joy is replaced with uncertainty as you feel a deep rumbling from the very earth beneath your feet. Soon the entire room is shaking, as huge chunks of rock from the ceiling come raining down amid a sea of sand. A gaping hole tears open in the center of the chamber, soon becoming a vortex of sand.

The PCs have one more final challenge to overcome: the destruction of the tomb itself. Ankharet's unearthly dying scream triggered a minor earthquake under the tomb. The ceiling collapses, allowing tons of sand to fill the chamber. However, the sand soon begins siphoning into the sinkhole in the floor. The earthquake lasts but 10 seconds, but it takes 10 full rounds for all the sand above area 2-5 to filter down through the chamber into the sinkhole. The PCs face the following conditions for the next 10 rounds.

- The sinkhole starts at 20 feet in diameter. Every two rounds, it increases in size by 20 feet in diameter, to a maximum of 100 feet in diameter. Any PC who falls into the sand vortex must make a Swim check (DC 20) or become covered by sand. Each round the target is covered, he suffers 3d6 points of crushing damage and could begin to suffocate.
- Standing in area 2-5 requires a Reflex save (DC 25) each round, or the PC becomes prone. Prone targets are automatically engulfed by the sand vortex, if it expands to their square. Flying PCs don't need to worry about this effect. A PC can also grab onto the floor and hold on with a Strength check (DC 20) each round to avoid the sand vortex.

- Each round, anyone in the chamber suffers 3d6 points damage from debris and rock but can make a Fort save (DC 25) for half damage.
- Spellcasting is difficult in the chamber and requires a Concentration check (DC 20 + any damage suffered this round + the level of the spell being cast), or else the spell is lost.
- Vision is reduced to 20 feet, due to the falling sand.

PCs with the ability to fly (don't forget about *Hrukesh's* special ability) would be advised to take to the air. A Strength check (DC 15) is needed to hold onto a flying object (or PC) each round, although other PCs can assist with the aid another action. The PCs can also retreat into the corridor to ride out the earthquake, but a cruel GM might have the corridor collapse or the door become wedged shut during the earth upheaval. If it appears grim for the heroes, a ghostly Khubsheth or Meraph could always assist the PCs ...

When the sand above is all in the sinkhole, the sun peaks into area 2-5. The PCs can easily climb out through the ceiling, and find themselves in a rift about 1,000 feet deep. Eventually, the rift is named Ankharet's Last Breath and is considered a holy site for all the sphinxes remaining in the world. They excavate area 2-4 and convert it to a grand temple, a testimony to their once-great empire.

THE END



Rewards

To award experience for this adventure, compute the experience points for the combat and trap encounters overcome based on their challenge ratings. Then divide this amount by the number of PCs. Next, assign a discretionary role playing experience award (500 to 1000 XP) based on character portrayal and contributions to the game. This award can vary per character. Finally, add up the following objective awards based on tasks completed during each part of the adventure. These objective awards are based on individual actions and are not group rewards. The sum of combat/trap experience, role playing awards, and objective awards is the total experience awarded to each character.

Part 1 Objectives

Use Spellcraft to determine Khubsheth is casting defense spells and interrupt him from "powering up"	200 XP
Solve the column puzzle in area 1-1 and avoid the crushing wall trap	200 XP
Discover the sphinx guardians in area 1-2 are mummified and change their tactics	100 XP
Each riddle solved correctly in area 1-3	200 XP per
Recover the Lesser Key <i>Kheteru</i> from area 1-4	100 XP
Disable the sand-filled room trap in area 1-4	200 XP
Recover the Lesser Key <i>Anshek</i> in area 1-5	100 XP
Use the reed ship to travel the chamber	100 XP
Destroy crystal before Hrumeth is released	200 XP
Disable or avoid setting off crushing ceiling trap	100 XP
Recover the Lesser Key <i>Hrukesh</i> from area 1-6	100 XP
Recover the Lesser Key <i>Neteris</i> from area 1-7	100 XP
<u>Prevent hellscarab swarms from being released</u>	<u>100 XP</u>
Total possible experience reward	2,400 XP

Part 2 Objectives

Remove the Lesser Keys (for use as magic items) after elevator arrives in area 2-1	100 XP
Recover both Greater Keys and place them on the statue to activate the teleport portal	200 XP
Use <i>gust of wind</i> to clear an <i>acid fog</i> hallway	100 XP
Use fire to combat the demi-gorgon hydra	100 XP
Recover the Greater Key <i>Iti-anun</i> in area 2-2	200 XP
Avoid slippery platforms due to door inscription	100 XP
<u>Recover the Greater Key <i>Iti-atun</i> in area 2-3</u>	<u>200 XP</u>
Total possible experience reward	1,000 XP

Part 3 Objectives

Destroy the globe and the remaining replicas	200 XP
Dispel the <i>illusionary wall</i> hiding Meraph	100 XP
Dispel the illusions covering the mummified sphinx and don't waste resources attacking it	200 XP
Dispel illusionary ceiling to reveal Sphinx Queen	100 XP
For each <i>symbol</i> not triggered	100 XP per
<u>For each PC surviving the tomb collapse</u>	<u>100 XP per</u>
Total possible experience reward	2,100 XP

Appendix 1: New Magic Items

The Lesser Keys

The four Lesser Keys all have the same initial form: a 4-inch golden triangle, with a Horus eye in center on one side and its name written in Draconic on the back. Pressing the eye causes the Key to take on primary form (a sword, shield, winged platform, or helm, respectively). Speaking the name in Draconic while the key is in primary form triggers the key's additional spell effects.

***Kheteru*:** When the Horus eye is pressed, a handle slides out of the base and a burning blade extends from the top, becoming a *flaming burst ghost touch +2 longsword*. Twice per day, it can emit a *searing light* spell (CL 10).

Moderate evocation and conjuration; CL 10th; Craft Magic Arms and Armor, Craft Wondrous Item, *flame strike*, *searing light*; Price 53,600 gp; Weight 6 lbs.

***Anshek*:** By pressing the Horus eye, the key becomes a handle and a three-foot-diameter shield unfolds. It is now a light steel *animated blinding +3 shield*. Twice per day, it can emit a *magic circle against evil* spell (CL 12).

Strong transmutation, moderate abjuration and evocation; CL 12th; Craft Magic Arms and Armor, Craft Wondrous Item, *searing light*, *animate objects*, *magic circle against evil*; Price 53,600 gp; Weight 6 lbs.

***Hrukesh*:** When the Horus eye is pressed, wings unfold, the triangle expands until it's four feet wide, and straps for feet pop out. *Hrukesh* is essentially a *carpet of flying* for one that can support up to 300 lbs. at a fly speed of 40 ft. with average maneuverability, or 500 lbs. at half movement and poor maneuverability. The platform is controlled by mental commands (as a free action) and can also hover. It is useable up to 10 hours per day, split as its owner desires. When its name is spoken in Draconic, it emits a *minor globe of invulnerability* twice per day (CL 10).

Moderate transmutation and abjuration; CL 10th; Craft Wondrous Item, *overland flight*, *lesser globe of invulnerability*; Price 43,600 gp; Weight 6 lbs.

***Neteris*:** When the Horus eye is pressed, it expands into a helm with the Horus eye and triangle becoming a visor. By looking through the Horus eye, the wearer can *detect magic* at will and cast *true seeing* twice per day (CL 11) by speaking its name in Draconic. It also protects its wearer from gaze attacks and gives a +4 bonus to all saves against enchantment.

Moderate divination and abjuration; CL 11th; Craft Wondrous Item, *detect magic*, *true seeing*, *protection from evil*; Price 42,000 gp; Weight 6 lbs.

The Greater Keys

The Greater Keys are a pair of staves, one wrought with offensive abilities, the other with curative powers. Although powerful unique magic items, they are used to operate the teleport portal in area 2-1.

Iti-anun: *Iti-anun* appears as a redwood staff shod at both ends with cold iron. The tip is shaped like a phoenix with its wings outstretched, cradling a fire ruby. It functions as a +2/+2 cold iron merciful quarterstaff plus can be used to cast several restorative spells. Currently, the staff has 25 charges remaining and can cast the following spells:

Lesser restoration (1 charge)
Cure critical wounds (2 charges)
Restoration (4 charges)

Moderate conjuration (healing); CL 8th; Craft Staff, *lesser restoration*, *cure critical wounds*, *restoration*; Price 74,600 gp; Weight 5 lbs.

Iti-atun: *Iti-atun* appears to be a simple wooden crook-shaped staff with a small blue crystal set in its tip. It functions as a +2 shock/+2 thundering quarterstaff, plus can be used to cast a few destructive spells. Currently, the staff has 25 charges remaining and can cast the following spells:

Sound burst (1 charge)
Lightning bolt (8d6 damage) (1 charge)
Thunderclap (as shout, 2 charges)

Moderate Evocation; CL 8th; Craft Staff, *lightning bolt*, *shout*, *sound burst*; Price 75,800 gp; Weight 5 lbs.

Other Items

Torc of Illusions: This silver torc is intricately engraved with abstract spiral patterns and bears two opals at either

end. The possessor can call upon the torc to cast *minor image* and *mirror image* three times per day, *major image* two times per day, *phantasmal killer* once per day, and *permanent image* once per month (CL 8).

Moderate illusion; CL 8th; Craft Wondrous Item, *phantasmal killer*, *permanent image*, *major image*, *minor image*, *mirror image*; Price 80,000 gp; Weight 2 lbs.

The Shadowcrown: This artifact was wrought by dark forces to corrupt the queen of an ancient empire. The *Shadowcrown* looks like a simple circlet of silver with four onyx stones set at equal distance from each other around the band. It is always slightly cool to the touch. It grants the wearer *nondetection* (DC 26), acid, cold, electricity and fire resistance 15, spell resistance 25, and damage reduction 10/holy. The wearer can *detect thoughts* at will within a 100-ft. radius (Will DC 20 negates). All of the wearer's physical attacks add +1d10 cold damage, and the wearer gains a +15 bonus to all Hide checks, as the shadows wrap themselves around her. Each of the onyx stones contains a greater shadow that the wearer can call forth to serve her. The greater shadows are unturnable and look like shadowy replicas of the wearer. If slain, they cannot be recalled for a week.

If the wearer is not evil, she must make a Will save DC 25 every week that the *Shadowcrown* is worn to avoid changing her alignment to neutral evil. While in direct sunlight, the wearer gains 4 negative levels. The *Shadowcrown* adjusts itself to fit creatures of size Large or greater, but will not fit creatures of size Medium or smaller.

The GM should determine a suitable method, applicable to his campaign, to destroy this evil artifact. The method should be difficult, but not impossible, worthy of a grand adventure of its own. Of course, the movers and shakers of the campaign could help or hinder the PCs' noble efforts.



Appendix 2: Pregenerated Characters

Basic Stats

Character	Tarum-murat	Hashek	Yartek	bel-Abbash	Natarsa	Sekhemet
Sex	F	M	M	M	F	M
Race	Human	Human	Human	Human	Elf	Human
Class/Level	Rgr8/Shd6*	Bbn4/Clr10	Ftr14	Mnk8/Rog6	Brd9/Wiz(Ench)5	Sor14
CR	14	14	14	14	14	14
Size	Medium	Medium	Medium	Medium	Medium	Medium
Height	6' 1"	6' 3"	6'	5' 11"	4'10"	5'10"
Weight	192 lb.	212 lb.	210 lb.	172 lb.	91 lb.	175 lb.
Alignment	LN	CG	LG	N	CG	LN
AC	22	22	31	29	26	17
Touch AC	13	14	16	23	16	14
Flat-footed AC	20	18	29	22	20	16
Hit Points	85	113	121	92	65	49
Speed	40 ft.	40 ft.	20 ft.	50 ft.	30 ft.	30 ft.
Initiative	+6	+4	+6	+11	+10	+5
Strength	16 (18)	18	16 (20)	10	10	8
Dexterity	15	14 (18)	14	18 (24)	20 (22)	13
Constitution	12	14	14	14	13	12
Intelligence	12	12	14	12	16	14
Wisdom	14	15	13	16 (20)	10	10
Charisma	8	8	11	10	16	18
Fort Save	+9	+14	+14	+10	+8	+7
Ref Save	+13	+11	+11	+18	+18	+7
Will Save	+7	+11	+8	+13	+13	+11
Armor	Gold celestial chainmail	+4 chain shirt	+3 full plate armor	+6 bracers of armor	+3 mithral shirt	+3 ring, +3 amulet
Spells Per Day	2/1	6/5+1/5+1/3+1/3+1/2+1	None	None	Brd3/4/4/3 Wiz4+1/4+1/3+1/2+1	6/7/7/7/7/6/5/3
Melee Bonus	+16/+11/+6	+15/+10	+19/+14/+9	+11/+6	+8/+3	+6/+1
Ranged Bonus	+14/+9/+4	+13/+8	+10/+11/+6	+13/+8	+14/+9	+8/+3
Damage Adj	+4	+4	+5	+0	+0	-1
BAB	+12	+11	+14	+10	+8	+7
Grapple	+16	+15	+18	+11	+8	+6

*Shadowdancer

Domains & Spells

Hashek Air, War

Natarsa's Spellbook: 0-level – *arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance*; 1st-level – *charm person**, *color spray, comprehend languages, detect secret doors, expeditious retreat, feather fall, jump, magic missile, silent image, sleep**; 2nd-level – *bear's endurance, cat's grace, eagle's splendor, knock, see invisibility, scorching ray, spider climb, hideous laughter*, touch of idiocy**; 3rd-level – *daylight, dispel magic, fly, haste, heroism*, hold person*, rage**.

Natarsa's Bard Spells Known: 0 – *daze, detect magic, flare, lullaby, mage hand, resistance*; 1st-level – *charm person, cure light wounds, feather fall, lesser confusion*; 2nd-level – *daze monster, invisibility, silence, suggestion*; 3rd-level – *confusion, cure serious wounds, deep slumber*.

Sekhemet's Spells Known: 0-level – *detect magic, detect poison, detect undead, disrupt undead, ghost sound, light, mage hand, message, read magic, resistance*; 1st-level – *endure elements, expeditious retreat, mage armor, magic missile, shield*; 2nd-level – *cat's grace, darkvision, false life, protection from arrows, rope trick*; 3rd-level – *clairaudience/clairvoyance, dispel magic, fireball, gaseous form*; 4th-level – *black tentacles, greater invisibility, ice storm, stoneskin*; 5th-level – *cloudkill, hold monster, wall of force*; 6th-level – *chain lightning, true seeing*; 7th-level – *delayed blast fireball*

Skills & Feats

	Skills	Feats
Tarum-murat	Balance +12, Climb +5, Heal +10, Hide +16, Jump +15, Knowledge (dungeoneering) +3, Knowledge (geography) +6, Knowledge (nature) +10, Language (Common), Language (Elven), Listen +10, Move Silently +16, Ride +7, Search +10, Spot +13, Survival +13, Tumble +12, Use Rope +7	Combat Reflexes, Dodge, Endurance, Improved Two-Weapon Fighting, Mobility, Spring Attack, Two Weapon Defense, Two Weapon Fighting, Track, Weapon Focus (longsword)
Hashek	Climb +9, Concentration +14, Heal +10, Jump +12, Knowledge (religion) +6, Language (Common), Listen +9, Ride +6, Search +4, Spellcraft +7, Spot +5, Swim +7	Cleave, Combat Casting, Extra Turning, Improved Turning, Power Attack, Scribe Scroll, Weapon Focus (spear)
Yartek	Balance +12, Climb +12, Jump +13, Language (Common), Language (Elven), Listen +5, Ride +12, Search +9, Swim +10	Blind-Fight, Cleave, Combat Expertise, Dodge, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical, Improved Initiative, Lightning Reflexes, Power Attack, Quickdraw, Weapon Focus (greatsword), Weapon Specialization (greatsword)
bel-Abbash	Balance +12, Disable Device +18, Escape Artist +15, Hide +20, Language (Common), Language (Dwarven), Listen +21, Move Silently +20, Open Lock +20, Search +18, Tumble +20	Combat Reflexes, Dodge, Improved Disarm, Improved Grapple, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (fists)
Natarsa	Bluff +9, Concentration +12, Decipher Script +18, Knowledge (arcana) +14, Knowledge (history) +10, Hide +10, Language (Common), Language (Draconic), Language (Elven), Language (Gnome), Language (Sylvan), Listen +11, Move Silently +10, Perform (string) +15, Perform (oratory) +15, Search +14, Spellcraft +15, Spot +10, Tumble +12	Alertness (familiar), Brew Potion, Improved Initiative, Precise Shot, Point Blank Shot, Rapid Shot, Scribe Scroll, Weapon Finesse
Sekhemet	Concentration +12, Decipher Script +10, Knowledge (arcana) +9, Knowledge (dungeoneering) +7, Language (Common), Language (Draconic), Language (Undercommon), Listen +4, Search +8, Spellcraft +14, Spot +5, Use Magic Device +11	Improved Counterspell, Improved Initiative, Investigator, Magical Aptitude, Silent Spell, Still Spell

Weapons & Equipment

	Weapons	Magic Items	Other Items
Tarum-murat	+3 <i>undead-bane</i> longsword, +2 <i>luck-blade</i> shortsword, +1 <i>shock composite</i> longbow (+4 Str), 60 arrows, masterwork dagger	Gold <i>celestial chainmail</i> , <i>handy haversack</i> , <i>boots of striding and springing</i> , <i>ring of sustenance</i> , <i>amulet of natural armor</i> +1, <i>gauntlets of ogre power</i> , <i>cloak of arachnida</i> , <i>ring of protection</i> +1, <i>wand of cure moderate wounds</i> (50 charges), <i>efficient quiver</i>	Desert tunic, 10 days' trail rations, waterskins (6), sewing needles (2), tindertwigs (10), 200-ft. silk rope, whetstone, bedroll, healer's kit (2)
Hashek	+3 <i>spear</i> , 4 <i>javelins of lightning</i> , 4 masterwork javelins	+4 <i>chain shirt</i> , <i>gloves of dexterity</i> +4, <i>efficient quiver</i> , +2 <i>cloak of resistance</i> , <i>pearl of power</i> (5th level), <i>ring of minor fire resistance</i> , <i>wand of bull's strength</i> (10 charges), <i>wand of cure serious wounds</i> (20 charges)	Backpack, waterskin, 3 days' trail rations, bedroll, sack, flint and steel, 50-ft. silk rope, holy symbol, holy water (6)
Yartek	+2 <i>flaming greatsword</i> ("Sterk"), +1 <i>seeking heavy crossbow</i> , masterwork greatsword, masterwork dagger, 30 bolts	+3 <i>full plate armor of invulnerability</i> , +2 <i>animated shield</i> , +2 <i>cloak of resistance</i> , <i>belt of giant's strength</i> (+4), <i>ring of protection</i> +2, <i>ring of featherfall</i> , <i>dust of dryness</i> (2)	Backpack, waterskin, 5 days' trail rations, bedroll, 2 sacks, flint and steel, belt pouch, sunrod (5), map case with parchment (5), ink and pens, explorer's outfit
bel-Abbash	Fists, +1 <i>kama</i>	<i>Periapt of wisdom</i> +4, <i>gloves of dexterity</i> +6, <i>boots of levitation</i> , <i>ring of freedom</i> , <i>golembane scarab</i> , +6 <i>bracers of armor</i>	Backpack, waterskin, 1 day's trail rations, bedroll, sack, flint and steel, 10 candles, map case, 30 pages of parchment, ink, ink pen
Natarsa	+2 <i>silver keen rapier</i> , +2 <i>frost longbow</i> , 40 arrows, masterwork dagger	+3 <i>shadow mithral shirt</i> , <i>ring of force shield</i> , <i>cloak of resistance</i> +3, <i>boots of elvenkind</i> , <i>wand of cat's grace</i> (20 charges), <i>wand of dispel magic</i> (10th) (10 charges), <i>greater bracers of archery</i> , <i>ring of protection</i> +1, <i>gloves of dexterity</i> +2	Masterwork lute, 50-ft. silk rope, spellbook, backpack, 2 days' rations, waterskin, tindertwigs (20) alchemist fire (5), antitoxin (5)
Sekhemet	+2 <i>heavy crossbow</i> , masterwork dagger	<i>Handy haversacks</i> (2), <i>ring of protection</i> +3, <i>ring of x-ray vision</i> , <i>cloak of resistance</i> +2, <i>amulet of natural armor</i> +3	Antitoxin (4), bedroll, chalk (5), explorer's outfit, grappling hook, ink and pens, small steel mirror, 50-ft. silk rope, spell component pouch, sunrod (5), waterskin (2), parchment (20), oil flask (4)

Potions & Scrolls

Potions

Tarum-murat	<i>cat's grace (x2), hide undead (x2), bear's endurance</i>
Hashek	<i>cat's grace, shield of faith +4 (x2), heroism, cure moderate wounds (x2)</i>
Yartek	<i>darkvision, cure moderate wounds (x2), cure serious wounds (x2), bull's strength</i>
bel-Abbash	<i>cure moderate wounds (x3), hide from undead (x2)</i>
Natarsa	<i>cure serious wounds (x2), eagle's splendor, resist fire 20 (x2), invisibility (2), jump (4), protection from evil (x2)</i>
Sekhemet	<i>blur (x2), cure moderate wounds (x2), oil of flame arrow</i>

Scrolls

CL 4: <i>barkskin, jump, protection from fire</i>
CL 10: <i>neutralize poison (x2), raise dead (x2), restoration, lesser restoration (x2), remove curse, remove disease (x2), disrupting weapon</i>
—
—
CL 5: <i>detect secret doors (x2), comprehend languages (x2), knock, bear's endurance, CL 8: cure serious wounds, silence (x2)</i>
CL 14: <i>animate rope (x4), comprehend languages (x4), control undead, cure serious wounds (x4), detect secret doors (x10), fabricate (x2), identify (x6), keen edge (x4), knock (x4), know direction (x5), legend lore, passwall (x2), stone shape (x4), floating disk (x6), tongues (x2)</i>

Natarsa's Familiar

Flit, flying squirrel: CR —; Diminutive magical beast (augmented); HD 1/4d8 (effective HD 14); hp 32; Init +3; Spd 10 ft., climb 15 ft., fly 20 ft. (average); AC 20; Base Atk +8; Grp —8; Atk/Full Atk +11 melee (0, bite); SQ scent, improved evasion, share spells, empathic link, deliver touch spells, speak with master; Face/Reach 1 ft./ 0 ft.; AL N; SV Fort +3, Ref +10, Will +11. Str 2, Dex 16, Con 11, Int 8, Wis 12, Cha 4.

Skills and Feats: Climb +15, Hide +22, Move Silently +12, Listen +12. Squirrels receive a +4 racial bonus to Climb, Hide, and Move Silently checks; Alertness, Weapon Finesse.

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Appendix 3: New Monsters

Many of the creatures in this adventure were created by applying templates from the *Deluxe Book of Templates* to relatively mundane monsters. Published by Silverthorne Games, the *Deluxe Book of Templates* is an excellent resource for making monsters more interesting. Below, we have excerpted basic summaries of the templates as they were used to create the creatures in this adventure. For more information, see www.silverthornegames.com.

CONSTRUCT, KITH (TEMPLATE)

Kith constructs are automatons created to resemble living beings. They exceed their golem counterparts in the realm of ability diversity, but fall short in some other areas. Some kith constructs are easier to make because they are considerably smaller and less powerful than their large, humanoid-shaped cousins. The research and skill required to make such a creature is only slightly harder than that for the creation of other golems, with the size, type of creature, and abilities the creator desires to add to the design the only real variables.

For examples of kith constructs, see the stone kith sphinxes on page 11, or the iron kith viper on page 15.

Appearance Changes

The appearance of a kith construct varies from breathtakingly life-like to crude and ponderous, all depending on the skill of the creature's creator.

Creating a Kith Construct

"Kith construct" is a template that can be added to any living, corporeal creature besides an ooze (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes to "construct," and subtype information is eliminated. A kith construct uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Die type changes to d10. The HD total of iron and stone kith constructs increases by two dice. All dice due to character classes are lost.

Speed: Subtract 10 feet from all modes of movement (minimum 10 feet), besides flying. If the base creature can fly, subtract 20 feet from its flying speed (minimum 0 feet) and reduce the maneuverability class by two categories. Even then, the creation of the construct requires the addition of the *fly* spell (with normal cost for adding an ability to a construct as indicated in "Manufacturing a Construct in the Templates" in the "Game World" chapter of the *Deluxe Book of Templates*). Flight becomes a supernatural ability. If the base creature can swim, it loses the ability entirely (unless it is wood kith), although it can still walk or fly through the water.

AC: Change natural armor bonus based on construction: iron +19; stone +15.

Attacks: The kith construct's base attack bonus is recalculated as if the creature were always of the construct type.

Special Attacks: A kith construct has none of the special attacks of the base creature, besides those that simply make sense for the construct's form. It never retains attacks from a character class.

Special Qualities: A kith construct always has the following qualities:

Construct: Immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, necromancy effects, and any effect that requires a Fortitude save unless the effect also works on objects or is harmless. Not subject to critical hits, nonlethal damage, ability damage, ability drain, energy drain, or the effects of massive damage.

Darkvision (Ex): Kith constructs can see in non-magical darkness up to a range of 60 ft.

Extra Hit Points (Ex): Kith constructs are magically augmented and get extra hit points based on their size as follows: Colossal +120 hp; Gargantuan +80 hp; Huge +40 hp; Large +20 hp; Medium +10 hp; Small +5 hp. Tiny and smaller receive no bonus.

In addition, all kith construct constructs have the following special qualities based on their type:

Iron Kith:

Damage Reduction (Ex): Iron kith have DR 15/adamantine and magic.

Immunities: Iron kith are immune to cold, fire, acid, and electricity damage.

Spell Resistance (Ex): Iron kith have SR 15 + 1 per 2 HD.

Rust Vulnerability (Ex): An iron kith is affected normally by rust attacks (despite SR), like a rusting grasp spell or a rust monster's attack.

Stone Kith:

Damage Reduction (Ex): Stone kith have DR 10/adamantine.

Immunities: Stone kith are immune to acid, cold, fire, and electricity damage.

Spell Resistance (Ex): Stone kith have SR 15 +1 per 2 HD.

Weapon Immunity (Ex): A stone kith is immune to damage caused by slashing weapons, regardless of enchantment.

Transmutation Vulnerability (Ex): A *transmute rock to mud* spell inflicts 1d6 points of damage per caster level (maximum 10d6) to a stone kith creature (despite SR). A successful Fortitude save halves this damage. A *transmute mud to rock* spell has the opposite effect, repairing 1d6 points of damage per caster level (maximum 10d6) to the stone kith. A *stone to flesh* spell that overcomes SR negates the stone kith's special qualities for one round, making it vulnerable to normal attacks.

Saves: Recalculate saves as if the creature were always a construct (no good saves).

Abilities: As constructs, the creatures have no Constitution or Intelligence score; their Wisdom is 11; and their Charisma is 1. Modify from the base creature as follows based on the kith type:

Iron: Strength +12, Dexterity -2.

Stone: Strength +10, Dexterity -2.

Skills: None. The construct loses any racial bonus to skill checks from the base creature.

Feats: None.

Environment: Any land or underground.

Organization: Solitary or gang (2-4).

CR: Challenge rating adjustment is based on the type of kith construct created:

Iron: Base creature's CR +3.

Stone: Base creature's CR +3.

Treasure: Usually none.

Alignment: Kith constructs are always neutral.

Advancement: Same range of possible construction as the base creature. Constructs do not actually advance but can be constructed within any range the base creature possesses (or larger or smaller, utilizing the Gigantic and Miniature templates).

DEMI-GORGON

Demi-gorgons are the unnatural hybrids of gorgons with other creatures. It's clear that the foul magicks responsible for creating these strange and dangerous monsters should have remained hidden away from the world for eternity.

For an example of a demi-gorgon creature, see page 21.

Appearance Changes

A demi-gorgon looks very much like the base creature, but with smoldering, red, sunken eyes. In addition, the skin, scales, fur, or feathers of the base creature take on the look and texture of metallic plates, similar to a gorgon's. The color of the creature changes to dark gray, metallic silver, or black. Demi-gorgons also develop a gorgon's long, bull-like horns.

Creating a Demi-gorgon

"Demi-gorgon" is a template that can be added to any aberration, animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin up to Large size (referred to hereafter as the "base creature"). After assuming the template, the base creature's type changes only if it is humanoid—in that case, type becomes "monstrous humanoid." All subtype information for the base creature also remains unchanged. A demi-gorgon uses the base creature's statistics and inherent racial special abilities except as noted below.

Hit Dice: Increase by one die type to a maximum of d10.

Size: The base creature grows one size category to a maximum of Large size. Alter all of the creature's attributes based on its new size.

Speed: If the base creature can fly, its maneuverability rating changes to average or stays the same, whichever is worse.

AC: Natural armor improves by +3.

Attacks: The creature gains a gore attack at its normal attack bonus, if it didn't already have one.

Damage: The demi-gorgon's horns do damage according to its size and its original type. If the creature already has gore attack that's better or the same, keep it.

Special Attacks: The following special attack is added to the base creature's natural or armed attacks.

Breath Weapon (Su): Turn to stone permanently, cone, 10-ft. + 5-ft. per size category above Fine, every 1d6+1 rounds. The demi-gorgon may use its breath once per day plus once per point of Constitution bonus (minimum twice). A successful

Fortitude save negates this effect (DC 10 + half the demi-gorgon's hit HD + its Constitution modifier). For example, a 5th-level elf fighter demi-gorgon, with a Constitution of 13 (+1), has a breath weapon with DC 14 and a range of 35 ft. at Large size.

Special Qualities: A demi-gorgon has the special qualities of the base creature, plus the scent ability. If the base creature already has scent, it gains no further special qualities from becoming a demi-gorgon.

Abilities: Modify the base creature as follows: Strength +2, Constitution +2, Intelligence -2, Charisma -2. Add any ability bonuses and penalties for a size change as well. A demi-gorgon's minimum Intelligence is 2 or the base creature's, whichever is lower.

Organization: Demi-gorgons are often solitary, or they are unique individuals among normal members of the base creature type.

CR: Base creature's CR +1 +20% (maximum +3).

Alignment: Base creature's alignment moves one step toward neutral.

ELEMENTAL

Many creatures of the Material Plane have a corresponding form on one or more of the elemental planes, as dwarves have a corresponding manifestation on the Plane of Fire in azers. Others have been transformed by powerful and mysterious magicks into an elemental form. Still rarer forms occur naturally on the Material Plane, cropping up in diverse locations as mutations or aberrations of a standard creature type.

These elementals may bear completely different and alien names from their material counterparts. In general, they are simply called by their material name, preceded with the adjective "elemental" or the specific, applicable elemental subtype ("fire," "water," "air" or "earth").

For examples of elemental creatures, see the conflagration raptor on page 14, or the earthquake leonids on page 13.

Appearance Changes

Elemental creatures are shaped like their material counterparts but are obviously infused by the power of whatever element they embody. Air elemental creatures have lighter frames, wild hair, and skin the color of sky, clouds, or smoke with occasional intrusions of some other misty color. Earth creatures have earthy or metallic tones to their coloration and tend to be heavy and solid. Fire element creatures have black, red, or metallic skin sometimes sheathed in fire, and wherever there would be significant hair that fire is larger. Water elemental creatures have slick skin the color of any type of water, less hair, webbed digits, and large eyes.

Creating an Elemental Creature

"Elemental" is a template that can be added to any living, corporeal being (referred to hereafter as the "base creature"). A creature cannot be given an elemental type opposite of one it already possesses. After assuming the template, the base creature's type changes to outsider, and it gains one of the four, specific, major elemental subtypes—fire, water, air, or earth. It also gains subtype information of its relevant alignment values (lawful, chaotic, good, evil). An elemental being uses the base creature's statistics and inherent racial special

abilities except as noted below.

Hit Dice: Increases to d8 or remains the same as the base creature's, whichever is greater.

AC: Natural armor improves by the value shown on the chart below:

Size	Air, Fire	Earth, Water
Fine	—	+1
Diminutive	—	+1
Tiny	—	+1
Small	+1	+2
Medium	+2	+3
Large	+3	+4
Huge	+4	+4
Gargantuan+	+4	+5

Special Attacks: Usually the same as the base creature, although relevant spell-like or supernatural abilities might be added to make the creature more unique.

Special Qualities: The base creature gains the following special qualities.

Darkvision (Ex): Elemental creatures can see in non-magical darkness up to a range of 60 feet, or the base creature's range, whichever is better.

Damage Reduction (Ex): Elemental creatures of greater than 8 HD gain DR equal to one-half of their HD in points of damage (maximum 10), which magic weapons ignore. Thus, a 10 HD elemental creature gains DR 5/magic.

Additional Special Abilities: An elemental creature retains the special qualities of the base creature and gains additional qualities according to elemental type:

Air Elementals:

Air Mastery (Ex): Airborne creatures suffer a -1 penalty to attack and damage rolls against an air elemental creature.

Fly (Ex): Air elemental creatures can fly at a speed of 60 feet with perfect maneuverability. If the base creature can already fly then use the better of the speeds, but maneuverability is always perfect.

Immunities: Air elemental creatures are immune to cold.

Resistances: Air elemental creatures gain electricity resistance 20 and acid resistance 10. They also receive a +6 racial bonus to saving throws against any gas attack.

Earth Elementals:

Burrow (Ex): An earth elemental creature can glide through stone, dirt, or almost any other sort of earth except metal at its full move. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A move earth spell cast on an area containing a burrowing earth elemental creature flings the creature back 30 feet, stunning it for 1 round unless it succeeds at a Fortitude save.

Earth Mastery (Ex): An earth elemental creature gains a +1 circumstance bonus to attack rolls, as well as Strength checks, if both it and its target touch the ground. If an opponent is airborne or waterborne, the elemental suffers a -4 penalty to attack. (These modifiers are not included in the statistics block.)

Immunities: Earth elemental creatures are immune to cold.

Ponderous: Earth element creatures move 10 feet per round slower than the base creature.

Resistances: Earth elemental creatures gain electricity resistance 10 and fire resistance 20.

Fire Elementals:

Fire elementals deliver extra fire damage with natural attacks or melee attacks with metal weapons, according to their size. This damage cannot exceed the primary attack's base damage die (or dice). The extra damage is as follows: Fine +1; Diminutive +1; Tiny +1d2; Small +1d3; Medium +1d4; Large +1d6; Huge +1d8; Gargantuan +2d6; Colossal +2d8.

Burn (Ex): Those hit by a fire elemental creature's natural attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The Reflex save DC equals 10 + the elemental's HD + its Constitution bonus. A burning creature can take a move action to put out the flame.

Creatures hitting a fire elemental creature with natural weapons or unarmed attacks take fire damage as though hit by the elemental creature's slam attack and also catch fire unless they succeed at a Reflex save.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful saving throw.

Water Elementals:

Immunities: Water elemental creatures are immune to acid and cold.

Swim: A water elemental creature can swim with a base speed of 60 feet. If the base creature already has a better swim speed, use the greater value.

Water Mastery (Ex): A water elemental creature gains a +1 attack bonus if both it and its opponent touch water. If the opponent or elemental is land-bound, the elemental suffers a -4 penalty to attack.

Abilities: *Air:* Dex +4; *Earth:* Str +4, Dex -2, Con +2; *Fire:* Dex +2; *Water:* Str +2, Con +2.

Skills: Those creatures able to speak a language lose their normal base tongue and gain the appropriate elemental language in its place. Creatures with more than one base language speak the elemental tongue in lieu of the language most closely associated with their race. (A fire elemental elf would speak Ignan and Common.)

Environment: Any area appropriate to the elemental creature's preferred environment. Such creatures might be summoned elsewhere.

CR: Tiny or smaller creatures use the base creature's CR. Small to Large creatures get CR +1, while larger creatures get CR +2. Significant DR or spell-like abilities may raise the creature's CR one more point.

Alignment: Often the same as the base creature, though elemental creatures tend toward neutral alignments.

Appendix 4: Prophet's Leap

The settlement called Prophet's Leap seems little more than a temporary arrangement of merchant's tents, traveler's bedrolls and a few dusty shacks, but it has been in existence for several centuries. Some of these tents have been pitched here for decades, serving the needs of those who seek counsel from Khubsheth the Prophet and those who merely seek to explore the mysterious Barren Hills that lie between the mountains and the Great Desert. Other tents serve the needs of the bandit tribes who occasionally emerge from the hills to sell their brutally acquired wares.

Though there is no accepted authority here, no mayor or council of elders, all who dwell here pay heed to the rare pronouncements of the Sphinx Prophet, and most pay at least lip service to the advice of the lesser prophets who periodically wander out of the Barren Hills. Most matters in the town are handled by those who are personally involved, through negotiation, violence, or bribery. The occasional affair affecting several people or the town as a whole is usually taken to the nearest available prophet for adjudication, though interpretation of the prophet's words can become a problem all its own. The bandits who rove the Barren Hills regard Prophet's Leap as neutral ground and consequently deal harshly with any outside force that attempts to assert control over the settlement.

The town's name comes from the rock found in the center of Prophet's Leap. A minor artifact appearing as an ordinary boulder protruding from the dry ground, the Stepstone has two human footprints imprinted at the top, as though someone had softened the stone and then leapt from the top. The residents of the town claim that centuries ago, a wise man and his followers came to speak with Khubsheth. After several days of consultation, the wise man was seized with the gift of prophecy and became the first of the Barren Hills prophets. This wise man spent many days prophesying from atop this stone, before leaping from it directly into the heavens. As the wondering crowd stared upward, a passing merchant, noticing the throng of potential customers, quickly set up his tent and began selling things to them. This was the beginning of Prophet's Leap.

The Stepstone: The *Stepstone* radiates a turning effect for 100 feet, affecting undead creatures with up to 30 HD and turning a total of 60 HD of undead at once. This effect is permanent and continuous. The stone can also manifest a *plane shift* spell, when triggered by a prayer to a good deity recited by a character standing atop the stone in the footprints of the prophet. The *plane shift* transports all characters touching the stone to the home plane of the deity referred to in the prayer, as per the description of the spell. Strong abjuration and conjuration; CL 25th; weight 5,000 lbs.

None of the natives of Prophet's Leap are aware of this ability. Khubsheth and the rest of the androsphinxes who wander the Barren Hills know about it and could possibly

be persuaded to speak of it, if convinced of the appropriateness of the request.

The population of Prophet's Leap rarely grows beyond 100, unless several caravans stop here at the same time. Most of the time there are only 20 or so people here: a few pilgrims waiting to see Khubsheth, a traveler or two stocking up before venturing into the hills, the occasional mystic or scholar engrossed in studying the borders of the Barren Hills, and the regular inhabitants. Among those are:

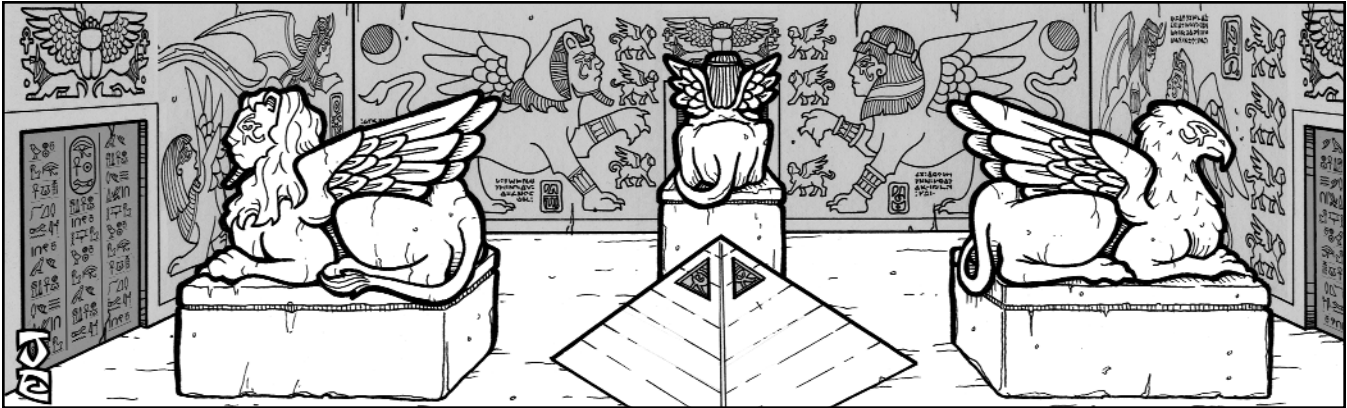
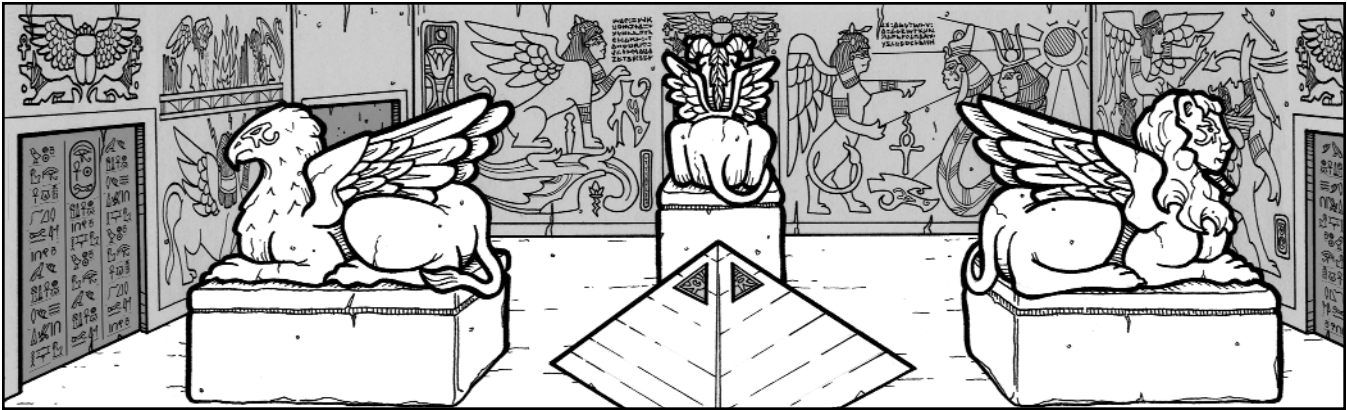
Arsev ben Traiga, male half-elf Exp13: One of the oldest inhabitants of Prophet's Leap, Arsev is also the wealthiest. You wouldn't know it to look at his ragged tent or shabby attire, however. This wizened half-elf has been cheerfully buying and selling things to and from travelers and bandits for more than a century and can acquire nearly anything a customer could want, given a few weeks. The battered table outside his tent is filled with a mixture of useful items and antique bric-a-brac and is nearly always surrounded by customers bargaining fiercely with the old man or one of his innumerable great-grandchildren.

The Speaker To Dust, male prophetic human Adp8: With his wildly unkempt hair and beard and his flea-ridden robe, The Speaker To Dust looks the very model of a mad prophet – well, an extremely angry one, anyway. The Speaker regards Prophet's Leap as his personal domain and complains loudly and continuously about the moral decay and corruption displayed by the local merchants who defile the sacred Stepstone with their lust for wealth. He can most often be found near the stone, haranguing passersby and prophesying doom, both general and specific.

Knag'rr the Finder, female gnoll Rgr6: Knag'rr was once the pride of her tribe, a tracker and warrior of great renown among the gnoll tribes that haunt the Barren Hills. Three years ago, her tribe vanished without a trace while she was out on a scouting mission. After scouring the Barren Hills desperately for almost two years, she took her problem to Khubsheth, who told her that she would find her lost kin while guiding a traveler through the Hills. As a result, she has gained a reputation as a reliable and inexpensive guide for small groups venturing into the wastes.

Characters can purchase most ordinary sorts of equipment at the various merchant tents erected near the Stepstone, but at a markup of 125% to 150%. Rarer items will require a wait of one to two weeks and will usually cost at least 200% more than base price, depending upon the characters' skill at haggling. Enough caravans and small traders pass through here so that despite its isolation, Prophet's Leap is well aware of news from the wider world around it. Characters looking for a place to rest while in town can rent tents from most of the merchants for only marginally outrageous prices.

Players' Handout B



Players' Handout A

North
↑

A	H	E	A
K ● R	N ● T	A ● K	K ● H
T	R	N	T

N	T	K	N
R ● A	H ● A	T ● A	E ● T
E	R	E	A

**I STAND BENEATH THE WALLS;
BELOW ME THERE IS NOTHING.
THE ROOT AT THE BEGINNING,
THE RUIN AT THE END.
WHAT AM I?**

**BETWEEN DARKNESS AND LIGHT,
THE FOOT ON THE TIGHTROPE,
THE WINGS IN THE AIR,
WITHOUT ME YOU FALL.
WHAT AM I?**

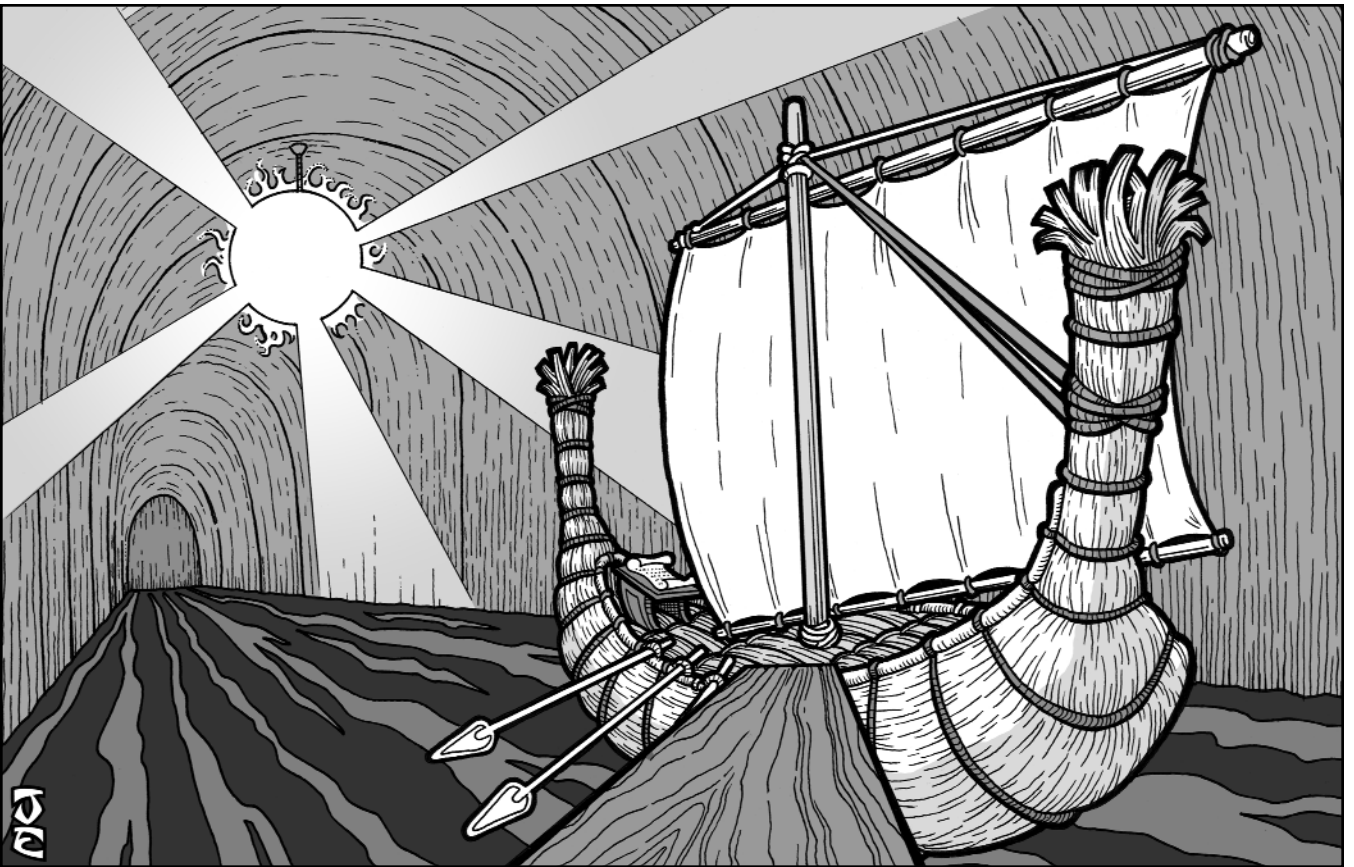
**I AM ALONE IN THE CROWD,
THE PEAK THAT SUPPORTS THE MOUNTAIN,
THE HAND THAT GUIDES
THE WEIGHT OF THE WORLD.
WHAT AM I?**

**I AM THE SWORD OF THE WISE,
A TOWER WITHOUT STONE,
A GROWING LIGHT IN INFINITE DARKNESS,
THE WORM THAT GNAWS THE MIND.
WHAT AM I?**

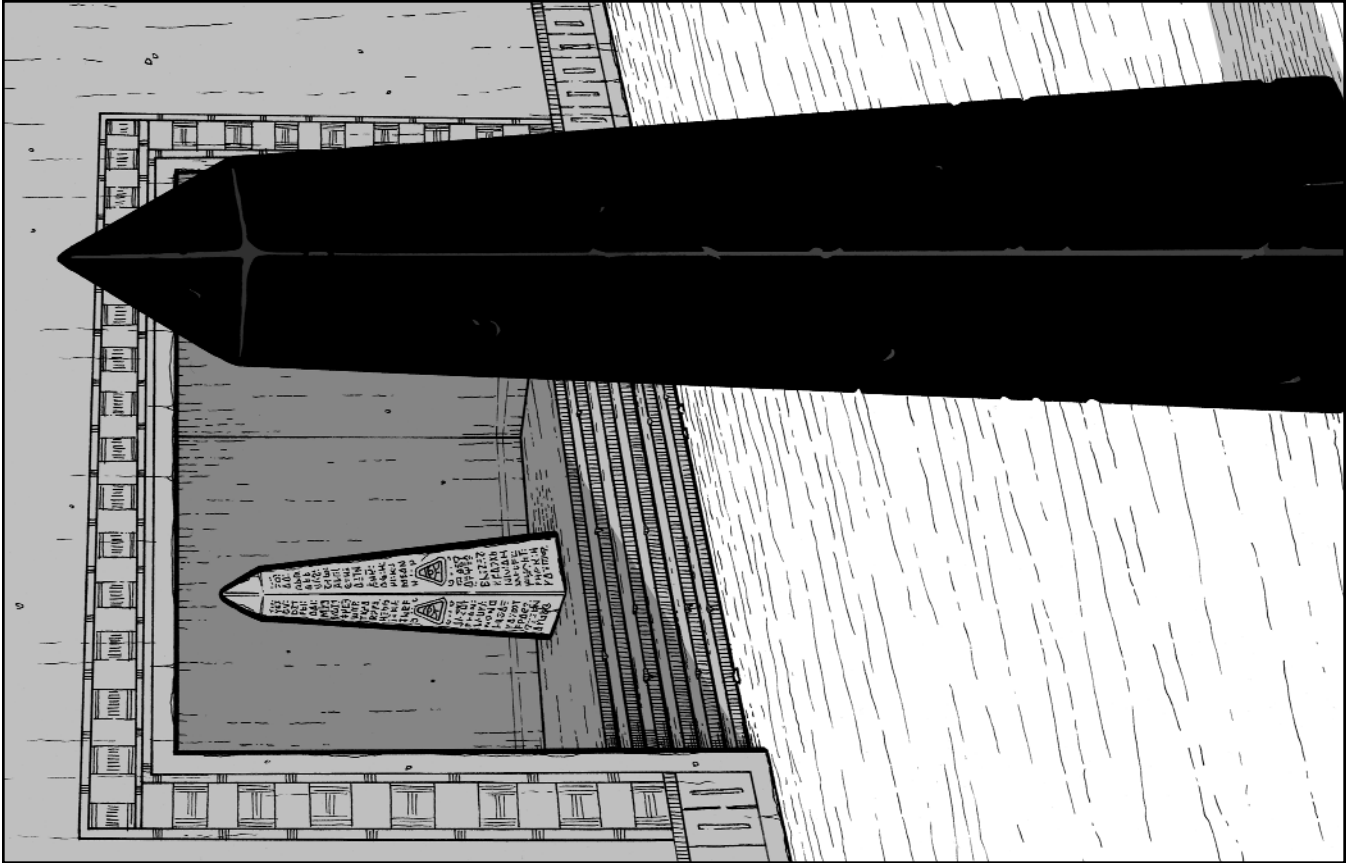
Players' Handout G



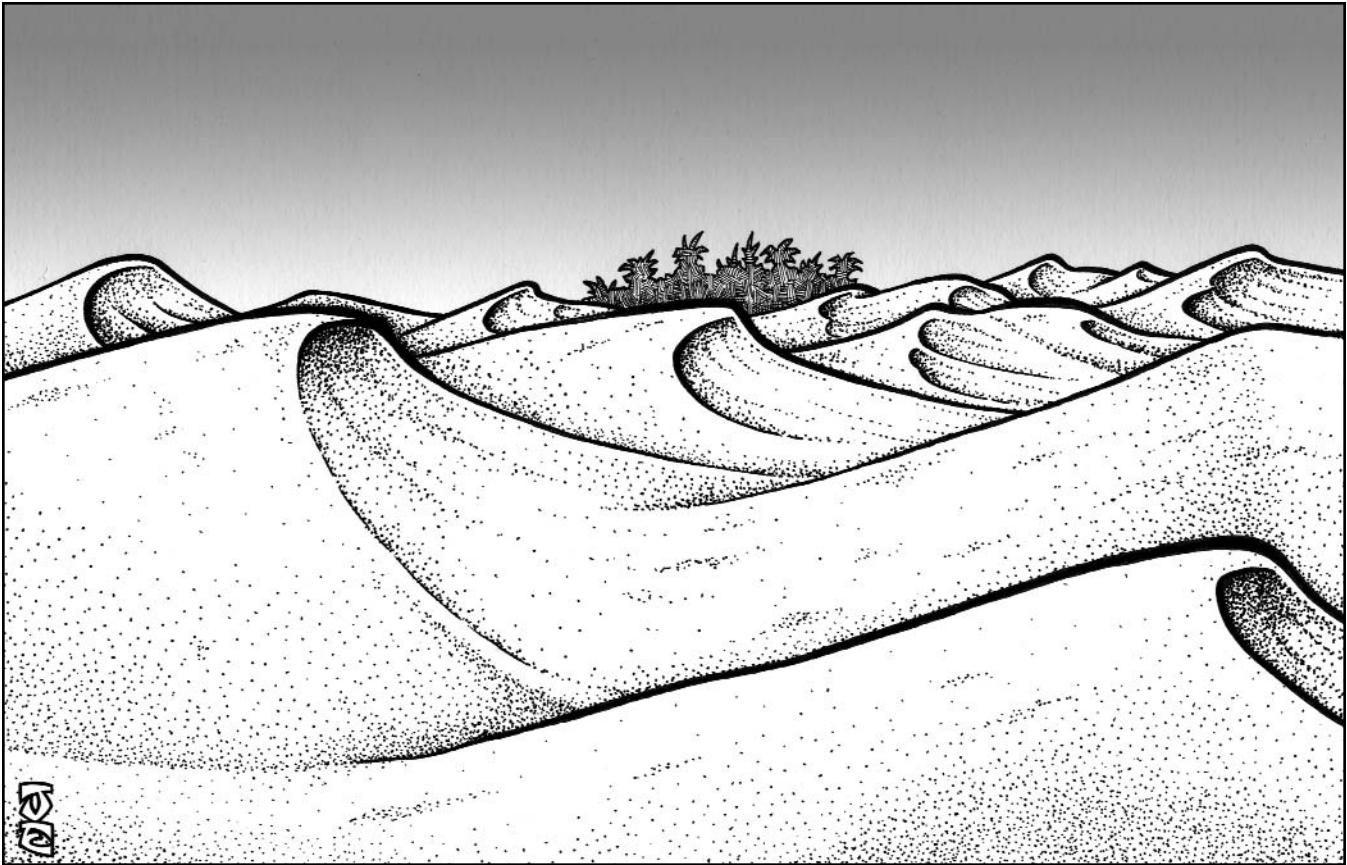
Players' Handout H



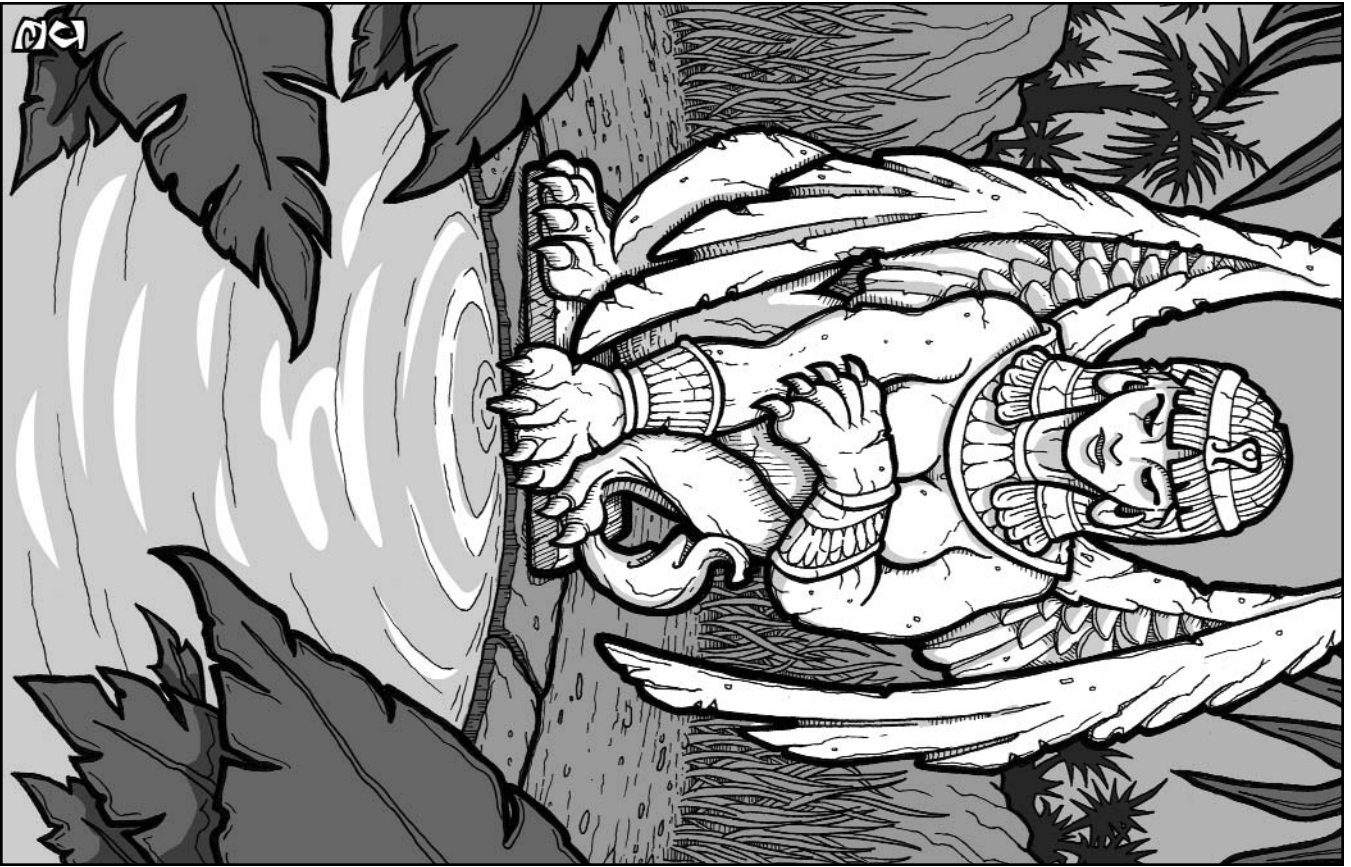
Players' Handout I



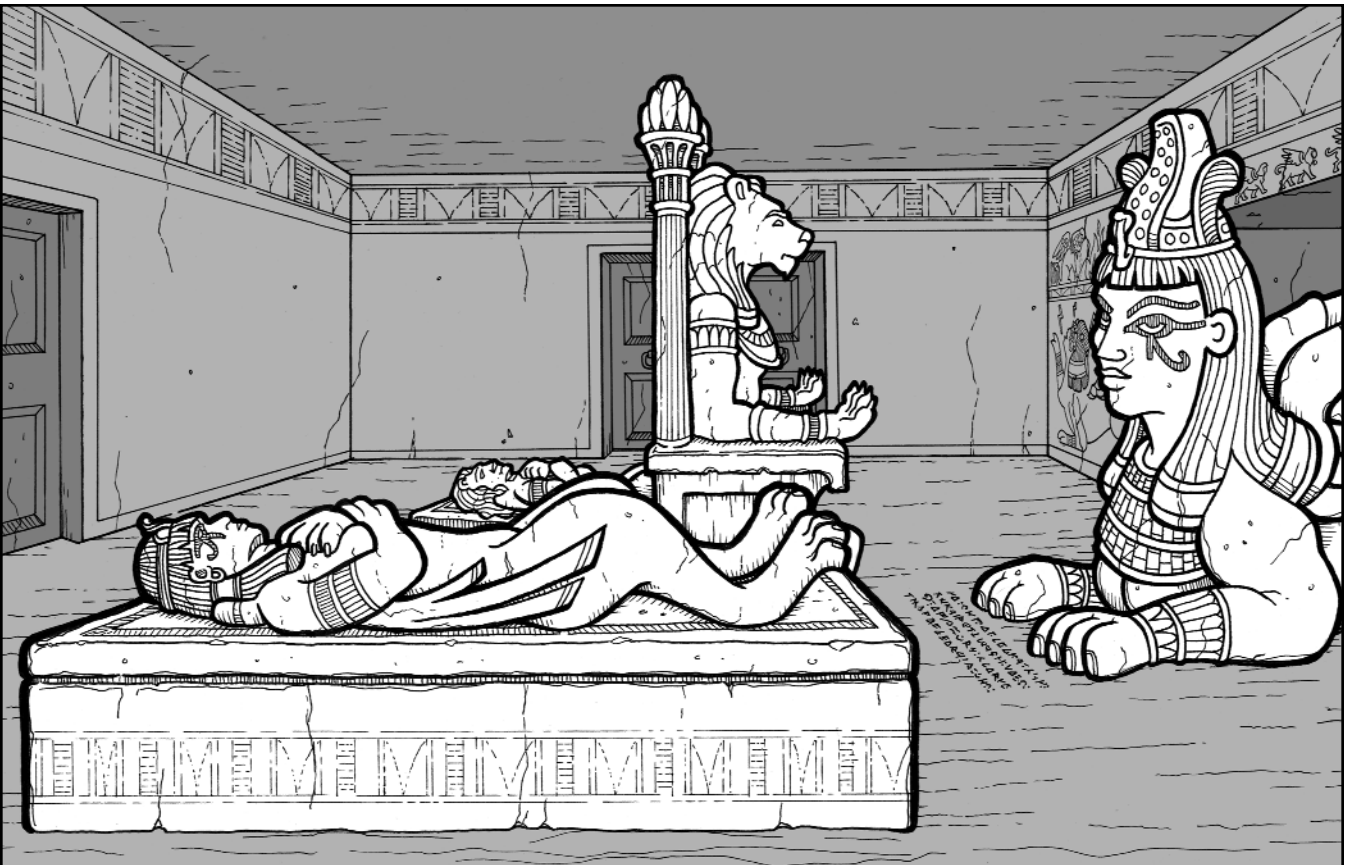
Players' Handout J

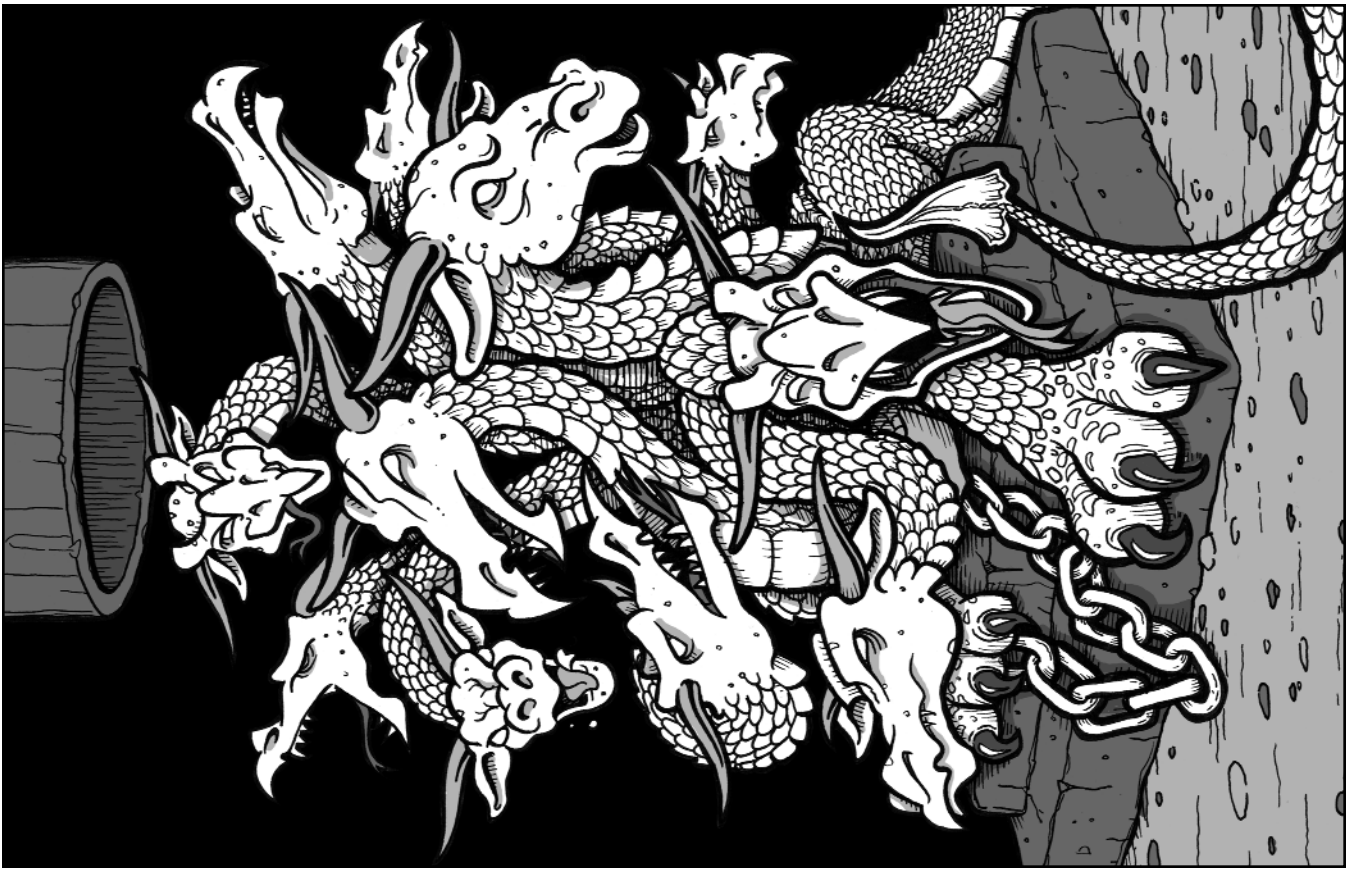


Players' Handout K



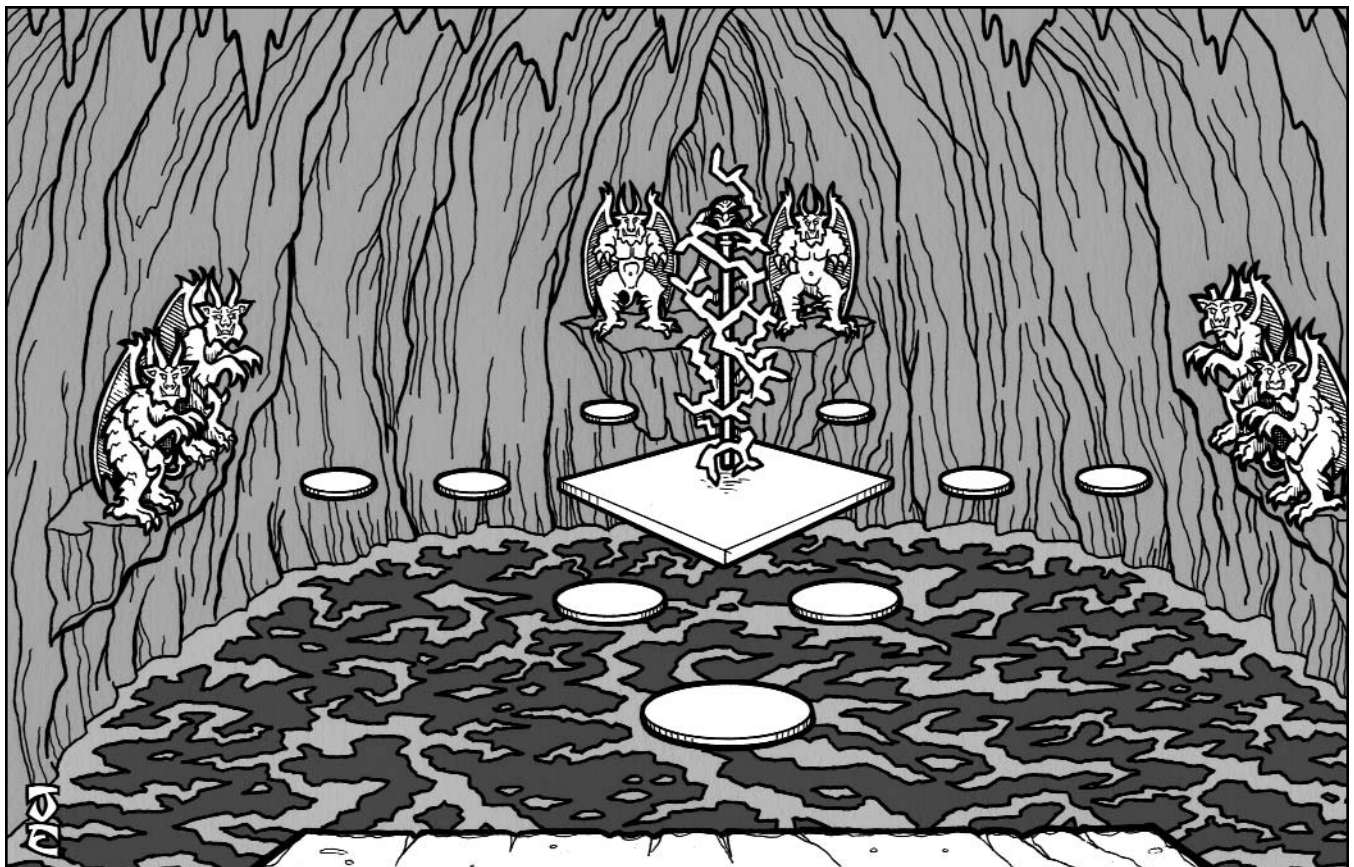
Players' Handout L



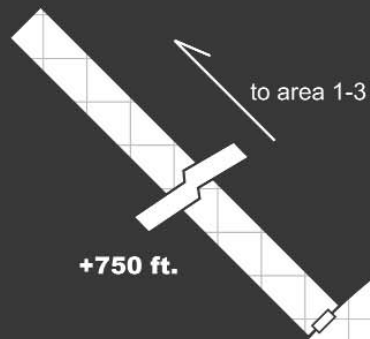


SOMETIMES A TREASURE NOT
PLUNDERED
IS THE GREATEST WONDER.
PLACE ITI-ANUN IN HIS LEFT,
AND ITI-ATUN IN HIS RIGHT,
THEN BATHE ANKHARET'S HEAD
WITH DAYLIGHT.
ONE BY ONE, BY ONE, UNSEEN,
GAIN AN AUDIENCE WITH THE QUEEN.

**EFAS SI HTAP THGIR EHT;
EKAL EHT OT SDAEL REHTO EHT.**



Map 3: The Desert of the Unreal

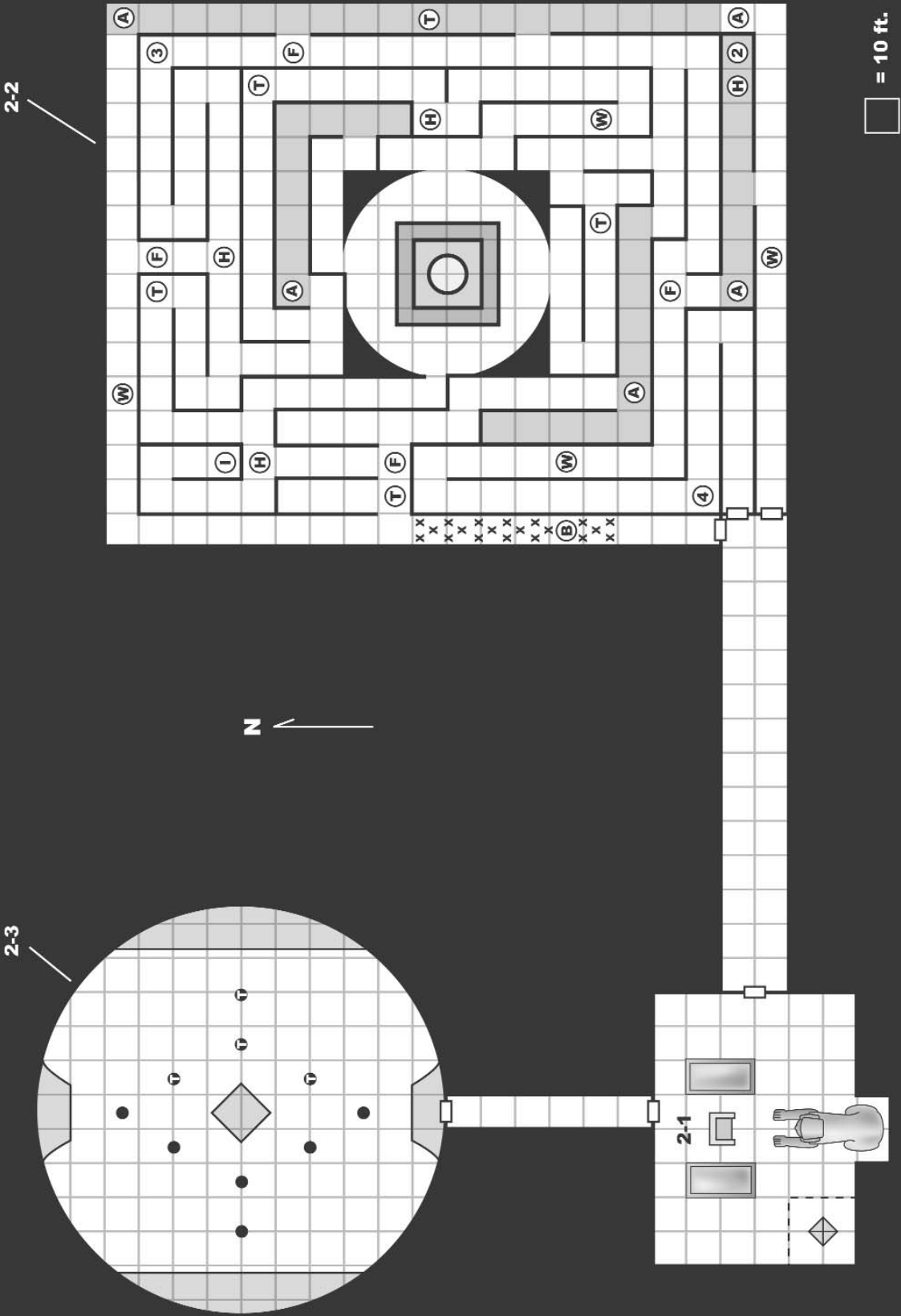


1-7



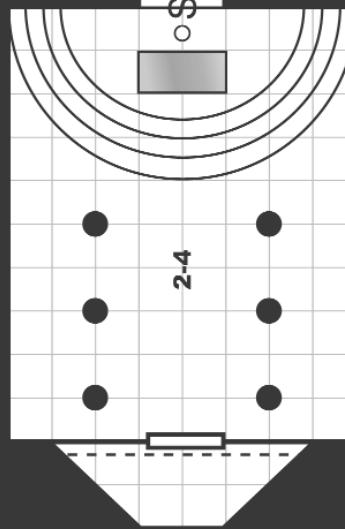
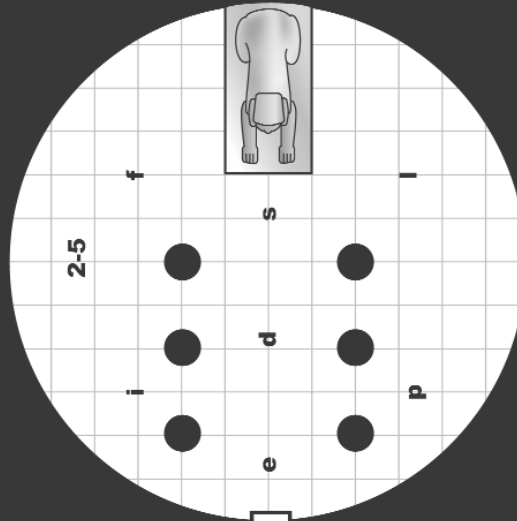
 = 20 ft.

Map 4: The Halls of Fate



Map 5: The Queen's Sepulcher

Side view of area 2-5



N

□ = 10 ft.