

# CRYPT OF THE DEVIL LICH



DCC  
RPG



THE LOST LEVEL



# CRYPT OF THE DEVIL LICH

# THE LOST LEVEL

## DCC RPG EDITION

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# CRYPT OF THE DEVIL LICH

## THE LOST LEVEL



hanks to a successful Kickstarter campaign in 2021, a stretch goal unlocked the design of an additional level to the *Crypt of the Devil Lich*. Following the template established for the creation of the original crypt, we solicited individual encounters from a variety of authors, and created the layout of the overall level based on the room submitted.

Goodman Games presents The Lost Level of the *Crypt of the Devil Lich*! Herein you will find 9 encounters designed to test your players skill and knowledge with the DCC rules set. These encounters are complicated and inspired by the classic adventure *Tomb of Horrors* and the original *Crypt of the Devil Lich*.

**Using the Lost Level:** The judge has a few options on how to use the Lost Level in their game. The entire level can be used and placed in between Levels 1 and 2 or between Levels 2 and 3. Therefore, all encounter numbers of this level are formatted as LL-X, where X is the numeric encounter. We suggest that the Lost Level be placed between Levels 1 and 2. Several of these encounters would be suitable locations to hide a *shard of True Death*. These are noted in the text. The judge is free to remove one or two shards and place them on the Lost Level.

The judge could also just use a few of these encounters. They can be swapped out with any of the encounters on Levels 1, 2 or 3. Or, individual encounters could be added to any of the three levels.

If the judge wishes to use this level during tournament play, at the end of this level is a scoring system, similar to the others presented for main adventure.

### DESIGN CREDITS

**Area LL-1 - The Hall of Barbarous Bifurcation:** Rick Maffei

**Area LL-2 - The Lich Queen's Gambit:** Brian McKenzie

**Area LL-3 - The Spiked Corridor:** Chris Doyle

**Area LL-4 - The Hall of Crimson and Silver:** Mihailo Tesic

**Area LL-5 - The Chamber of Writing Purity:** Joe Raso

**Area LL-6 - The Blood Cellar:** Alec Doyle with Chris Doyle

**Area LL-7 - The Embalming Chamber of Immundrac:** Bob Brinkman

**Area LL-8 - The Dark Garden:** Lisa Doyle

**Area LL-9 - Attack of the Clones:** Harley Stroh

### GENERAL FEATURES



ungeon Level LL of the *Crypt of the Devil Lich* is depicted on page 6. Unless noted in the text, all corridors are 10' high and the walls are hewn stone and finished smooth. Corridors are set with mortared flagstones. Ceiling heights vary from room to room. Refer to the individual room descriptions for ceiling heights. Unless otherwise noted, climbing an interior wall requires a successful DC 17 Climb Sheer Surface check.

Typical doors appear to be plain stone but have a leaden core which blocks most magical attempts to see beyond them. Additionally, many doors have unique appearances or functions as described in the text. A typical stone door is four inches thick, has an AC 18 and 22 hit points. If locked, trapped, or barred, the individual room text will provide details on the relevant skill checks and DCs needed.

### TOURNAMENT NOTES, THE LOST LEVELS

If the adventure is being run as a team tournament, consult the notes in the Introduction of the adventure. In addition, make note of the following:

**The Characters Fate:** Consult the notes from Level 1 to determine which portal the characters used in Area 1-7 (if applicable) and apply these effects for the entire level.

**The shards of True Death:** Assume the characters recovered any *shards of True Death* during previous rounds. Before the Lost Level play starts, make sure the players inform you who is carrying the shards, as this could impact Chalychia's scrying attempts, or if a character's body is lost (by Rogroakbub, the toadfiend avatar in Area 2-5, *planar stepping* away with a character in its gullet, for example).

**Hiding from her Prying Eyes:** If at some point during Level 2 before they leave Area 2-2, the characters state they are masking their intentions from Chalychia's scrying (see the sidebar on page XX), then award them the bonus points on the Level 2 scoring sheet.

**Falling Damage:** In most cases, falling damage is calculated in the various encounter areas. In the event that the characters manage to fall in a way we haven't thought of, use the tournament average result of 3.5 points of falling damage per 10 feet fallen. Round down any fractional results.

# KEY TO THE LOST LEVEL

**Area LL-1 – Hall of Barbarous Bifurcation:** Before you stretches a long ceremonial hallway of some sort. The passage widens to approximately 30 feet across, with a ceiling rising to 30 feet above. The floor and ceiling here have been set with tiles of polished gray marble. To either side, the stone walls are adorned with murals of suffering – soldiers being burned by dragon-fire, explorers being consumed by oozes, villagers being eaten by wild beasts, and yet other horrid scenes. In the corners of this widened passage stand grim statues, some eight feet in height and each apparently carved from single blocks of stone. The figures resemble great coiled serpents with the heads of wolves. The eyes of the statues are most cunningly wrought and almost seem to follow your every move...

**Grim Statues:** Although each presents a frightening visage, the statues are harmless. The eyes of each stone creature have been enchanted with *cantrip* which causes them to move slightly if living creatures enter this place. If any character attempts to watch the statues, a successful DC 12 Intelligence check reveals subtle movement from the eyes every few moments.

**Trapped Floor Sections:** Certain sections of floor (marked by the shaded areas) are trapped; if a character steps upon these sections of floor they sink slightly, and the mechanism opens hidden ceiling cavities to either the west or east end of the hallway (the first three trapped floor sections open cavities at the west end, the other three trapped floor sections open those to the east).

If the ceiling cavities to the west or east are opened, a large quantity of **virid slime** (see Appendix B) spills out into the hallway below. The slime first spills into the end of the hallway (either the west or east end, depending on the ceiling compartments opened), immediately covering a 20-foot-wide section of hallway and then filling an additional 10-foot section moving toward the center of the hallway each round thereafter. The ceiling reservoirs are large and contain a vast amount of slime – enough to fill the hallway from end to end.

**Virid slime (primeval slime):** Init +0 (surprise); Atk special (3d12 [19] plus caustic); AC 10; HD 1d8 per 5' square; hp 4; MV 5' / day; Act 1d20; SP surprises 90% of time, tremorsense 60', caustic, half damage from slicing and piercing weapons, quick growth, unerring, vulnerabilities (cure disease, fire, cold); SV Fort +4, Ref -1, Will -1; AL N; Crit M/d6+.

**Caustic:** A creature that comes into contact with virid slime suffers the effects of its acidic fluids, taking the damage again at the start of each round until the slime is scraped or burned off. Further, any non-magical wood or metal weapon or tool used to scrape off the slime is effectively destroyed. Such is the acidic strength of virid slime that even magical weapons and armor suffer damage, losing +1 the first round, and an additional +1 of enchantment every round thereafter. Items reduced to non-magical lose their enchantment and are destroyed the next round.

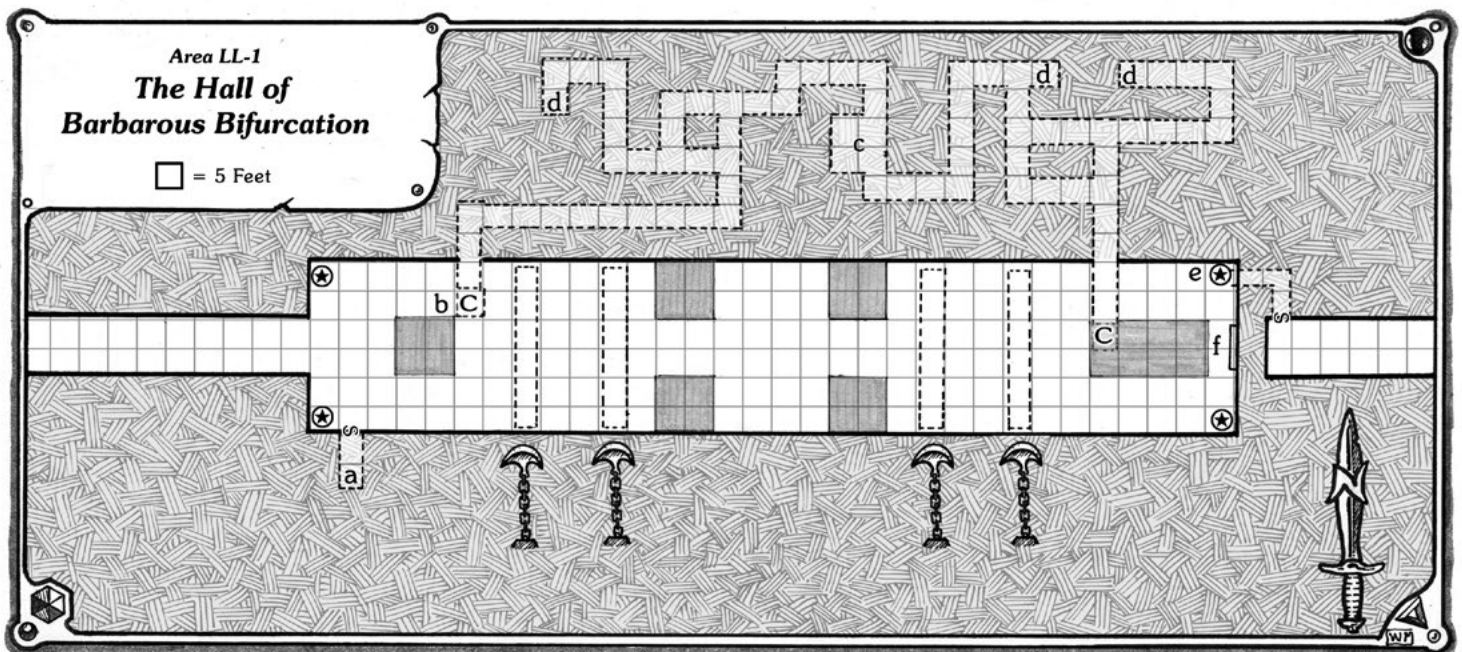
**Quick growth:** Electricity from spells or magic items causes a patch of virid slime to double in size, rapidly increasing its growth to a like-size adjacent area (direction determined randomly if necessary) and its hit points double as well.

**Tremorsense:** The virid slime can detect and pinpoint the origin of vibrations within a specific radius that shares a medium of vibration.

**Unerring:** A patch of virid slime drops from walls and ceilings when it detects movement below it. A creature aware of the slime's presence can avoid being struck by it with a successful DC 15 Reflex save. Otherwise, a dropping virid slime cannot be avoided.

**Vulnerabilities:** Any effect that cures disease, or any effect that deals cold or fire damage, destroys a patch of virid slime.

A successful DC 23 Find Trap check is required to discover the trapped sections of floor. Each sinking floor panel can be disabled by inserting several iron spikes or similar implements beneath the edge of the panel (DC 20 Disable Trap

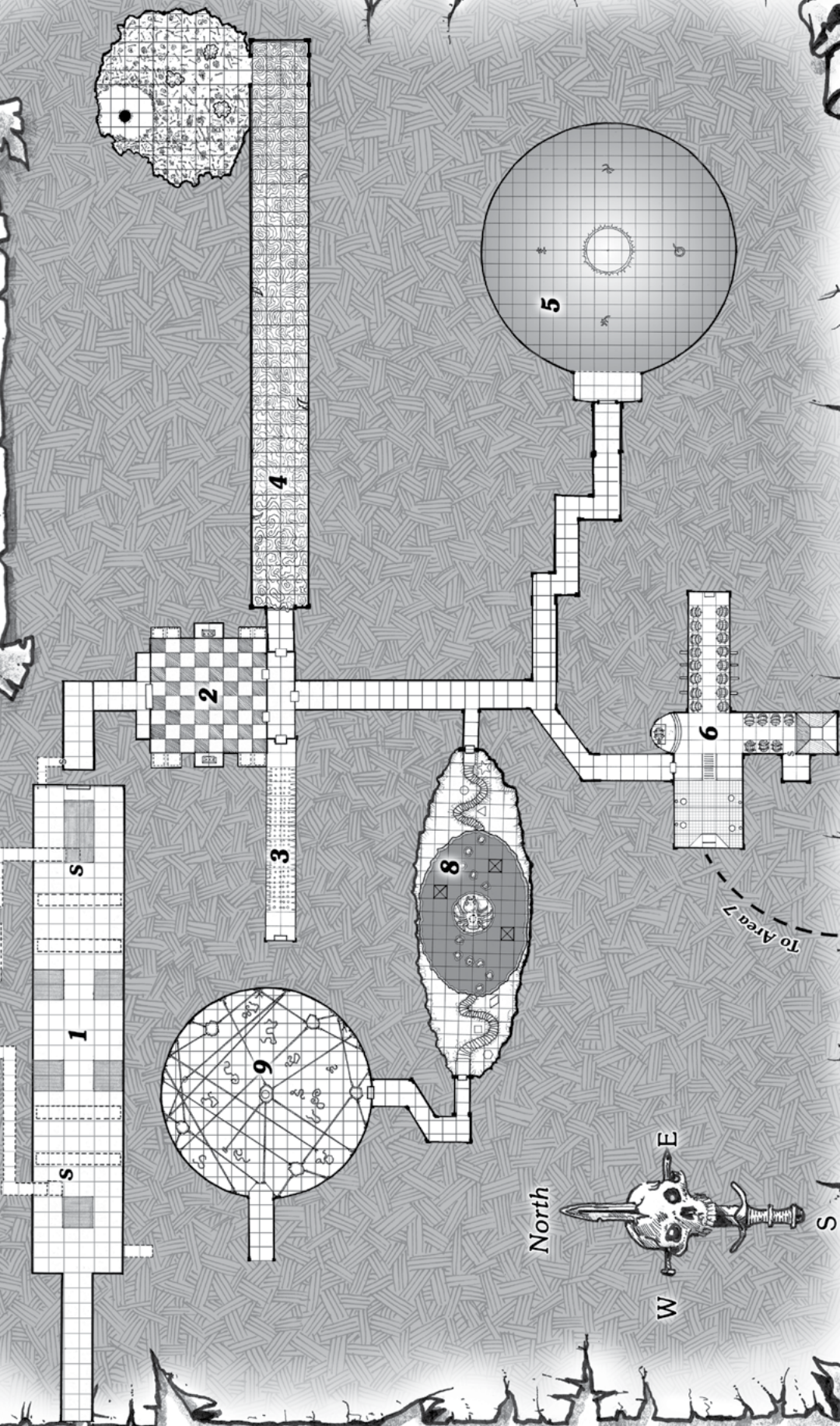




# CRYPT OF THE DEVIL LICH THE LOST LEVEL

□ = 5 Feet

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check). Thieves should be made aware that they might also be able to close ceiling panels that have been triggered. This requires a successful DC 20 Disable Trap check, but the thief is automatically struck by the falling slime (no Reflex save to avoid).

**Swinging Pendulum Traps:** Narrow sections of floor (marked by the dotted areas) are trapped; if a character steps on these pressure plates, two razor-sharp pendulums swing down from a camouflaged slot in the ceiling. Blades swing once across the hallway and then back the other direction, one swing per round and then repeating. This should be treated as two melee weapon attacks aimed at all those within the designated area (Atk +12 melee (4d12 [26], Crit 18-20 (double damage [52], severs limb and bleed (1d6 [3] for 1d4 [2] rounds unless magically healed); DC 20 Reflex save for half damage [13]).

A successful DC 22 Find Trap check is required to discover the trapped sections of floor. Characters examining the southern wall at the trigger areas may also spot carefully camouflaged slots (from which the blades swing) with a successful DC 18 Intelligence check. Each pendulum can be disabled by jamming the blade arm to prevent it from swinging. This requires a successful DC 20 Disable Trap check. If a character successfully disables one blade arm, attempts by that same character to jam other blade arms are made at +1d.

**Area LL-1a - Dangerous Niche:** Locating this secret door requires a successful DC 20 Intelligence check (elves receive +4 to this roll) or a DC 18 Find Trap check to locate. Opening the door allows access to a small niche that appears empty, but actually contains an ornate silver coffer (worth 600 gp) closed by a delicate clasp. If opened, the coffer emits a surprisingly large burst of magical gas. This trap can be discovered with a successful DC 20 Find Trap check and disabled with a successful DC 24 Disable Trap check. If triggered, the gas immediately spreads throughout the niche and also covers a 15-foot square area outside the niche as well. Those exposed to the gas must make a DC 22 Will save or be slowed (as per *slow*, spell check result of 22), reducing their movement by half, allowing them to act only every other round, and dropping them to the bottom of initiative. Additionally, there are the following modifications:

- Affected targets take a -4 penalty to AC and Reflex saving throws.
- Affected creatures casting a spell with a casting time of 1 round must make a Luck check. On a failure, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that round to complete the spell or the effort is wasted.

The coffer is otherwise empty, but if the silk living of the container is carefully examined (DC 12 Intelligence check), tiny words etched in stitches of a slightly different shade of silk are discovered. The message, in the Common tongue, says:

*Chalychia warns you not to be consumed by your ambitions.*

## THE SHARD OF TRUE DEATH

If the judge desires to hide a *shard of True Death* in this chamber, it's in the silver coffer in the secret closet (Area LL-1a). If this is the case, the judge should increase the lethality of the trap on the coffer to 3d10 [16] damage and require a successful DC 22 Fort save or die. The victim must repeat the saving throw at the start of each round that they are within the gas.

Judges should replace the original verse in the Rhyme of Shards referring to the original shard location and replace it with the following:

*Silver untarnished yet stagnating  
found within, the shard is waiting*

**Area LL-1b - Removable Tile:** A successful DC 20 Intelligence check (elves receive +4 to this roll) or a DC 18 Find Trap check to locate, if the characters are at ceiling level, reveals a square of ceiling here with small depressions at the edges. If a small instrument (such as a dagger) is inserted into one of these tiny holes, the tile can be popped free, revealing a narrow passage that leads up and over the hallway. The passage beyond is only 5 feet across and a mere 5 feet in height.

*Removing the ceiling tile reveals a narrow passage festooned with cobwebs that leads off into the darkness.*

Near the opposite end of this ceiling passage is a similar ceiling tile. From the top side, the pushing of the cap tile free requires a simple DC 10 Strength check.

**Area LL-1c - Last Refuge:** *Here the narrow passage widens into a dingy cubicle of sorts. The walls are streamered with ecru mold and the low ceiling is draped in old spider webs. A few battered bits of gear are thrown about – a broken longsword with an ornate hilt, a small drawstring pouch, a dagger, a half-full quiver, a longbow, and a few red gems. There are also scraps of cloth and a few bones in evidence here and there.*

Lurking inside this grim refuge is a **banshee noble** (see Appendix B). Some years previous a high-born elf thief became injured in the chamber below after venturing into the crypt with a small adventuring company. Bleeding profusely, she took refuge in the ceiling tunnels. Ignoring the pleas of her comrades, she sealed herself inside the tunnel and crawled to this area before succumbing to her wounds, filled with regret, wounded pride, fear, and bitterness. In time, thanks to the evil energies within the crypt, she rose again as a banshee noble.

*A wispy form hovers in the air. The figure vaguely resembles a gaunt elf woman, dressed in finery. As it moves, its ghostly form leaves behind tendrils of gray mist. Its face is a vision of anger, and the pinpoints of light shining from its eye sockets seem to burn with hatred.*





**Banshee noble:** Init +5; Atk ghostly strike +12 melee (1d6-1 [2] plus draining touch (3d4 [7] ability drain) plus paralyzing touch (2d4 [5] hours, DC 20 Fort save negates paralysis)); AC 17; HD 10d12+20; hp 140; MV 40'; Act 3d24; SP banshee scream, life-sense, draining touch, horrid appearance, incorporeal, paralyzing touch, un-dead traits, magic resistance (+8 to all saves versus spell effects), immune to non-magical weapons; spellcasting (+10 spell check): spells (1<sup>st</sup>) *charm person*, *chill touch*, *detect magic*; (2<sup>nd</sup>) *detect evil*, *invisibility*, *ray of enfeeblement*; (3<sup>rd</sup>) *Emirikol's entropic maelstrom*; SV Fort +3, Ref +5, Will +5; AL C; Crit U/d14.

**Banshee scream:** The banshee noble attacks with a soul-rending shriek affecting every living creature within 100'. On a successful DC 22 Fort save, victims suffer 2d16 damage and are potentially permanently deafened (DC 16 Fort save negates). Failure indicates death. The banshee may issue this scream up to 2/day.

**Horrid appearance:** Gazing on the mind-rupturing corrupted beauty of the banshee noble inflicts 1d4 [2] damage per round. A DC 18 Will save negates this effect for the duration of the encounter.

**Incorporeal:** Banshee nobles are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

**Life-sense:** The banshee noble is aware of the presence of creatures up to 5 miles away that aren't un-dead, constructs, or otherwise not alive. She knows their general direction but not their exact locations.

**Tactics:** The banshee noble opens the encounter with her scream and by casting *charm person* on any apparent casters and *ray of enfeeblement* on any warrior or dwarf present. Once engaged in melee, she will target a single individual until they are too weak, tired, or clumsy to continue to be a threat.

The streaks of mold are highly toxic, and any combat here will cause the mold to emit spores that, because of the tight area, swiftly fill the entire room. Their hallucinogenic effect inflicts a -1d penalty to attack rolls as well as saves against the banshee noble's *horrid appearance* (DC 20 Fort negates).

The equipment scattered about here is largely worthless and is the remains of the banshee's former gear and that left by other adventurers that have come here since. The dagger is unremarkable but usable and the quiver still holds eight arrows, one of which is a *death arrow* (1d6+3, DC 17 Fort save or die; un-dead are immune). The four red gems are garnets worth 300 gp each.

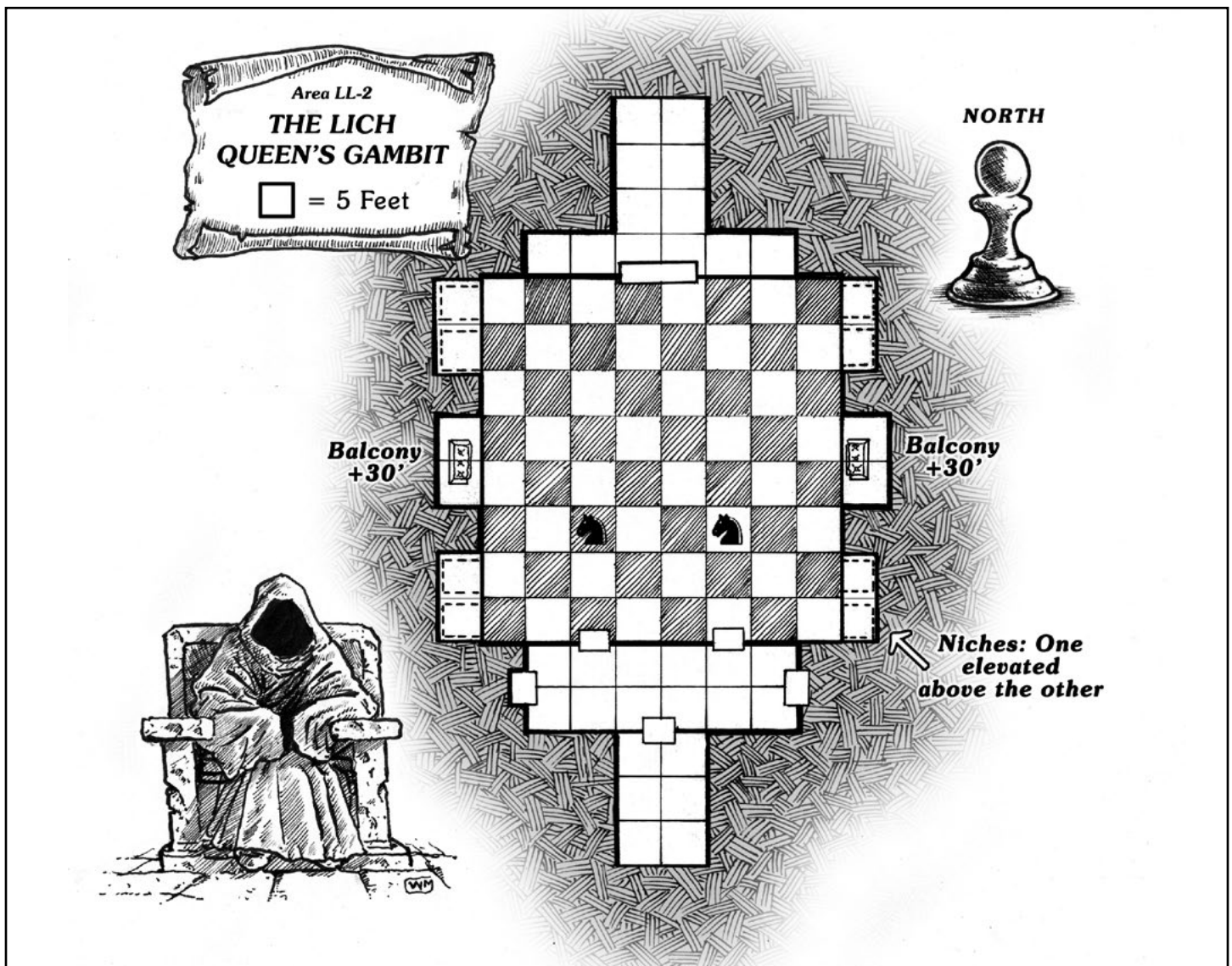
**Area LL-1d - Dark Passage:** The dead-end passage here is covered by a powerful, *phantasm*-created illusion. Instead of a dead-end, the corridor appears to continue at least 10 feet farther before becoming obscured by deep shadow. A successful DC 20 Intelligence check allows for a PC to feel that something is "off" about the hallway. A successful DC 24 Will save reveals it to be an illusion at a distance.

If any character believes the illusion and nears the passage's end wall, just before touching the wall they are instantly teleported and randomly reappear at a different Area LL-1d location, emerging from the dead-end there without breaking stride. The allies of a teleported character see them step into shadow, and suddenly the character is lost from sight. A character so teleported should be allowed a DC 14 Stamina check. If failed, the character feels a brief moment of dizziness.

**Area LL-1e - Serpent Statue:** This statue resembles a monstrous, coiled snake with a wolf-like head and clawed hands raised. If the base of this statue is carefully examined and a successful DC 20 Intelligence check (elves receive +4 to this roll) or a DC 18 Find Trap check is made, a seam is detected between the statue and its plinth. A DC 25 Strength check (warriors and dwarves may use their deed die in the attempt) is required to tip over the heavy statue, revealing an opening beneath which leads to a narrow tunnel below. After a short distance the dusty passage comes to a dead-end with a secret door, easily discovered with a successful DC 15 Intelligence check (elves receive +4 to this roll) or a DC 10 Find Trap check.

**Area LL-1f - False Door:** This door is false. It's locked, requiring a successful DC 24 Pick Lock check to open. Behind the door is a stone wall, but opening the door releases a magical trap (*runic alphabet*, *fey* - "*repulse*"). A powerful force affects any targets in the 10' x 10' section of the floor in front of the door. Targets in the area of effect take 1d8 [4] damage and are pushed back (DC 30 Reflex save negates). Note: Lawful creatures suffer a -1 penalty to the save and a failed save also triggers both the virid slime trap pressure plate and the swinging pendulum trap.





**Area LL-2 - The Lich Queen's Gambit:** A decorative hallway extends into the distance. Bas-relief carvings in white marble of stylized chess pieces adorn the west wall. Similar carvings, but in black marble, decorate the opposite wall. As the passage progresses the reliefs extend to the floor and depict the game pieces in a pitched battle against each other. A simple inscription is carved on the floor, at the base of a set of stone double doors. Inscribed in Common, it reads:

*"If you could defeat me, I would know you."*

When the characters open the doors, continue:

You peer into a 40-foot-by-40-foot square room with a floor of polished marble depicting an alternating white and black square pattern. The room is softly illuminated, although the source of the ambient light cannot be seen. The walls are smooth gray marble, adorned with four pairs of 5-foot-wide niches, stacked above each other, along both the east and west walls. Metal chess pieces, each about 8-feet-high rest in some of these niches. The ceiling, also gray marble, stretches 40 feet overhead. A pair of similar balconies overlook the chessboard floor some 30 feet above the floor along east and west walls. Each balcony contains a cushioned metal throne-like chair. The throne in the west balcony is occupied by a hooded figure.

Two iron doors are visible on the wall on the opposite side of the chess board. Surrounded by crackling eldritch energy, two menacing black iron knights sit on horses rearing on their hind legs two squares in front of each door.

Chalychia is quite fond of the game of chess, its strategy, intellectual tactics and restrictive rules. So, she created this chamber for her to play chess with a worthy opponent and altered it to a puzzle to confound those who would invade her crypt. The Devil Lich would sit in the eastern throne, as each throne grants the ability to summon and move one side's massive iron chess pieces (each is hollow, weighing just over 500 pounds). Her opponent is a **libractus** (see Appendix B and below) which is also capable of manipulating the pieces, "programmed" to challenge the Devil Lich at chess.

The moment that a character steps into the room, all the characters are transported into the room, and they assume the position of a white chess piece based on their character class (see below), standing in the appropriate location. A white shimmering incorporeal shape of the chess piece surrounds the character, and a hollow voice intones,

*"White to move and escape the room."*



## USING PROPS

This encounter would greatly benefit from the use of props to facilitate play. If you have a chess set, then set it up to match the configuration to the right with the players on their starting squares and the knights on the squares indicated. Use dice to mark the locations of the doors. If you do not have a chess set, then use a piece of paper or gaming grid and create an 8 by 8 chess grid. If playing online, you can use the analysis board of any of the free chess websites to set up the encounter.

Each character is given the aspect of a white chess piece, based on their character class. A successful DC 8 Intelligence check can be used to recall the details about chess (such as how the various pieces move) in the case that a player is unfamiliar with the game.

**Dwarves, Warriors:** Knight (moves in an L-shape-2 squares than one square)

**Clerics, Elves, Wizards:** Bishop (moves diagonally up to movement)

**Halflings, Thieves:** Rook (moves orthogonally up to movement)

**Judge Note:** There can only be two of each chess piece. If a third (or fourth) character class of a particular type enters, or a seventh (or more) character enters, it gets the shape of a pawn, but it can move as a king (one space in any direction).

This room has several enchantments placed on its interior:

- The entire room is under the effects of a powerful enchantment, which automatically affects all the characters. While in the room, movement is halved and PCs suffer a -2 penalty to AC, -1d to Reflex saves, -1 action die (minimum 1).
- If a wizard attempts to cast a spell taking 1 round, they must make a Luck check. On a failure, the spell doesn't take effect until the next round, and the wizard must use their action on that round to complete the spell or the effort is wasted.
- The construction of the room includes an augmented extradimensional interference effect. Creatures in the room can't move or travel using teleportation, transmutation magic or extradimensional or interplanar means. If a wizard attempts such a spell, it fails, but is not lost.
- Entering a square defended by a black knight (see appendix LL-A, **Judge's Handout 1**) immediately ends movement for the round and is blasted with a disintegration wave by the black knight.

*Searing energy lashes out from one of the knights and envelops the square you have just entered.* The judge should indicate which knight defended the square so that players will learn that squares defended by knights are deadly. If a knight is destroyed the disintegrate effect for their respective square ceases.

- PCs cannot enter or pass through each other's squares.
- The characters transformed into chess pieces can only move or attack according to the rules of their respective pieces. However, they are limited to the number of squares equal to their movement under the room's effects.
- A character must move every turn (using regular initiative) unless their move is potentially blocked by an enemy piece. If this is the case, then the character may remain stationary and attack.
- The knights are **iron knight golems** (see appendix B) but will not move and will only attack a character that stops next to their square. They attack at initiative value 1.

**Iron knight golem:** Init +1; Atk sword +10 melee (3d10+6 [22]); AC 22; HD 8d30+80; hp 204; MV 0'; Act 2d20; SP golem traits (elemental healing (fire), false appearance, immunities, immutable, magic attack, resistant), blindsight 100', disintegration wave; SV Fort +0, Ref -2, Will +0; AL N; Crit G/d4.

*Blindsight:* The golem can perceive its surroundings within a specific radius without relying on sight.

*Disintegration wave:* When specific pre-set conditions are met (such as someone steps in a particular place), the golem automatically unleashes a wave of ravenous phlogiston which tears at its victim for 4d24+20 [70] damage (DC 20 Fort save for half damage). Targets reduced to 0 hp are utterly disintegrated (no recovering the body checks are possible).

**Hooded Figure.** The hooded figure in the western balcony is a libractus (see Appendix B). Chalychia has created this undead creature to serve as her opponent. The libractus is so proficient in the game of chess, it could often beat Chalychia. This often resulted in a hail of magic missiles to the face from a raging Devil Lich. To prevent the destruction (of another) libractus, Chalychia placed a wall of force (*force manipulation*, spell check result of 32). Any spells or ranged attacks are harmlessly deflected. The wall of force does not provide complete protection, and if a PC climbs the wall, they can squeeze by the wall to access the balcony. If the libractus is neutralized, it can't "summon" any additional pawns to the chess board.

If confronted in its balcony, the libractus first casts *phantasm* to appear as the Devil Lich. Close examination with a successful DC 18 Will save reveals this ruse. Then it uses *levitation* to expel the assailant off the balcony.

**Libractus:** Init -2; Atk touch +3 melee (1d6+1 [4] plus curse); AC 10; HD 3d8+9; hp 22; MV 20'; Act 1d20; SP un-dead traits, cursed, spellcasting (+4 spell check): spells (1<sup>st</sup>) *comprehend languages*, *feather fall*, *magic missile*, *magic shield*; (2<sup>nd</sup>) *levitate*, *phantasm*; SV Fort +4, Ref -2, Will +4; AL N; Crit U/d8.

*Cursed:* Creatures coming into physical contact with the libractus must make a DC 18 Fort save or suffer 4d4 [10] damage as painful wounds erupt on their body. The next round, these cursed wounds heal into a scab-like carapace, which causes Reflex saves and Agility checks to suffer a -1d penalty and reduces the victim's movement by 10'. This moderate curse can be removed by *remove curse* (spell check result of 24+, see spell description for more details).



**Playing Chess:** The judge should immediately ask the players to roll for initiative and resolve their first turn of movement and actions. On initiative 1, after all PCs, a black pawn appears on the back rank of the chess board (the southernmost row); roll a 1d8 to randomly determine which square.

*The hooded figure in the balcony leans forward and extends its hand with a wave. A suit of burnished black armor floats from one of the niches and settles on a square at the back of the chess table. It bears a shield and warhammer. You recognize it as one of the pawns from the bas-reliefs in the hallway.*

**Living statue, pawn:** Init +6 (surprise); Atk warhammer +5 melee (3d8 [13]); AC 18; HD 10d8; hp 45; MV 5'; Act 2d20; SP surprises 50% of the time, immune to critical hits; SV Fort +4, Ref -2, Will -2; AL N; Crit V/d10.

On subsequent turns a new pawn appears on initiative 1, but on a new square and never on a square where a pawn has already appeared. Thus, no more than eight pawns will ever be on the chess board at one time. In addition, on initiative 1 each pawn already on the board moves one square forward. Pawns will not enter the square of a character or the square of a black knight. They can only attack squares that a pawn could attack, and they can only attack on their turn after moving forward one square. However, if a black pawn reaches the back rank that the PCs started on (the northernmost row on the diagram above) then it will be promoted to a queen. On the following turn it will use its new movement rules to move near to a character who is still on the chess board and attack.

Should this happen, read or paraphrase the following: *The pawn enters the final square of the chess board and is surrounded by radiant light and the sounds of a trumpet fanfare. When the light dims the pawn has been replaced by taller suit of gleaming armor that you recognized as a queen from the reliefs.*

A queen retains the same characteristics as a pawn but now has the following changes:

**Hit Points:** 150 (and heals any previous damage)

**Move:** 40' and it can now move as a queen chess piece (any direction diagonally or orthogonally)

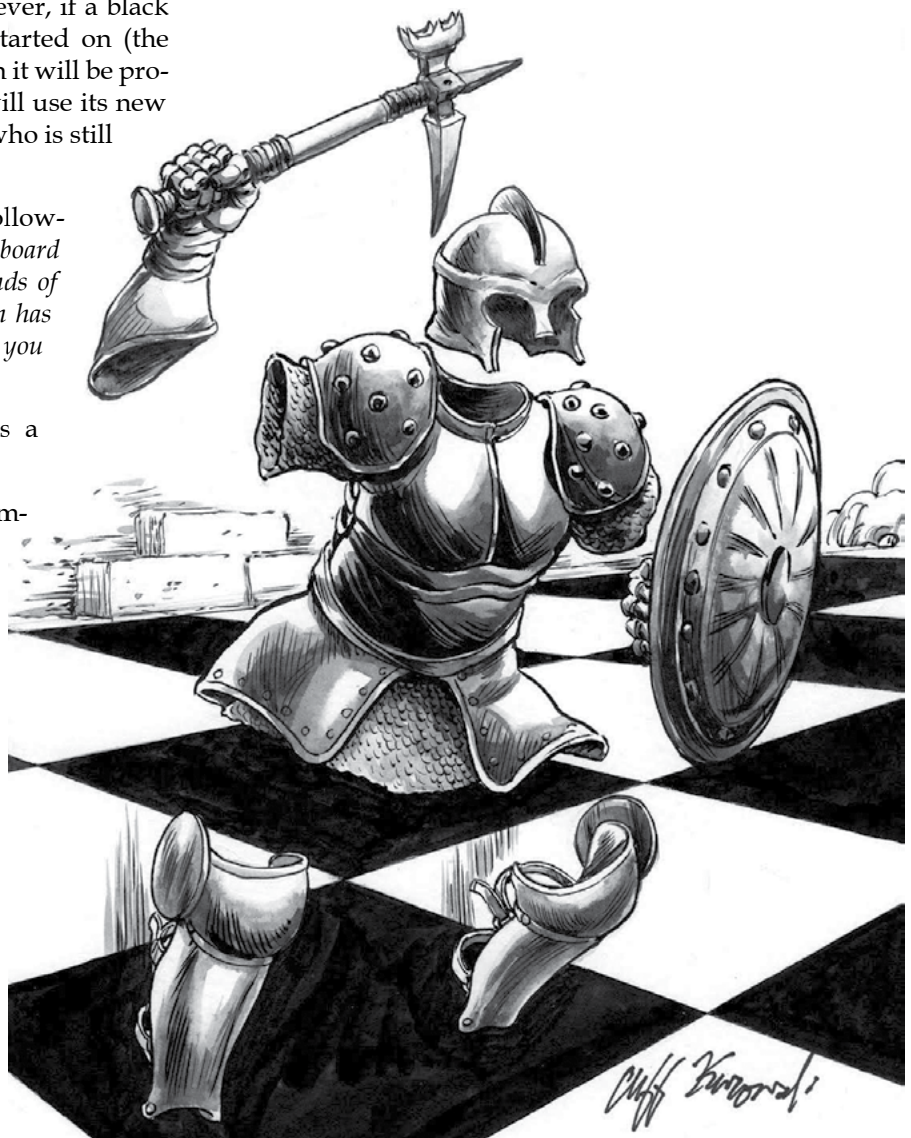
**Action Dice:** The living statue queen gains an additional d20 action die.

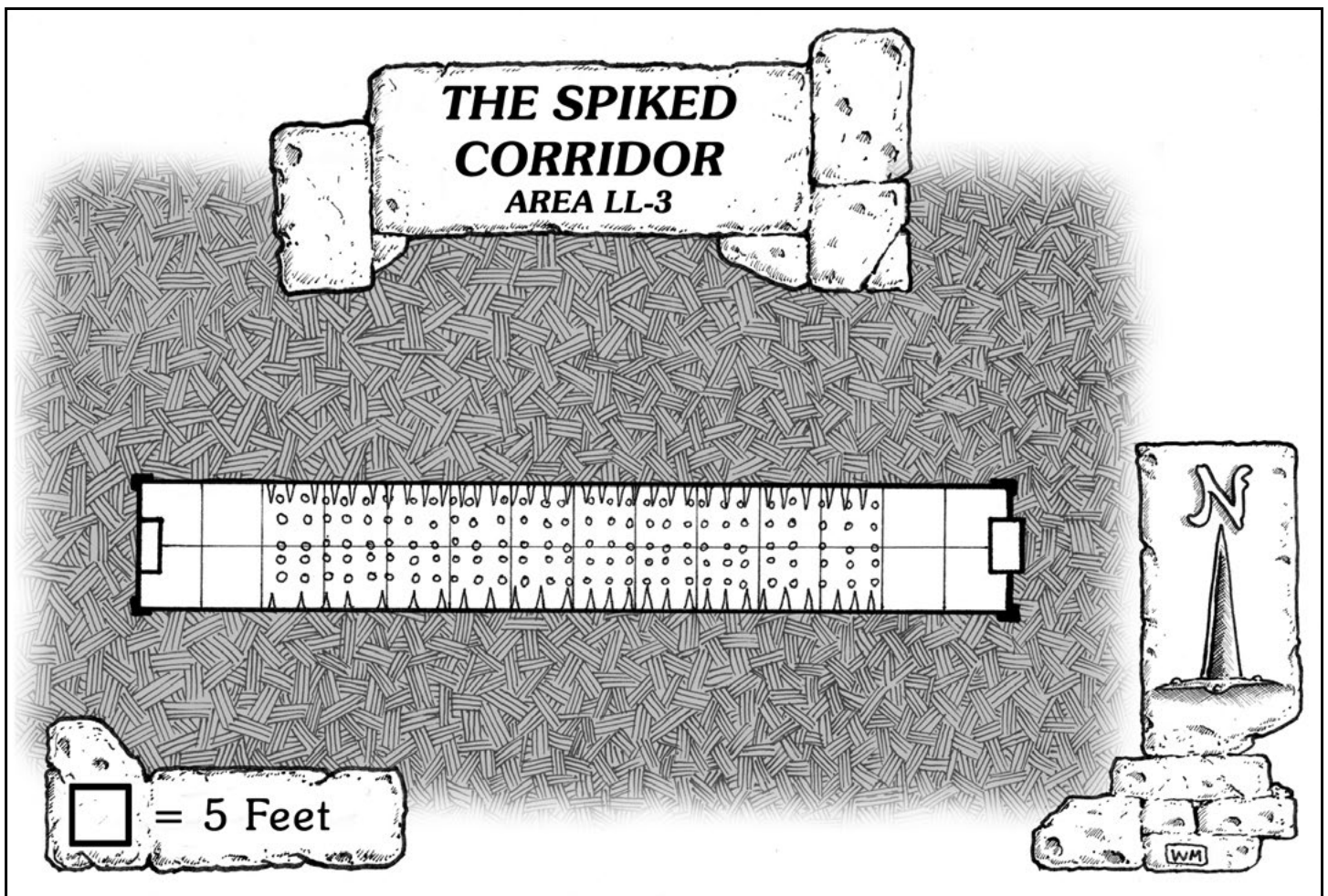
The exit doors are unlocked and unremarkable. Any character that reaches one of these squares can open the door and exit the chess board room into the corridor beyond. After the last character exits the room, the doors disappear and characters can't reenter this chamber.

## THINK BEFORE YOU MOVE!

Although the judge should have the players roll for initiative immediately upon arriving on the chessboard, it is important to give them time to think about their moves and actions. Allow players to learn how they can move without ending their turn abruptly. For example, if a bishop player tries to move forward tell them they cannot and even thinking about moving that way is difficult to comprehend, as if it warps reality. If the same player moves diagonally one square you can inform them that they feel a potential for more movement in that direction (up to its full *slowed* rate).

If no pawns are in the way, a PC with the aspect of a knight can reach an exit door in four "moves" without entering a threatened square. A bishop can reach an exit door in two "moves" without entering a threatened square. Finally, a rook can reach an exit door in six "moves" without entering a threatened square.





**Area LL-3 - The Spiked Corridor:** Pushing the stone door open reveals a corridor perhaps 70 feet long, with a 10-foot-high ceiling. The floor, walls and ceiling are all smooth, but adorned with metal spikes, each about 3 feet long. There must be hundreds of them, all brightly gleaming metal.

This corridor appears to be trapped, but it is not. With the exception of the 5' after the door, and the 10'x10' area in front of the far door, spikes cover the floor, walls and ceiling. The spikes are spaced 2' apart. Human-sized creatures can walk between all of the spikes safely.

The opposite door is false. It is locked and requires a successful DC 24 Pick Lock check to open.

**Area LL-4 - The Hallway in Crimson and Silver:**

At the end of the hall is an open stone archway leading to a wider hallway. Yet it's difficult to discern because nary a few steps beyond the passage hangs a thick wall of mist, impenetrable to the eye. The mist is like two vapors swirling together, one silvery and almost glowing, the other crimson and thick. The effect of the two intertwining in chaotic patterns is almost hypnotic. The stone here seems old and what you see of the hallway walls looks more like natural rock than the finished stone encountered in the crypt thus far. There seems to be some writing etched into the stone at the archway peak yet it is half-hidden in shadows above.

This 20' wide and 200' long hallway is heavily obscured by the mist of crimson and silver. Beyond the archway, the ceiling is 15' high and smooth. The words etched above the en-

trance archway are written in Elf:

*Whomever picks up a lot will regret it,*

*Whomever does not will also regret it.*

The hallway leads to the cavern lair of a coven of three **mid-night hags** (see Appendix B), ancient witches whose nightmare dealings led them to the outer limits of the multiverse to treat with the demon lords and deities in the great beyond. The knowledge they possessed about both past and the future was unparalleled, and their hunger was for more than nightmares. They fed on mortal flesh soaked in terror, the most primal of emotions, and would only divulge their knowledge to petitioners who could overcome the enchanting effects of the mists and then face the horror of looking at the hags' faces. The rest would be eaten, their bones picked clean.

The hags were, in fact, the original inhabitants of what was to become Chalychia's crypt. The Devil Lich came to them seeking knowledge about phylactery preparation, but after she coaxed it from the hags, she decided that the place would be ideal for her lair, so she tricked them, stealing their *evil eye* and their *heartstones*, and lured them into a trap of their own devising. The hags succumbed to the mist of crimson and silver and ever since, they have been wandering the hallway in a circle, forgetting what is it they were looking for, but unable to leave the hallway. Chalychia placed an enchantment on the inside of the archway. Even though the hags can't see it, when they approach to within 60' of the archway exit, they turn around and head deeper into the hall.



**The Mists:** Only the first and last 5' of the hallway are lightly obscured, while the remaining interior of the hall is heavily obscured (blocks vision entirely). Sound is magically muffled by the mist, so speech carries only 10'. Shouts are heard, but the direction of the person shouting is difficult to pinpoint, requiring a successful DC 13 Intelligence check.

The silver mist automatically dispels all ongoing spells (as per *dispel magic*, spell check result of 22) and causes magical sleep. When a creature ends its turn inside the mist, it must make a successful DC 24 Will save or fall into a magical slumber for 1d3 [2] days. The creature can be woken up only by *dispel magic*, *remove curse*, or by meeting the spell's condition of suffering spell-inflicted damage. A creature that is awoken is disoriented for 10 minutes and suffers a -5 penalty to all rolls. If a disorientated creature moves, it does so in a random direction, with a 50% chance of doubling back in the opposite direction each turn.

The crimson mist automatically dispels all ongoing spells (as per *dispel magic*, spell check result of 22) and causes a crippling effect on the mind. When a creature ends its turn inside the mist, it must make a successful DC 20 Will save or have its Intelligence temporarily reduced to 1. The creature can't cast spells, activate magic items, understand language or communicate in any intelligent way. It cannot do anything of its own volition, but move in a circle, blinking and drooling. Anyone affected will most likely perish of exhaustion if nobody assists.

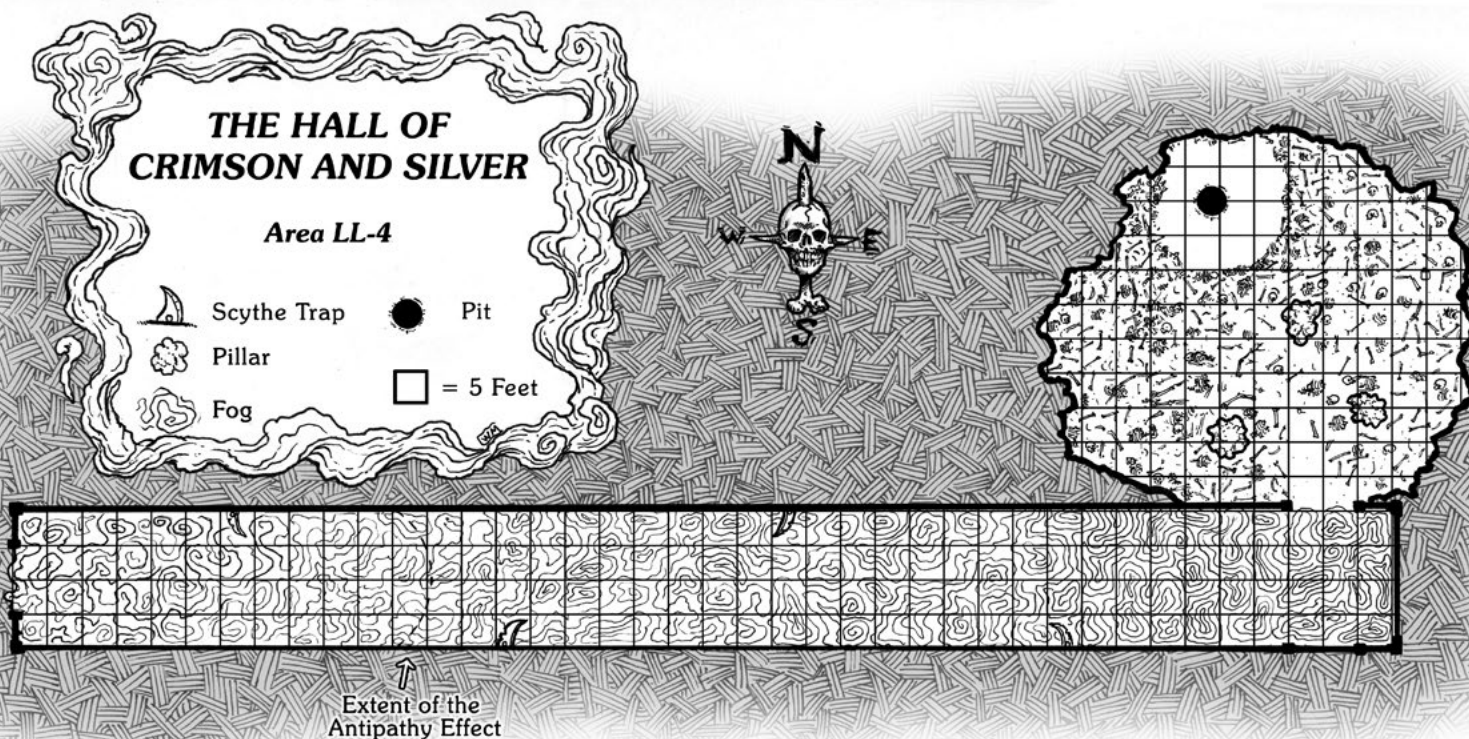
The mists' effect is lifted when the creature leaves the hallway, but it will take some time breathing fresh air to fully recover: 1 lost Intelligence returns every 6 rounds. This time is reduced to 1 Intelligence per round if the party somehow reaches fresh air outside of the crypt.

## STAYING TOGETHER

Unless they take special precautions to keep in contact, like tying themselves together with a rope, it is recommended to run each character through the hallway separately, one by one, even if some or all of them enter the hallway together. If using a map to play, it is recommended that the players do not see the map while their characters are inside the hallway and that you move the tokens or miniatures according to the players' input.

**Littered Floor:** The floor of the hallway is littered with bones, but also with thousands of gems, scattered around by the hags to test the petitioners. As the characters walk, they feel bones cracking, but also hard objects under their feet, both round and faceted. Since visibility is practically zero, they cannot see what the objects are even if they pick up some, until they exit the hallway, but they can feel that the shapes resemble gemstones. A character can pick up gems as they walk, reducing movement by half.

Every time a character uses their action to pick up gems, they roll 2d6 plus their Agility modifier for the number of gems picked up. Note that using multiple actions would allow more gems to be gathered. The gems are mostly semi-precious stones worth 1d100 [50] each, but every tenth gem is special. Make a roll on the SPECIAL GEMS TABLE (sidebar) to determine what sort of gem it is.



## SPECIAL GEMS TABLE (D100)

01-05	<i>shard of True Death*</i>
06-20	ruby (1,000 GP)
21-35	diamond (5,000 GP)
36-40	<i>explosive bead</i> (can be thrown up to 60'; (6d8 [27], 10' radius)
41-45	<i>elemental gem</i> (roll 1d4 for type - 1 fire, 2 water, 3 air, 4 earth) <ul style="list-style-type: none"> <li>• Fire: all fire damage against the holder is made with a -1d penalty.</li> <li>• Water: holder of the stone cannot drown and can telepathically speak with fish within 100'.</li> <li>• Air: the gem's holder is surrounded by an ever-shifting breeze, granting a +2 AC against ranged attacks.</li> <li>• Earth: allows holder the power to <i>transmute earth</i> (spell check result of 24).</li> </ul>
46-55	<i>glowstone</i> (sheds light in a 20' radius when heated to body temperature)
56-60	<i>luckstone</i> (if swallowed, grants a one-time +1 bonus to Luck)
61-65	<i>fossilized viper eye</i> (+5 to Fort saves versus poison)
66-70	<i>gem of resistance</i> (holder suffers half damage from attacks of that type), roll 1d5 for type: (1) acid, (2) cold, (3) fire, (4) electricity, (5) poison (will not avert death by poison).
71-75	<i>spellstone</i> (can store up to 5 points of spell-burn)
76-90	<i>heartstone**</i>
91-100	<i>evil eye***</i>

\* If you choose to include this result, it can be rolled only once; re-roll this result afterwards. Judges should replace the original verse in the *Rhyme of Shards* referring to the original shard location and replace it with the following:

*Blood and steel swirl, casting a pall*

*O'er the shard lost within the cretin's hall*

\*\*Can be rolled up to three times; re-roll this result afterwards.

\*\*\* Can be rolled only once; re-roll this result afterwards.

a type (for example, the *gem of resistance*) go in numerical order starting at 1.

**Traps:** Astute characters might want to maintain contact with a wall while traveling down the hallway. The north and south walls of the hallway contain two scythe traps each, as indicated on the Map LL-4. Each is triggered by stepping on metal pressure plate while simultaneously triggering a metal plate concealed in the wall (in essence, completing the circuit). The pressure plates can be detected with a DC 20 Find Trap check, but the attempt suffers a -1d penalty since the character cannot see anything. The traps can be disarmed with a successful DC 24 Disable Trap check (also with a -1d penalty). The scythes slice into any creatures in the 5' square adjacent to the wall (forcing the target to remove their hand from the wall). The swinging scythe is just under three feet off the floor, so all but the shortest halflings are subject to the attack. A hit causes 4d8 [18] damage and triggers a powerful *scare* spell (spell check result of 20), so anyone triggering it must succeed at a DC 20 Will save or succumb to fear for 1d6+1 [5] rounds or until they leave the hallway the way they had entered. If lost and seemingly trapped in the hallway, an affected target can repeat the saving throw each turn. Additionally, failure causes a temporary madness and causes the terrified and mentally anguished creature to suffer 4d10 [22] damage each round as they rip at their own flesh and tear out their hair in terror. A separate successful DC 20 Will save ends the madness effect (may repeat this Will save on subsequent initiative counts until the scare effect ends, which also cancels the madness effects as well). The mechanical traps reset 6 rounds after being sprung.

**The Hag:** Every round a character spends inside the mists, roll a 1d6. On a roll of 1, the character bumps into someone, followed by a soft sigh in a female voice. Reaching out to feel the person, the character feels a delicate hand grab theirs and tug it with a strong grip. If the character allows, the creature will lead them in a circle around the hallway, occasionally whispering "Stone" or "Eye" or "Heart" in Elf, in a soft voice. This will go on until the character fails a saving throw against the mists' effects. If the character tugs the other way, the creature will follow, but it will grip and not let go unless an opposed Strength check is successful (the hag has a +4 Strength bonus).

The creature is one of the midnight hags, transmogrified into an elven maiden. There are three of them in the hallway, standing or walking aimlessly around in the mist. They are immune to the *sleep* effect but not to the loss of Intelligence.

**Hag Den:** *The mist suddenly clears, like a veil has been lifted off your eyes and your mind. You find yourself in an unlit cave, the shapes of the wet rocks discernible only by the silvery glow of the mist behind you. The cave floor is littered with what must be bones of hundreds upon hundreds of creatures, except for a circle in the back of the cave, in the middle of which there seems to be a hole of utter blackness.*

Anyone with infravision can see this is a cave roughly 60' in diameter, with no exits and a ceiling varying in height, but no more than 15'. As depicted on Map LL-4, there are three natural columns of stalactites fused with stalagmites. These

**Tournament Note:** If the Lost Level is being used as part of a tournament, have each tenth gem be presented in the order in which they appear on the table. Therefore, the first found will be the *shard of True Death*, then the next is a ruby, then a diamond, etc. If there is another roll required to specify



can provide cover (-2 to incoming missile attacks). The bones littering the floor slow movement in this chamber by half.

**Scrying Pit:** The circle in the farther end of the cave is 20' in diameter. In the middle of it is an object resembling a shallow well, its wall made of black metal, absorbing all light. This is the scrying pool of the midnight hags, through which they gaze into the past, the future and to contact demonic hosts from the Great Beyond. Anyone looking into the blackness of the void it displays must succeed at a DC 24 Will save or have their mind psychically rent apart, suffering 4d10 [22] damage and be driven utterly insane. Only a *remove curse* (spell check result of 27+) can remove this madness. Although only 10' deep, a creature that jumps or falls into the black well loses 1 Personality per round.

Once outside the hallway, a hag will return to her full Intelligence after 2 turns. This time is halved if the party somehow reaches fresh air outside. If one or two hags have been rescued, they will try to manipulate the party into going back to the mists, pleading for the rescue of her sister(s) who have been trapped by the horrible Devil Lich, telling of the wondrous gems that can be found there. (If the party needs further persuasion, they will even reveal that a *shard of True Death* might be found in the hallway, and that it is crucial to the defeat of the Devil Lich.)

If all three hags have been rescued, they will wait until their Intelligence score reverts to normal, and then attack the characters at an opportune moment with the full might of a hag coven, preferably in their lair, which seems an ideal place for the party to take a rest. They will try to capture at least a couple of members of the party in order to send them back into the mists and retrieve their precious artifacts, or to use them as hostages to force the other members of the party to retrieve them. One of the hags may even try to grapple the smallest member of the party and cast them into the black void of the scrying pit. Of course, the characters are also free to try doing that exact thing to a hag. If one of the hags is eliminated in such a way, the others try to bargain, otherwise the players need to kill two for the last one to try and parlay. They do share a bitter hatred of Chalychia, so bargaining a front row view of the slaying of Devil Lich (i.e., accepting to take the hags' *evil eye* with them), they gladly offer their divination skills (judge's discretion) and provide their knowledge about the Devil Lich (judge's discretion, but they have no idea what her phylactery is).

**Midnight hag:** Init +2; Atk claw +10 melee (1d8+10 [14]); AC 16; HD 12d16+45; hp 150; MV 30'; Act 2d20+1d16; SP infravision 120', coven, *heartstone*, horrifying visage, transmutify, spell dominance, wail of weariness, immune to fear, poison, *charm*, and *sleep* spells, spellcasting (+10 spell check): spells (1<sup>st</sup>) *cantrip*, *charm person*, *choking cloud*, *detect magic*, *sleep*; (2<sup>nd</sup>) *detect invisible*, *invisibility*, *scorching ray*, *shatter*; (3<sup>rd</sup>) *dispel magic*, *turn to stone*; SV Fort +7, Ref +5, Will +7; AL C; Crit I/d14.

**Coven:** Midnight hags draw additional strength from the presence of their sisters. When three or more hags are within 200' of each other, they each gain a +1d bonus to all spell checks (including during spell duels).

**Heartstone:** A hag's *heartstone* grants them a number of additional powers. While in possession of her *heartstone*, the hag feeds on fear, regenerating 5 hit points per round plus an additional 5 hit points for each creature within 60' suffering from a hag's horrifying visage. Additionally, the *heartstone* grants a +8 to all saving throws against spell effects.

**Horrifying visage:** All creatures within 30' of the hag, upon seeing her face, must succeed at a DC 18 Will save (+2 to the save difficulty for each additional midnight hag present) or be paralyzed with fear for 2d4 rounds. Regardless of whether the save is successful or not, a creature may only be subject to this effect once per turn, no matter the number of hags involved.

**Transmutify:** As an action, a midnight hag may magically transform herself into any humanoid form of human size or smaller - or revert back into her true form. Although she is capable of making herself devastatingly beautiful, her attributes remain the same in each form. Any equipment she is wearing or carrying isn't transformed and the hag reverts to her true form if she dies.

**Spell dominance:** When multiple hags are engaged in a spell duel, they enhance and empower one counterspell, rather than engaging in multiple attempts. The hag gains a +5 spell check bonus for each additional hag involving herself in the spell duel.

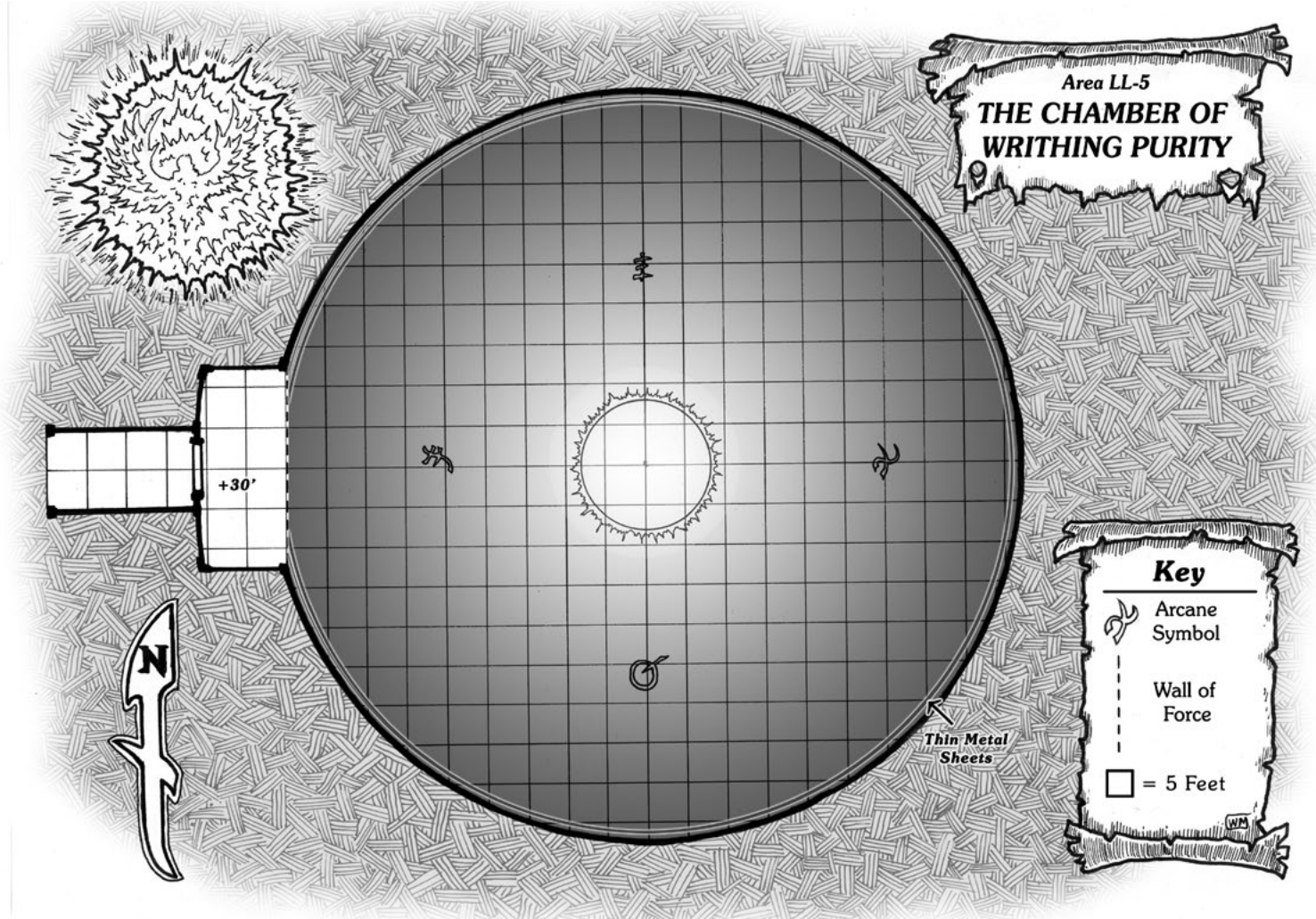
**Wail of weariness:** Once per combat, as an action, the hag may unleash a wailing song of doom, draining the will to live from all hearing it. All living non-hag creatures within 120' that can hear must succeed at a DC 20 Fort save or suffer 2d3 temporary Stamina loss.

## EVIL EYE

The hags have crafted a magic eye which they use to look into the black scrying pit and not go insane. Once per round, when in possession of this eye, the hags may force a creature in line of sight to re-roll any action die. The eye has AC 20, 1 hit point, and true sight 120'. The eye is the only thing that can see through the mists of crimson and silver, and its wielder is immune to the mists' effects. If it is destroyed, each coven member suffers 3d10 [16] damage and is blinded (-8 penalty to attack rolls, and can move only in a random direction at half speed) for 24 hours.

**Area LL-5 - Chamber of Writhing Purity:** The door to this chamber is a circular disc of metal that rolls into the wall to the right. The door is not locked, but it does require a successful DC 22 Find Trap or DC 17 Intelligence check to determine how to open the strange portal.

*The round metal door rolls smoothly into the wall, providing access to a rectangular antechamber with walls lined with dull metal plates. The room opens into a vast, brilliantly lit, spherical chamber whose apex rises some 30 feet high. As such, the floor slopes to a depth of 30 feet. A faintly visible reflection suggests a transparent wall separates the two rooms.*



The same dull metal covers the spherical chamber's floor, walls, and ceiling. Floating in the center of this globular room is a blinding orb of light, roughly 15-feet in diameter. Disembodied angelic wings periodically flicker into view within the glaring radiance. The air is dry and carries a distinctly sharp metallic scent.

Chalychia built these rooms as a containment chamber to store divine energies generated through her arcane research. The remnants of a captured angel are also subsumed into the shining orb in the center of the chamber. Fleeting spectral visions of the angel's wings are the only remaining vestige of the once noble being. Chalychia's corruptive influence has tainted the energies, transforming them into a malevolent entity bent on destroying anything that comes into the chamber.

**Entry Room:** Unless the circular door is propped open, it will smoothly roll closed after characters enter the room. The walls are covered with lead-lined metal plates and inscribed with countless arcane symbols. Wizards and elves succeeding on a DC 20 skill check will note them to be a mix of necromantic, summoning, and binding magics.

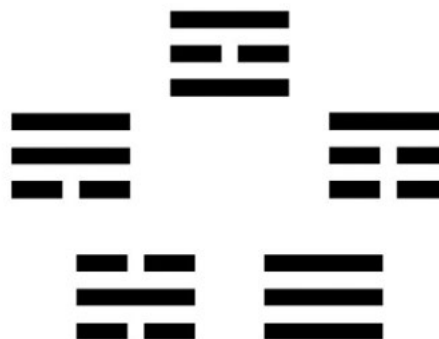
**Force Wall:** The two rooms are separated by an invisible force wall that springs into existence whenever the door to this room is opened. The wall is dispelled by closing the door and pressing a set of easily identified sigils inscribed in the interior of the door's center (see **Door Puzzle** below) and can be destroyed with *dispel magic* (spell check result of 25+). A further

successful DC 15 skill check reveals the nature of the wall.

These sigils do not function until the door is fully closed. Once the door is closed and the correct sigils are pressed, the door magically locks, and the force wall disappears. For 1 turn after the wall of force disappears, the sigils become inert, and the door cannot be opened using normal means.

**Door Puzzle:** To shut down the force wall, characters must correctly press two sigils inscribed on the door.

**Door Symbols.** Etched in the center of the door are five symbols arranged in a circle. The symbols are trigrams, binary representations of numbers. Starting from the top of the circle and moving clockwise are inscribed trigrams for the numbers 5, 1, 7, 2, 3. See **Player's Handout 48**.





*Poem.* Clues to know which symbols to press are found in a poem etched beneath the circle of trigrams:

*One True Earth.*

*Two Great Oceans.*

*Three Sacred Trees.*

*Five Fires of Creation.*

*Seven Highest Heavens.*

*One must bridge heaven and earth to reveal enlightenment.*

*Solution.* The first five lines of the poem associate numbers with words: 1=earth, 2=ocean, 3=tree, 5=fire, 7=heaven. The last line suggests bridging heaven and earth provides enlightenment. The answer is thus to press the trigrams representing 7 and 1.

*Pressing the Door Symbols.* Pressing a single trigram causes it to glow. Pressing a second trigram either solves the puzzle (any combination of 1 and 7) or causes the door to flash with necromantic energy and resets the trigram symbols. Each creature within 10' of the door when an incorrect pair of symbols are pressed suffers 2d10 [11] damage (DC 15 Fort save negates).

When the force wall disappears, read the following:

*After pressing the door's sigils, a solid clank suggests the door is now locked. Eight sets of arcane symbols etched into the interior of the chamber crackle with a purple glow. The force wall disappears with a sharp hiss, filling the room with an oppressive hum emitted by the orb of light. Tendrils of energy lash out from the glowing sphere, writhing expectantly in your direction.*

At this point, the **malevolent radiance** attacks, and the **containment chamber actions** activate.

**Arcane Symbols.** Once the force wall disappears, the arcane sigils inscribed on the floor, walls, and ceiling of the main chamber glow with a purple light. Wizards and elves making a successful DC 18 skill check understand that the glowing symbols invoke the containment chamber actions (see below) and are instrumental in maintaining the malevolent radiance's form. The arcane sigils (AC 20; hit points 100; immunities (electricity, fire, poison, non-magical weapons)) have 100 hit points and can be damaged in the following ways.

- Disrupt its magical energy. A *dispel magic* (spell check result of 30+) deals 5d12 [32] damage to the sigils.
- Manipulate the plates. A successful DC 25 Disable Trap check deals 3d12 [19] damage to the sigils.
- Attacking with weapons or spells. The plates have an AC of 20 and may be physically damaged.

**Containment Chamber Actions:** On initiative count 20 (losing initiative ties), the chamber takes an action to cause one of the following effects. It cannot use the same effect two rounds in a row:

- The arcane sigils etched upon the metallic walls release a pulse of necromantic energy. Any creature within 20' of the surface of the chamber suffers 5d8 [22] damage (DC 20 Fort save for half damage [11]).
- A blast of force issues from the outer walls pushing everything towards the center of the chamber. Victims must make a DC 15 Strength check (flying creatures suffer a -1d penalty), with failure resulting in 3d6 [10] damage, being knocked prone, and pushed 10' towards the center of the chamber. Those succeeding on the Strength check only take half damage [5] and do not move, nor are they knocked prone.
- A swirling 20' radius cloud of black miasma manifests within the chamber. Each creature in the cloud must succeed on a DC 18 Fort save or be struck blind (-8 penalty to attack rolls, and can move only in a random direction at half speed). Victims may repeat the saving throw at the end of each of their rounds, ending the effect on themselves upon a success.

If 50 or more points of damage are done to the arcane sigils, the containment chamber's actions are less effective, and saves and checks against its effects gain a +1d bonus.

Once the arcane sigils' hit points reach 0, they cease to function, and the malevolent radiance is destroyed. If the characters defeat the malevolent radiance, the glowing orb disappears, and the *severed wings of Zontavia* physically manifest in its space.

**Malevolent radiance:** Init +10; Atk radiant lash +10 melee (3d8 [13], range 15', regenerate 5 hp); AC 17; HD 10d24; hp 200; MV 40', fly 80'; Act 3d20; SP true sight 120', light 60', telepathy 120', phlogistonic (+1d to all saves vs. spells), incorporeal, radiant blast, half damage from fire and non-magical attacks, immune to blindness, *charm* and *sleep* spells, critical hits, deafness, disease, electricity, poison, prone; SV Fort +12, Ref +12, Will +12; AL N; Crit M/d16.

*Incorporeal:* A malevolent radiance is incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

*Radiant blast:* The malevolent radiance unleashes a pulse of energy and attempts to envelop targets with painful coils of radiant plasma. Each creature within 30' must make a DC 22 Reflex save. On a failed save, targets take 4d10 [22] damage, are blinded (1d3 [2] turns, -8 penalty to attack rolls, and can move only in a random direction at half speed) and grappled. On a successful save, creatures take half damage [11] and are not blinded or grappled (Str bonus +10). While grappled by this effect, creatures take 2d10 [11] damage at the end of their rounds until free.

## ZONTAVIA

In the early days of Chalychia's rule, Zontavia, a celestial servant of Justicia, infiltrated her lair, hoping to assess the threat she posed. The angel had underestimated Chalychia's abilities and became trapped by the Devil Lich. These glorious pair of white angelic wings are the only vestige remaining of Zontavia after the horrors she endured for decades. To use the wings, their ends must be pressed against a person's back, where they graft themselves until the death of their wearer.

*Severed wings of Zontavia, artifact: flight 60', restore vitality (2/day; self only), cursed (Chalychia gains +1d on all actions against wearer; remove curse (spell check result of 32+) is required to end the curse).*

## THE SHARD OF TRUE DEATH

If the judge decides to place a shard of True Death in this chamber, it is suspended inside the malevolent radiance. It can be noticed with a successful DC 15 Intelligence check. If the malevolent radiance is destroyed, the shard falls to the floor and can be easily retrieved. Otherwise, it needs to be wrenched away from the malevolent radiance with a successful DC 20 Strength check.

Replace the appropriate portion of the Rhyme of the Shards with the following

*Held within a sphere of light,*

*Greater even than an angel's might*

**Area LL-6 - The Blood Cellar:** The metal door to this chamber is cold to the touch and is magically locked. The occupants of the chamber, her vampire allies and Chalychia can all bypass the lock at will. Picking the lock requires a successful DC 30 Pick Lock check (or DC 20, after the magical portion of the lock is removed by either *knock* (spell check result of 20+; will NOT open the magically sealed door but will dispel the magical lock) or *dispel magic* (spell check result of 25+)).

*The metal door groans in protest as it unseals with a puff of frigid air. The ceiling of this dark chamber extends to about 30 feet. The floor is smooth fitted flagstones, impeccably clean. To the right is an elevated metal grate platform. A metal staircase in the center of the chamber provides access to the 10-foot-high metal stage. To the left are a few stone steps that lead to a dais tucked into a niche of the wall. To the far left is a 15-foot-wide hallway that slopes into darkness.*

There is no light in this chamber (the occupants use blind-sight or infravision), so the characters need to provide their own light source and they only get the read aloud text when a sub-area is illuminated.

This entire chamber is unnaturally cold due to a magical effect. Unless a creature is resistant or immune to cold damage, or wearing cold weather gear, they take 1 cold damage each round spent in this chamber. In addition, at the end of each turn, a creature must make a successful DC 18 Fort save or suffer 1d3 temporary Stamina.

Chalychia has no need for a wine cellar. But since she has several vampire allies, having a process to collect the blood of victims and effectively store it is a necessity. This chamber has five distinct locations. The metal platform (Area LL-6a), called the bloodletting stage, is where the occupants of this vile chamber conduct their bloody work. The northern niche (Area LL-6b) is manned by an un-dead servant tasked with keeping records of the activities here, and a system to magically send blood to Area 2-8 to "feed" Khetira. The southern finger of the cellar (Area LL-6c) is used to store empty wooden casks. The blood collector, a winter demon, resides in a hidden chamber (Area LL-6d) at the end of the storage area. Finally, the eastern hallway (Area LL-6f) slopes down to a false door (trapped, of course), and has a metal rack system (three shelves high) used to store the full casks.

**Area LL-6a - The Bloodletting Stage:** A frost-covered metal staircase provides access to a stage 10 feet above the stone floor. The entire stage is about 25-foot square. Along the opposite wall is a black metal semi-circular structure covered with engraved runes situated on a stone plinth. Along the north and south walls are two sets of manacles mounted into the stone walls, each about 8 feet high. The two sets along the north wall each hold a pair of gaunt humanoids, an elf on the left and a human on the right. Each has long since expired from numerous slash wounds.

Due to the cold ambient temperature of the room and the metal construction, the stairs and stage are sheened with ice. Any attempt to move at more than half movement requires a DC 13 Reflex save to avoid falling prone.

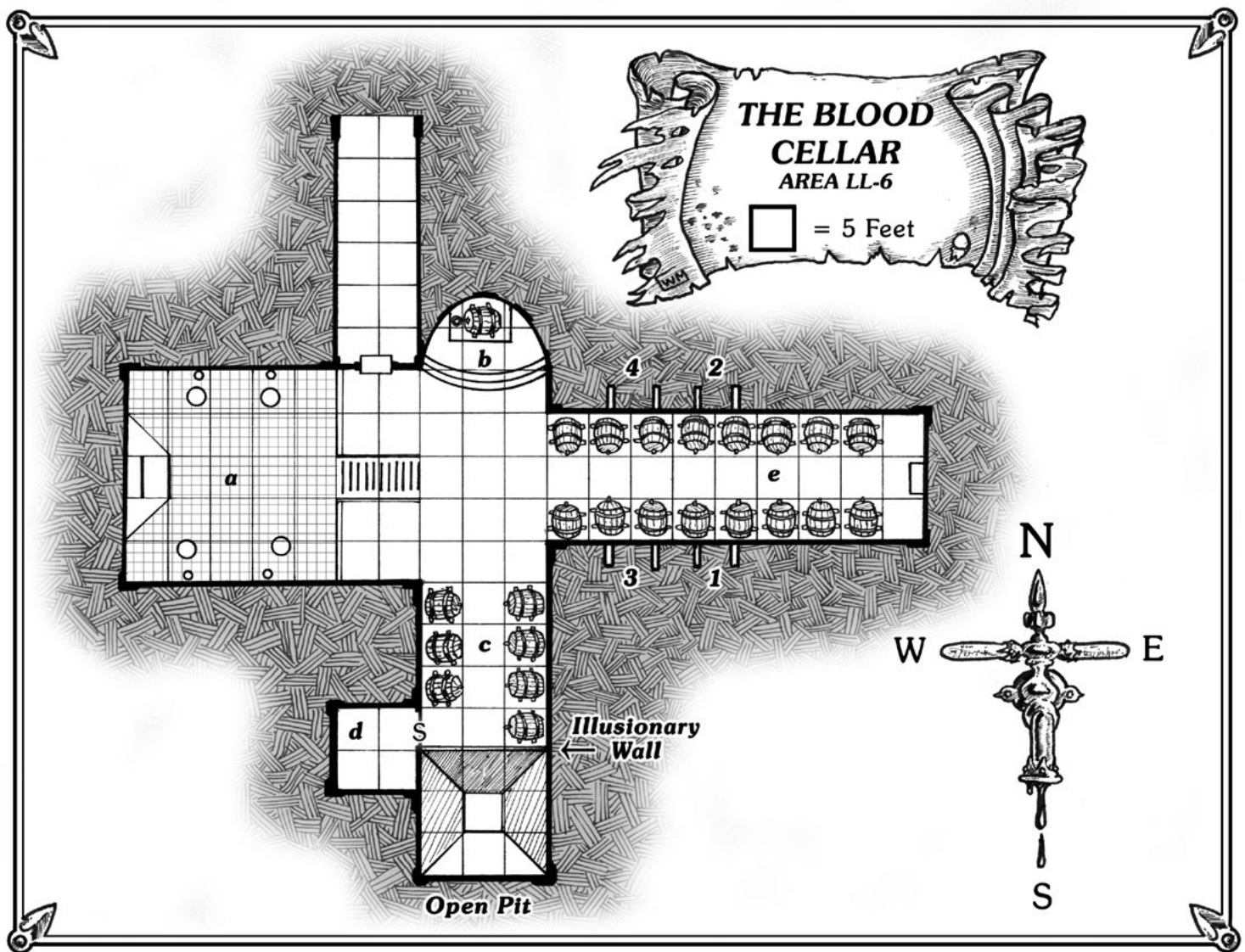
This elevated stage is used to collect blood from sentient humanoids. The Devil Lich's far-flung allies capture sentient creatures and place them in magical teleportation circles scattered about the world. These circles lead here, the **black metal portal** along the west wall. Although these circles allow for two-way teleportation, the sigil sequences are nowhere to be found in this chamber or in the crypt. The victims are locked into the manacles and slashed to bleed out over hours or even days. The blood collects in wooden casks located on the floor underneath the metal grate stage.

**Judge's Note:** Hidden in the secret compartment at Area LL-6b is a gold tablet inscribed with three sigils. These sigils can be used to activate the teleportation portal leading to the Embalming Chamber (Area LL-7).

The black metal portal can be destroyed (AC 20, 60 hp) with weapons. The portal can also be deactivated by *dispel magic* (spell check result of DC 24+). Note that this doesn't permanently destroy the portal and it can eventually be reactivated.

Both of the bodies are long dead, belonging to some random creatures that slighted the agents of the Devil Lich. Their husks are dried due to utter exsanguination.





**Hoarigor, a winter demon** (a type IV demon in the service of Azi-Dahaka) is stationed here, serving the Devil Lich as her official bloodletter. It lairs in a hidden chamber (Area LL-6d) but is found here when the characters arrive.

**Hoarigor, winter demon (type IV demon, Azi-Dahaka):** Init +4; Atk ice spear +16 melee (2d8+5 [14] plus *slow*, DC 18 Fort save or movement and action dice reduced by half for 1 turn. Additional save attempts may be made once per turn; 10' range), bite +12 melee (2d6+5 [12] plus 3d6 [10] cold) or claw +12 melee (2d4+5 [10] plus 3d6 [10] cold) or tail +15 melee (2d6+5 [12] plus 3d6 [10] cold plus bleed (1d4 [2]/round until magically healed)); AC 23; HD 16d12+64; hp 200; MV 40'; Act 2d20 (ice spear + tail) or 3d16 (claw, claw, bite); SP demon traits (communication by speech or telepathy, immune to weapons of less than +3 enchantment or natural attacks from creatures of 7 HD or less, can teleport back to native plane or any point on same plane, as long as not bound or otherwise summoned; can project astrally and ethereally, infravision 120', immune to fire, cold, electricity, gas; half-damage from acid), ice wall (4/day), sure-footed (no penalty on ice), spell-casting (+16 spell check): spells: *darkness*; SV Fort +9, Ref +7, Will +9; AL C; Crit 17-20 DN/d16.

**Ice wall (4/day):** The winter demon magically forms an opaque wall of ice on a solid surface it can see within 60'. The wall is

1' thick and up to 30' long and 10' high, or it's a hemispherical dome up to 20' in diameter. When the wall appears, each creature in its location is pushed out by the shortest route. The creature chooses which side of the wall to end up on (unless incapacitated). The creature then suffers 10d6 [35] cold damage (DC 17 Reflex save for half damage [17]). The wall lasts for 6 rounds but can be damaged and breached; each 10' section has AC 15, 30 hit points, and is vulnerable to fire (+1d to damage) and immune to cold effects. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air in a round, willingly or otherwise, the creature suffers 5d6 [17] cold damage (DC 17 Fort save for half damage [9]). The frigid air dissipates when the rest of the wall vanishes.

**Tactics:** The winter demon prefers to stay on the stage while attacking, taking full advantage of its sure-footed trait, attacking with its ice spear and tail. This winter demon has an ice spear, and a modified tail. Its scythe-like tail is composed of hardened ice that inflicts slashing damage and wounds that continue to bleed until tended with magical healing. It uses its ice wall ability to split the characters up so it can face only a few targets at a time.

The **libractus** (see Appendix B) stationed at Area LL-6b re-

sponds to any combat here. Although it avoids going onto the slippery stage, it hangs back using its *wand of paralysis*, or spells suitable to immobilize foes. Following casting *frost armor*, it uses spells such as *sleep* (if the opponents appear to be weak), *color spray* or *ray of enfeeblement*.

The **blood pudding** (see Appendix B) from Area LL-6c is attracted to combat here as well, arriving in 1d4 [2] rounds. It attacks from the floor below the stage through the metal grate using its amorphous trait. While attacking through the metal grate, the blood pudding gets cover (-2 to melee and missile fire attacks targeting it).



**Area LL-6b - The Niche:** A rounded niche is carved into the north wall, about 15 feet wide. Three low stone steps lead up to a dais that has a stone altar-like pedestal. On this surface is a wooden cask in a metal rack, slowly dripping a crimson fluid into a black metal basin. To the left is an iron podium with a massive open ledger resting on its inclined surface.

A zombie-like un-dead creature called a libractus is stationed here. It is responsible to assist the winter demon in the bloodletting procedures in area LL-6a (using spells and its wand to immobilize targets as appropriate) but is also responsible to record details on each victim and maintain a constant drip of blood from a cask to the iron basin.

**Libractus:** Init -2; Atk touch +3 melee (1d6+1 [4] plus curse); AC 10; HD 3d8+9; hp 22; MV 20'; Act 1d20; SP un-dead

traits (see Appendix B), cursed, spellcasting (+4 spell check): spells (1<sup>st</sup>) *chill touch*, *color spray*, *comprehend languages*, *sleep*; (2<sup>nd</sup>) *frost armor* (see Appendix D), *ray of enfeeblement*, *ring of warmth* (half damage from cold), *wand of paralysis* (spell check result of 24); SV Fort +4, Ref -2, Will +4; AL N; Crit U/d8.

**Cursed:** Creatures coming into physical contact with the libractus must make a DC 18 Fort save or suffer 4d4 [10] damage as painful wounds erupt on their body. The next round, these cursed wounds heal into a scab-like carapace, which causes Reflex saves and Agility checks to suffer a -1d penalty and reduces the victim's movement by 10'. This moderate curse can be removed by *remove curse* (spell check result of 24+, see spell description for more details).

The wooden cask is full of blood, harvested from countless victims over the years. The cold temperature of the room keeps the blood "fresh." It drips from the cask to the iron basin. This basin is enchanted to prevent the blood from coagulating and has a capacity of about one gallon. When full (which takes about two days), the contents are teleported to the statue reservoir in Area 2-8.

The ledger on the iron podium has 666 pages and is inscribed with tens of thousands of names, all victims sent through the teleporter to arrive into the hands of Hoarigor for blood-letting. A secret compartment can be located with a successful DC 20 Intelligence check (elves receive +4 to this roll) or a DC 24 Find Trap check. The compartment holds a pewter inkwell set with emeralds (worth 800 gp) containing blood (used as ink). Inside a teak box (worth 275 gp) carved with infernal runes is a set of black iron quills with angel feathers (each worth 150 gp), two potions of *mind reading* in crystal vials (each worth 75 gp), and a platinum vial (worth 400 gp) holding a potion of *ultimate healing* is stored in the compartment. Finally, there is a gold tablet (worth 700 gp) inscribed with three sigils, **depicted on Player's Handout 49**. These sigils can be used to activate the teleportation portal in area LL-6a, providing access to Area LL-7.

**Area LL-6c - Empty Cask Storage:** This 15-foot-wide hallway has a lower ceiling, being about 15 feet high. The hall extends 25 feet and ends in a smooth stone wall. Lining the east and west walls are open ended wooden casks stacked three high on metal racks.

This hallway is used to store empty casks. There are 21 casks here, each about 2' wide and 5' high, holding about 100 gallons of liquid.

In the southwestern corner of the room is a secret door that leads to Area LL-6d. The metal rack ends before the wall giving some indication a secret door might be here. This door can be located with a successful DC 20 Intelligence check (elves receive +4 on this roll) or a DC 22 Find Trap check. The release is located under the nearby metal rack and the stone door pivots on a central shaft.

The southern wall is illusory. It can be discerned with a successful DC 20 Will save, but tactile interaction automatically detects it (i.e., an object passes right through it). On the other



side is an open pit that is 15' square. This is the resting place of the blood pudding when not roaming this chamber feeding on spattered blood from the messy process. It can detect creatures through the illusory wall with its blindsight, and attacks if here (although it is attracted to combat in other parts of this chamber). If the blood pudding establishes a grapple with a creature, on the following turn it pulls it into the pit.

**Blood pudding (primeval slime):** Init (always last); Atk pseudopod +9 melee (2d6+5 [12] plus encased, DC 15 Strength to avoid; range 10'); AC 9; HD 15d12+60; hp 160; MV 15', climb 15'; Act 3d30; SP amorphous, blindsight 60', blood drain, sticky, immune to acid, fear, electricity, and *charm* and *sleep* spells, half damage from slicing and piercing weapons; SV Fort +12, Ref -4, Will -3; AL N; Crit M/d30.

*Amorphous:* Due to its amorphous nature, caused by being made up of a gelatinous mass, the blood pudding is immune to Mighty Deeds which involve the severance of any part of its being. Additionally, it cannot be blinded, deafened, thrown, or tripped.

*Blindsight:* The blood pudding can perceive its surroundings within a specific radius without relying on sight.

*Blood drain:* While encasing a living creature, a blood pudding can painfully extract blood through the pores of the body as an action. The creature suffers 6d6 [21] damage due to blood loss. The target must make a successful DC 15 Fort save or become incapacitated by the excruciating process until the end of its next round.

*Sticky:* Any creature touched by the blood pudding must make a DC 15 Str check to pull away. Stuck creatures attack at a -2 penalty to attack rolls and are dragged along by the blood pudding until they pull free. The sticky skin of the blood pudding is encrusted with 2d4 random objects picked up in its travels.

**Area LL-6d – Hidden Chamber:** *As the seal of this door is broken, you are buffeted by even colder air. As your light source penetrates the darkness, you can see a plain 20-foot square chamber with a 15-foot-high flat ceiling. The floor, walls and ceiling appear to be clad in ice. In the center of the room is an icy throne-like chair sized for a humanoid maybe 10 feet tall.*

This chamber is the lair of Hoarigor, the winter demon that has pledged its service to Chalychia. The demon enjoys his role of slaughtering sentient beings in the name of the Devil Lich and hopes for a promotion in a few more centuries.

The chamber is lined with sheets of iron magically chilled even cooler than the main room. Ice, about 3 inches thick, covers all surfaces. A creature without cold-weather gear or resistance or immunity to cold takes 1 point of cold damage per round spent in this chamber. The floor is a slick sheet of ice, and sudden movement, such as maneuvering in combat, requires a successful DC 15 Reflex save or else the creature falls prone and ends its movement.

The throne is a solid piece of carved ice. A massive diamond (worth 10,000 gp) and a blue-white crystal key (worth 500

gp) have been frozen inside the seat of the throne. It requires a successful DC 25 Intelligence check or DC 28 Find Trap check to notice the gemstone or the crystal key. If the throne is destroyed (AC 15, 35 hit points, half damage from slicing and piercing weapons, vulnerable to fire (+1d to damage), but cold damage “heals” it via refreezing), these items are easily found. The crystal key unlocks the false door in Area LL-6f. The diamond was a gift from Chalychia to the winter demon, to seal their infernal bargain. As such, Chalychia left another gift on the diamond: a rune, *runic alphabet, infernal – gehénnam*. The rune may only be detected via *detect magic* and, if touched by a creature with an alignment other than Chaotic, it triggers an explosion of hellfire in a 20' radius. All targets suffer 6d6 [21] damage (DC 23 Reflex save for half damage [10]). Regardless of the damage caused by the fire, the room will refreeze in 1 turn.

**Area LL-6e – Blood Storage:** *The ceiling here is about 30 feet high and set with a railroad-like track that runs the distance of the hall. Mounted on this track is a metal plate with a chain and pulley system affixed to it. The floor steeply slopes down the nearly 50-foot-long hallway. Along the north and south walls are a metal rack system holding scores of massive wooden casks, stacked four high. At the end of the hall is another metal door.*

This hall is used to store 64 wooden casks full of blood. Each cask holds nearly 100 gallons. The floor is smooth and sloped down toward the door at the opposite end. The pulley and chain assembly mounted to the track on the ceiling is used by the winter demon to load and unload casks onto or off the racks.

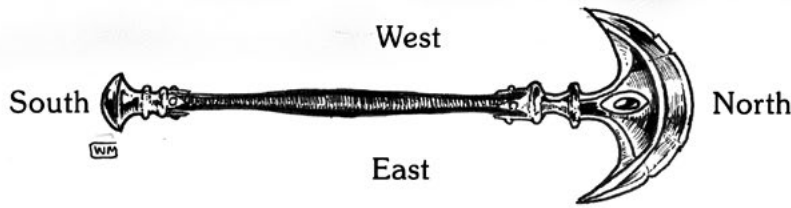
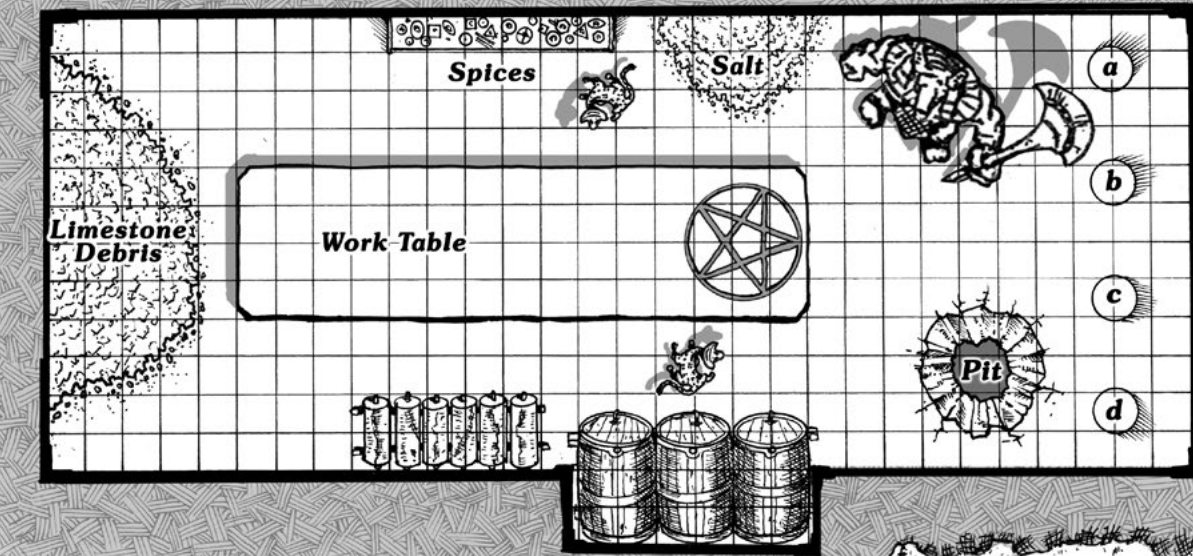
The door is thick iron and bears a mundane blue-crystal lined lock and is magically locked. The crystal key is frozen in the throne in Area LL-6d, and if used opens the lock automatically. If the key is not used, the lock can be picked with a successful DC 30 Pick Lock check. If the magical lock is dispelled (requiring *dispel magic* (spell check result of 24+)), the Pick Lock DC is reduced to 20. Opening the massive portal requires a successful DC 15 Strength check.

Opening the door reveals a stone wall, as it's a false door. Of course, the false door is trapped. Double trapped, in fact. Opening the door triggers a demonic rune (*runic alphabet, demonic – “sulphureas”*), targeting all creatures within 10' of the door. The rune turns its victims into statues of solid brimstone (DC 38 Will save negates). Note: Lawful creatures suffer a -2 penalty to the save.

The second trap pushes a pair of casks into the hallway via a system of pistons concealed in the walls. Roll initiative for the trap. On the trap's initiative count, the casks move with a speed of 30' down the slope slamming into any targets en route to or in front of the door. Each rolling cask causes 3d6 [10] damage (DC 17 Reflex save negates). Every other round, another two casks are released (as depicted on Map LL-6), using the same initiative count, which could be devastating for any target that succumbs to the runic trap. Of course, any petrified victim in front of the door will not be able to avoid the casks! Treat such targets as having double their normal hit points for purposes of being crushed by the barrels.

# THE EMBALMING CHAMBER OF IMMUN-DRAC

AREA LL-7



## Area LL-7 - The Embalming Chamber of Immun-drac:

This chamber is massive (note the scale on Map LL-7). The only way to arrive at this chamber is by using the portal and sigils in area LL-6a (or perhaps the sigils recovered from that area and the portal in Area 3-7, Immun-drac's lair). Finding their way back to the Lost Level is a challenge for the characters in its own right!

You materialize, finding yourselves standing in a magical circle within a cavernous chamber, atop a table of equally Brobdingnagian stature. The air here is awash with the heady aromas of spices, but the scents of those used in embalming, not in cooking. To your left, three massive wine tuns are set into one wall, towering over twenty feet tall, with hoses stretching from them towards the table upon which you stand. Thousands of bolts of linen cloth are piled next to the oversized wine barrels, an unstable pyramid of cloth in a state of decay. Against the opposite wall are rack upon rack of spice barrels, the source of the heady aroma in the room. On one side of the racks is a forty-foot mound of what looks to be pinkish-salt with a larger than man-sized shovel sticking out of the crystals.

The worktable upon which you stand is twenty or more feet above the floor and stretches one hundred and fifty feet, beneath a vaulted ceiling some sixty feet above. Far beyond which the remnants of a magic circle can be made out amongst the crumbled debris of fallen stalactites which have fallen from above. Behind you are four massive canopic jars, easily twenty feet around and thirty feet tall, the towering canisters topped with the looming heads of man and animals. A shallow pit is set into the floor before two of the jars, and a massive, forty-foot-tall Anubis headed statue stands before

the other pair of jars.

The ceiling of this room is covered in stalactites, ranging from 10'-15' in length, ranging over the entire room save for above the debris pile. If *detect magic* is cast, the three unbroken canopic jars radiate strong magic, as do the serpopards, while the salt, spices, and linens give off the faintest of glows - residual magic remaining from the mummification of Immun-drac. The canopic jars and the Nephilim radiate evil strongly enough to pierce the ever present "atmospheric" evil.

It is in this chamber that Tutancker mummified Immun-Drac, and where his form is maintained should it incur damage or deterioration over time. The Nephilim priest stoically waits here, only infrequently teleporting away to dine on





human flesh to sustain his own strength. The presence of the PCs confuses him. Not expecting the arrival of new priests, he will stand still, silently observing them until he determines their motives. The serpopards will likewise not attack save for self-defense, or unless ordered to do so.

**Serpopards:** With shoulders as high as a human is tall, these creatures have the tawny body of a leopard and the neck and head of a giant cobra. They were once priests in the service of the Nephilim Tutancker and were cursed by Daumutef after damaging a canopic jar. If examined, they strongly radiate transformative magic, and a *remove curse* will return them to their human forms.

**Serpopard:** Init +5; Atk bite +8 melee (2d6 [7] plus poison); AC 14; HD 8d10; hp 44; MV 40', 30' leap; Act 1d20; SP infravision 60', poison (DC 20 Fort or death), spit poison 30' x 20' (DC 20 Fort or death; all in area must save); SV Fort +4, Ref +8, Will +3; AL N. Crit G/d12.

Certain actions (calling upon a Lawful god or patron, a Lawful cleric casting *detect evil*, or attempting to steal or damage the materials in the room) will incite Tutancker to immediate, and violent, action. However, careful investigation of the room that appears to be an attempt to understand the workings of mummification will lead Tutancker to assume that the party are there to serve him. Should that happen, he will stir into motion, and begin issuing instructions to the party, ordering them to fill salt barrels, to scrub the worktable, etc. If disobeyed, he will immediately move to inflict lethal punishment.

**Tutancker (Nephilim (40' tall, 36,000 lbs.)):** Init +3; Atk fan axe +25 melee (3d12+15 [34]) or fist +25 melee (1d10+15 [20]) or shovel +25 melee (3d6+15 [25]); AC 23; HD 20d16; hp 200; MV 50'; Act 4d24; SP infravision 120', immune to *charm*, *paralysis*, and *sleep* spells, spellcasting (+15 spell check): spells (1<sup>st</sup>) *blessing*, *holy sanctuary*, *paralysis*; (2<sup>nd</sup>) *binding*, *cure paralysis*, *curse*, *wood wyrding*; (3<sup>rd</sup>) *planar step*, *speak with dead*; (4<sup>th</sup>) *cause earthquake*; SV Fort +22, Ref +4, Will +18; AL N; Crit 20-24 G/d12.

**Tactics:** Towering above even the greatest of giant-kind, humanity is but as insects to the Nephilim. This priest Tutancker is clad in his ceremonial robes and wears a jackal-headed mask of Anubis, hiding his face. As the rune on the table comes to life, he rises, standing still with his fan-axe in hand, appearing to be nothing more than a giant statue at first glance. Looking upon him for any length of time, however, allows observation of his breathing and identifying him as a living creature. In combat, Tutancker is ruthless using a combination of protective spells along with his devastating melee attacks. When reduced to half of his hit points, the Nephilim will move to shatter the baboon-headed canopic jar, unleashing its curse and beginning to flood the room. Should he be reduced to 50 hit points or less, he will seek escape by casting *cause earthquake* in an attempt to bring down the ceiling of the room, while using his *planar step* to escape. While he will not be found elsewhere in the adventure, a vengeful Nephilim is a dangerous enemy who may dog the steps of the adventurers for years to come.

**Canopic Jars:** These towering canopic jars are exquisitely detailed and house the preserved organs of Immun-Drac. Each is protected by a powerful curse, in accordance with its protective god. The contents of the jars hold no special properties other than being spiritually protected. The jars are, in order from left to right:

- *Jackal head* - the god Daumutef - Stomach

This jar is already damaged, a crack running up its face. It was this that cursed the assistant priests to become serpopards.

- *Baboon head* - the god Hapi - Lungs

Hapi is a god of floods. Breaching this jar causes it to release an unceasing fountain of water, with the scaled-up strength of a firehouse. Human-sized creatures standing within 50' of the jar are immediately knocked prone and swept back (1d5 x10' [30']) by the rushing torrent, those within 50'-100' may attempt a DC 20 Reflex to remain standing, with the DC being reduced by 5 for each additional 50' of distance from the jar. The room floods at a rate of 4,000 gallons/round and the entire chamber will be a foot deep in briny water within 6 rounds, taking only an hour for the room to totally flood. In the third round of flooding, and for four more rounds thereafter, two crocodiles swim out of the jar and into the room. It requires a *remove curse* (spell check result of 34+) to negate the curse. Doing so will cause the waters to flow in reverse, water and crocodiles vanishing back through the canopic jar, along with any loose items on the floor such as man-sized corpses or small treasure items.

**Crocodile (15' long, 1,500 lbs.):** Init +0/+4 (in water); Atk bite +10 melee (3d6+10 [20]) or tail +12 melee (3d10+10 [26]); AC 17; HD 12d8; hp 56; MV 30', swim 60'; Act 1d24; SP crit on 22-24; SV Fort +10, Ref +0/+4 (in water), Will +6; AL N; Crit 22-24 DR/d8.

- *Falcon head* - the god Qebehsenuf - Intestines

Qebehsenuf is a god of protection, especially related to poison. Damaging this jar releases a cloud of poisonous gas (50' radius, DC 24 Fort save or die). The cloud dissipates in 1 turn.

- *Human head* - Imseti - Liver

Imseti is a god of emotion, and anyone damaging this jar calls down his wrath. The target becomes enraged and must make a DC 24 Will save to avoid immediately hurling themselves at their closest ally, attacking with their deadliest melee attacks at their command (including deed dice - if applicable). The target will continue moving from one ally to the next until slain, or until freed via a *remove curse* (spell check result of 32+).

**Debris Pile:** This limestone debris was deliberately moved here by Tutancker to prevent anything from coming, or going, via the portal without its knowledge (and permission). In its current state, it would take days to clear by hand. However, once the vinegar in the wine tuns is discovered, it is possible for an alternate means of clearing the debris to be ideated (see **wine tuns** below). Once the debris has been cleared, the circle may be activated, the gate opening to provide the PCs exit from the room.

## VINEGAR CONCENTRATE

While, in playtest, the usefulness of the vinegar concentrate was quickly grasped by the players, it is possible that other parties could find themselves stumped. Should this become the case, a PC succeeding in a DC 18 Intelligence check (dwarves add their character level to this check), will realize that the vinegar may be potent enough to aid in the breaking up of the limestone (see **wine tuns** below). Other methods that also may be used to clear the debris include such things as *transmute earth*, casting *enlarge* on a particularly strong party member, and other items of the judge's discretion).

**Linen Bolts:** This heap of linen bolts is in various states of decomposition, dry rot having set in. An intense search of the pile (requiring a successful DC 17 Intelligence check) discovers that one of the "bolts" is secretly a massive papyrus scroll, detailing the mummification process and its use in instilling necromantic energies into the deceased. Spellcasters with this specific knowledge gain insight into mummies, and Immun-Drac in particular, and mummies targeted by spells from those wizards and clerics have a +2 to their save DCs. If the room is flooded to a depth of 5', the papyrus is damaged beyond legibility.

**Refuse Pit:** This evil smelling pit is filled with the rotted remains of the Immun-drac's discarded tissues, as well as the wine and spices washed away during the embalming. Standing at the edge of the noxious pit requires a DC 18 Fort save to avoid being knocked unconscious by the toxic fumes. Creatures falling into the pit must make a DC 22 Fort Save or be rendered unconscious and drown as they sink deeper within the 20 feet of offal (see drowning rules in *Crypt of the Devil Lich* page 41). Should the pit somehow be drained or otherwise searched, a careful inquiry discovers a cube carved of carnelian. This magical dream stone adds +5 to the planar step spellchecks of the wizard carrying it, but also randomizes the destination. Additionally, there is a golden tablet (worth 700 gp) inscribed with three sigils, depicted on **Player's Handout 50**. Tracing the sigils on the tablet activates the gate, regardless of its being buried, allowing an alternate method for finding the escape route from the chamber.

**Salt Pile:** This is a giant pile of faintly pink, coarsely ground salt (weighing several tons), meant for the preservation of a mummified body. A dozen large, empty barrels, each 5'x10', stand next to the pile, awaiting being refilled. The shovel here may be wielded by the Nephilim as a club, should the need arise. It is too large for any human-sized creature to wield, itself weighing close to 800 lbs. Buried beneath the salt is a bejeweled greatsword (actually Tutancker's ritual knife, a +1 brilliant greatsword (see Appendix D)) worth 1,000 gp.

**Brilliant greatsword, +1 greatsword:** INT 7; AL N; communication: simple urges; SP light (30', at will), blade of Law (+1d6 [3] damage vs. Chaotic creatures, when glowing), blinding light (3/day; 10' radius; blinds targets in area of effect (-8 penalty to attack rolls and can move only in a ran-

dom direction at half speed (DC 15 Will negates))).

**Spice Barrels:** While merely mundane spices, these ingredients are quite valuable, which is easily discerned by any cleric, or character with a merchant background. If a means to remove these barrels of spices could be found, their value is 25,000 gp. It would take several wagons to transport these barrels, and it is weeks to the nearest market large enough to handle their sale.

**Wine Tuns:** As the PCs approach these massive tuns of wine, each large enough to hold 58,000 gallons of spirits, the tang of vinegar hangs in the air. The wine used to rinse the corpse of Immun-Drac has long since turned, and the vinegar has continued to concentrate, creating a somewhat potent acid within the casks. While not powerful enough to do more than irritate flesh, it is strong enough to break down the calcium within limestone. Enough vinegar remains in these tuns to flood the room three and a half feet deep.

If the room is simply flooded, it takes 1 hour for the stone to break down enough for PCs to be able to hammer their way through and clear the exit portal. If the hoses are used to direct the wine at the limestone debris with force, it takes only 2 turns to soften the stone to a state where it may be cleared.

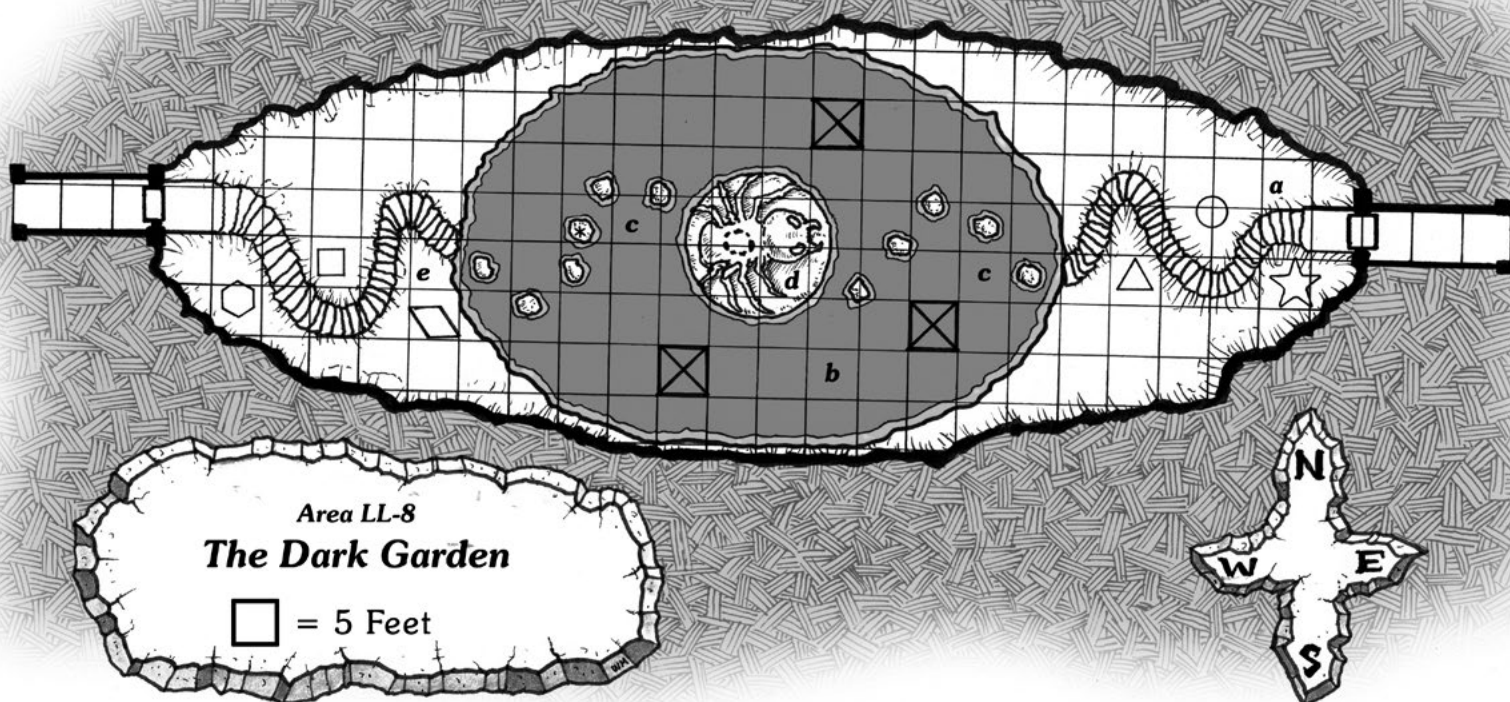
**Worktable:** This table is carved from a single block of stone and stands roughly 25' feet tall, its surface encrusted with tarlike-vinegar residue and wine-soaked salts and spices. At one end is the runic glyph that powers the gate used to transport Immun-Drac here for mummification (and repair) and is where the mummified dragon's head would lay. The surface of the table is bowled, forming a shallow trough to hold wine and other materials during the embalming process. Should a wizard wish, the transportative rune can be destroyed by *dispel magic* (spell check result of 24+).

**Area LL-8 - The Dark Garden:** *The stone door grinds in protest as it is pushed open. You are greeted by an acrid stench and humid air. It appears the door leads to a 5-foot-square ledge high above a chamber clad in thick fog, obscuring the features below. Carved stone steps descend into the profuse smog in a meandering fashion among several humanoid statues situated to the left and right.*

Chalychia used this part of her lair to meditate and relieve some of the stress of conquering the world. This chamber has several parts. This includes the winding paths both down to the floor level (Area LL-8a) and back up to the exit (Area LL-8e), complete with statuary. The oily pool is a mockery of a reflecting pool (Area LL-8b), located at the floor level. Several stepping-stones (Area LL-8c) lead across the pool to a stone platform. On the platform is a stone gazebo shaped like a spider and a scrying basin (Area LL-8d).

The ledge the characters enter on is 30' above the pool below (Area LL-8b). From the pool's surface to the ceiling is 60' high. The ceiling and the walls of the chamber are natural. The former is covered with stalactites, formed over centuries from constant dripping, while the latter has many nooks and crannies to facilitate climbing. A successful DC 15 Strength or DC 18 Climb Sheer Surfaces check is needed to climb one of the walls here.





The chamber is dimly lit from phosphorescent lichen attached to the walls and ceiling, emitting a violet radiance. The fog covers the pool below, leaving it heavily obscured and provides cover (-2 to melee and missile fire attacks from creatures located outside the fog). However, a bright light source will pierce the fog, reducing the obstruction to a thin haze.

**Area LL-8a - The Path Down:** Although slick with moisture, the steps can be carefully trodden without fear of falling. The stone stairs descend into the fog 30' down to the floor level of the chamber. Along the meandering route are three statues, two to the left and one to the right as the path twists and turns; each statue is on a different shaped base with a 2-inch lip. Chalychia eschewed nameplates for the statues preferring to use *magic mouth* spells to describe each statue.

Chalychia created these vestiges of figures that influenced her past in some significant manner. Several of the statues provide hints of some of the challenges that the characters will have to overcome elsewhere in the crypt. The statues are not magical and there are no traps or hidden objects on any of them.

**Statue #1.** This statue rests in a star-shaped basin of brown earth. A portly bald dwarf with big bushy mutton chops, eyebrows, and beard stands solemnly, staring into the distance, arms folded across his chest. Chalychia's voice issues in Dwarf from the statue's mouth, "*Lolen, a master of his craft. The headmasters at the Clockwork Academy gave up on him too soon.*"

**Statue #2.** This statue rests in a circle-shaped basin of powdered red clay. A lovely elven vampire with long hair cascading across her shoulders beckons the viewer forward with her right hand. In her left she deftly twirls a wand. As the characters approach, Chalychia's voice issues from the wand and states in Elf, "*Khetira, my ally during my conquest of*

*the surface world. Her gift of persuasion and negotiation gathered several armies under my banner.*"

**Statue #3.** This statue rests in a triangle-shaped basin of crushed white coral pieces. A short portly wizard stands with body arched in pain and a shocked look on his facial features. He holds a staff of worn driftwood clutched in his right hand and a startled sea pseudodragon is perched about his shoulders. As the characters approach, Chalychia's silky voice issues in Dragon from the base of the statue, "*Arcadianus. A nautical wizard of middling skill, but his possession of the shadowstone and its forbidden secrets were essential for my plans.*"

**Judge's Note:** For more information on Arcadianus and the shadowstone, see FEF#3: *The Pillars of Pelagia* by Goodman Games.

## FLYING ACROSS THE CHAMBER

The characters might do some reconnaissance and decide to simply fly across this chamber to avoid any dangers. This would be unwise. The **brain ooze** (Area LL-8b) can detect creatures in this chamber with its blindsight. It can easily attack flying targets. Note that a flying target that is knocked prone has its movement reduced to zero and falls. In addition to falling damage, it is immersed into the pool (see below). The ooze can also target creatures with its *psychic thrust* or *spew ooze* attacks. Meanwhile the **stone spider golem** (Area LL-8d) "awakens" and uses its *flame blast* and *paralysis ray* to target flying creatures.

**Area LL-8b - The Pool:** When the characters continue down the stairs, continue:

*Each step down the stairs brings you closer to the swirling miasma. As it envelops your forms, it intensifies the acrid tang of the air and burning sensation in your nostrils. Through the gloom, the floor of this chamber is a placid pool with an oily sheen. A short distance into the reflection pool is a smooth stepping-stone a few feet from the end of the steps. Another stepping stone lies beyond, and then another. These lead to a shadowy stone gazebo fashioned in the shape of spider.*

The pool in this chamber extends from wall to wall and is roughly oval shaped, 60 feet by 40 feet. The reflection pool contents appear to be oily water but is actually a massive **brain ooze** pool (see Appendix B). It can be detected with a successful DC 20 Intelligence check or a DC 27 Find Trap check. The brain ooze is about 2' deep except for three locations on the map marked with an "X". Each of these locations are 5' deep pits, completely concealed. Stepping into one of these pits doesn't cause falling damage, but fully immerses a human-sized or smaller creature in the pool.

Stepping into the pool (or slipping in from one of the stepping-stones) causes 3d6 [10] acid damage at the time of occurrence, and again at the start of a creature's turn if still in the pool. Brain ooze pseudopod attacks against a creature standing in it are made with a +1d bonus.

The brain ooze attacks with its pseudopods when a creature is at the base of the steps, crossing along the stepping-stones or climbing along the wall within 10' of the surface of the pool. Flying creatures are targeted with its *psychic thrust* ability. It targets flying creatures, or those on the steps, with its *spew ooze* or *psychic thrust* abilities as appropriate.

**Brain ooze (primeval slime):** Init +6 (surprise); Atk pseudopod +12 melee (1d6+6 [9] plus 3d6 [10] acid damage plus corrode metal, range 10'); AC 0; HD 1d3 per 10 cubic ft.; hp 350; MV 10', climb 10'; Act 6d20; SP surprises 50% of time, amorphous, blindsight 120', corrode metal, false appearance, half damage from slicing and piercing weapons, psychic thrust, spellcasting (+10 spell check): spells (1<sup>st</sup>) *charm*, *sleep*, *spew ooze*, immune to acid, fear, electricity, and *charm* and *sleep* spells; SV Fort +24, Ref +0, Will +20; AL N; Crit M/d30.

**Amorphous:** Due to its amorphous nature, caused by being made up of a gelatinous mass, the brain ooze is immune to Mighty Deeds which involve the severance of any part of its being. Additionally, it cannot be blinded, deafened, thrown, or tripped.

**Blindsight:** The brain ooze can perceive its surroundings within a specific radius without relying on sight.

**Corrode metal:** Any non-magical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty reaches -5, the weapon is destroyed. Non-magical ammunition made of metal that hits the ooze is destroyed after dealing damage. Non-magical metal armor is corroded and takes a permanent and cumulative -2 penalty to the AC

it offers. The armor is destroyed if the penalty reduces the target's AC to 10. The ooze can eat through 2"-thick, non-magical metal in 1 round. Being fully immersed in the ooze results in 9d6 [31] acid damage and if the creature is wearing non-magical metal armor, it is destroyed. At the start of the creature's following turn, it takes 3d6 [10] acid damage even if it escapes the pool due to residual acidic ooze.

**False Appearance:** While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.

**Psychic Thrust:** Once per round, the brain ooze targets one creature that it can sense within 60'. The target must make a successful DC 18 Will save or suffer 6d6 [21] damage and become stunned until after the target's next turn. With a successful save, the target takes half damage [10] and is not stunned.

**Spew Ooze:** In place of two actions, the brain ooze may spew a globe of itself at a target within 60'. The target must make a successful DC 16 Reflex save or suffer 4d6 [14] acid damage and be held immobile (DC 16 Strength check to escape). While restrained, the target suffers 2d6 [7] acid damage at the start of each of their rounds and is subject to the *corrode metal* ability of the ooze. Once the target escapes, the portion of ooze slithers back to rejoin the primary mass.

**Area LL-8c - The Stepping-stones:** There are five roughly 2' diameter stepping-stones leading to the gazebo. Each stone is about 5' apart, so hopping from stone to stone is a simple matter. If attempting to dodge, participate in combat, or if the stepping-stones are slick with moisture from the brain ooze, a successful DC 15 Reflex save is required. Failure indicates a slip into the pool and damage as indicated above.

On the opposite side of the stone platform, there are six stepping-stones. One of these stones, the third from the platform (indicated with a "\*" on Map LL-8) is illusory. Attempting to step on this stone results in falling prone (in other words, immersed) into the pool (9d6 [31] acid damage and if the creature is wearing non-magical metal armor, it is destroyed. At the start of the creature's following turn, it takes 3d6 [10] acid damage even if it escapes the pool due to residual acidic ooze).

**Area LL-8d - The Gazebo:** *Through the gloom of the fog, you can see a circular stone platform, perhaps 15 feet in diameter, its top a few inches above the pool. A stone gazebo, shaped like a crouching spider, occupies most of the platform. Under the arachnid's abdomen rests an ebony stone basin perched on a column perhaps 4 feet high. The basin is etched with detailed runes inlaid with silver.*

If a character touches the dais without saying "Praise be to Chalychia" in Infernal, the gazebo, which is actually a modified stone golem, attacks. The **stone spider golem** (see Appendix B) steps into the pool (its magical stone is immune to the acid damage) and it attacks those on the platform with its legs. Targets out of range of its leg strikes are subject to its *flame blast* and *paralysis ray*. It uses the latter to target flying creatures, dumping them into the pool with devastating effect (see above). The stone spider golem attacks until destroyed, climbing up the steps, if need be, to chase fleeing creatures.



**Stone spider golem:** Init +1; Atk leg +10 melee (2d8+6 [15], range 10') or bite +10 melee (3d6+6 [16] plus poison (3d6 [10]; DC 18 Fort save or paralyzed for 2d3 [4] rounds); AC 17; HD 20d10+100; hp 250; MV 30'; Act 5d20; SP golem traits (elemental healing (cold), false appearance, immunities, immutable, magic attack, resistant), immune to acid, blindsight 100', flame blast, paralysis ray, poison reservoir (6 bites); SV Fort +8, Ref -1, Will +0; AL N; Crit M/d30.

*Blindsight:* The golem can perceive its surroundings within a specific radius without relying on sight.

*Flame blast:* The stone spider golem produces a 30' cone of fire. All creatures in the cone must make a DC 17 Ref save, taking 4d6 [14] damage and catching fire on a failed save or half as much damage [7] on a successful save.

*Paralysis ray:* The stone spider golem emits a 60' long paralysis ray from its spinnerets. Target must make a DC 15 Fort save or become paralyzed. Victims may make additional saves on subsequent rounds, with a success indicating the effect of the ray having worn off.

**The Scrying Basin:** The basin is empty. If touched without saying "Praise be to Chalychia" in Infernal and the stone spider has not been activated, it is now activated. The runes along the edge of the basin are inscribed in Infernal. They read:

*I'll give you a hint,*

*enchanted elixir evokes eyes.*

*Decant me a drink,*

*and I'll tell no lies*

The basin can be used for scrying if it is filled with a magical potion. If an "enchanted elixir" is decanted into the basin by an elf or wizard, combined with a successful DC 20 skill check, the following scene is revealed. If a potion of *mind reading* (from Area LL-6) is used, no skill check is required. Using a potion in this fashion wastes its additional magic effects.

*The swirling liquid coalesces into a scene, replacing your visage. A lone gaunt figure looking away stands on top of a tower among crenelated battlements. A hellish glow dimly illuminates the natural cavern and the metal surface of the tower the figure stands on. The cloaked figure slowly turns as if aroused by your presence. The rotting face of an elf mistress with orange eyes pierces your very soul. Her wild bone-white hair is offset by a pair of curved horns engraved with glowing bronze runes. Her expression initially is surprise, but it's quickly replaced with a crooked smile and a wink. As she waves her hand, it blazes with arcane energy, and the image fades to nothingness.*

After the image fades, any viewers gain 1 point of temporary Luck during the final encounter with the Devil Lich (Area 3-9). The scrying basin can only be used once per day. If another potion is decanted into it, there is no effect, and the potion is ruined.

If the characters attempt to fill the basin with a non-magical liquid or holy water, the liquid drains away releasing a blast of mystical energy (range 10', 3d8 [13] damage and pushed 5' and knocked prone).

**Area LL-8e - The Path Up:** These steps are also slick with moisture, and by the time the characters traverse these, the slipperiness creates a treacherous path (DC 15 Reflex save or fall 20' to the floor below, taking 2d6 [7] falling damage). The stone stairs ascend out of the fog along a similar meandering trail. Along the route are three more statues, three more statues, two to the left and one to the right as the path twists and turns and each statue is on a different shaped base with a 2-inch lip holding a different substance. Again, these mementos lack nameplates and are enchanted with *magic mouth* spells to describe each.

**Statue #4:** This statue rests in a rhombus-shaped basin of fine yellow sand. This muscular elven vampire warrior wears a chain shirt and holds a longsword of midnight black onyx in his right hand. His sharp features display a calculating and arrogant expression as he looks intently at his sword. Chalychia's voice issues in Common from the heart of the statue. "*Lord Braxus, my fist of oppression during my detention. He has the heart of a vile oppressor and serves me beyond the grave.*"

**Statue #5:** This statue rests in a square-shaped basin of iron filings. It features a muscled dwarf wearing studded leather armor and holding a smith's hammer in one hand and a pair of tongs in the opposite. Chalychia's voice booms in Undercommon, "*Jengenritz, a master weaponsmith. Once a servitor, eventually he bent the knee to my cause and wrought Bane against my foes.*"

**Statue #6.** This statue rests in a hexagon-shaped basin filled with small black stones. A tall, emaciated elven matron dressed in rich robes stands with arms raised above her head and an angry look on her face. A spider adorns her head like a crown and a dagger messily protrudes from her back. Chalychia's voice issues in Infernal from her eyes, "*Mother Chalev Forlorna. She corrupted me with an infernal bargain and fostered my arcane aptitude. My debt repaid with a poisoned blade between her shoulders.*"

**Area LL-9 - Attack of the Clones:** The passageway opens into a vast circular chamber, some 30 paces across, with a high ceiling lost somewhere beyond the reach of your feeble torches. The stone floor is littered with debris: fallen bits of stone and plaster, chaotic mounds of knotted rope, and ancient anchors still affixed to taut lines that run up towards a faint, elfin glow. The seductive tang of magic hangs in the air.

Opposite the entrance, scarcely 50 feet above the stone floor, a single lithe figure perches upon the wall, holding a gnarled staff. She is clad in a black cloak, parted to reveal her curvaceous form. However, her rotting ebony skin betrays her appearance, as do the leathery wings and black horns.

*The Devil Lich speaks. "I've been waiting for you for some time. I was beginning to get worried that my traps and allies were too much for your pathetic skills. I was wrong, but let's see if you can finish what you started," she croaks with a wry smile.*

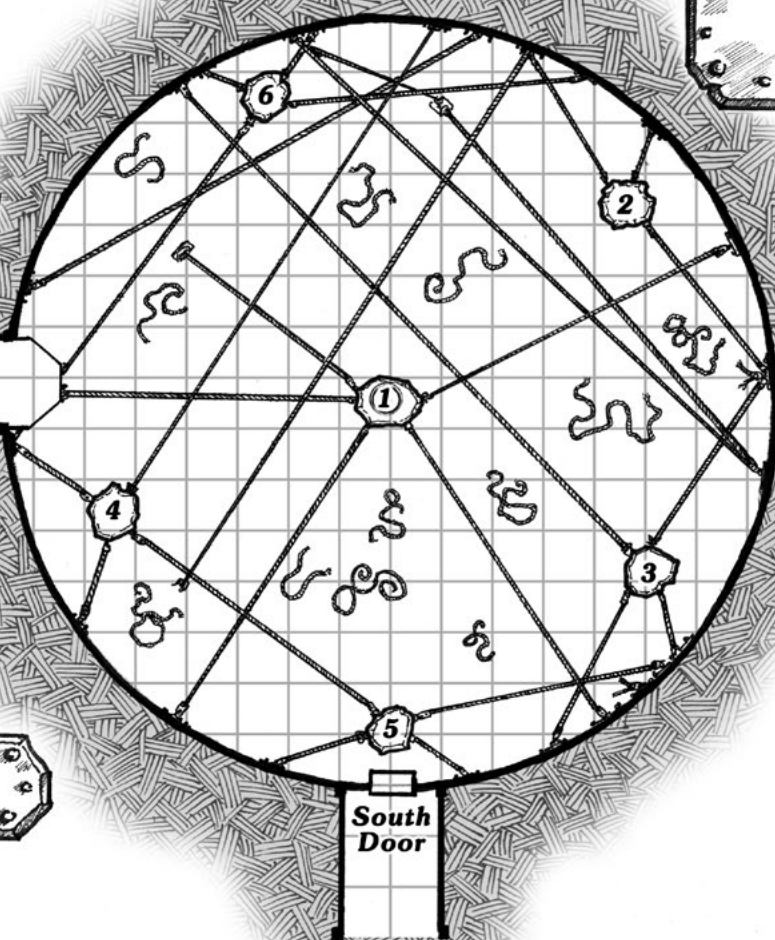
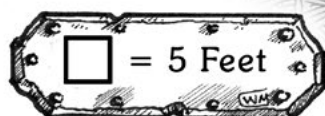
*She begins incanting a spell...*

The chamber was used in a failed attempt to create advanced clones of the Devil Lich - physical vessels capable of simul-

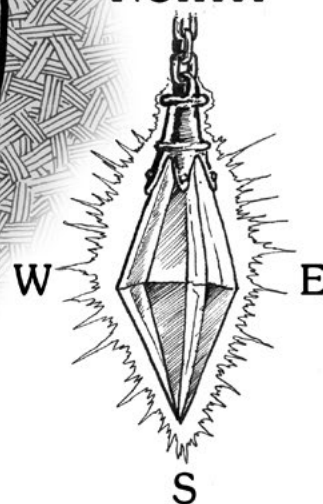
## ATTACK OF THE CLONES AREA LL-9



Balcony  
+250'



NORTH



taneously existing as Chalychia, while still beholden to the mother-clone; in effect permitting the Devil Lich to exist in eight places at once, spreading her vile machinations across the planes of existence. The attempts fell far short of perfection, and in her frustration Chalychia abandoned the chamber and her nascent children. Since then, the vast chamber has succumbed to the passage of time.

The chamber is 75' wide and over 300' in height. The pale green glow radiates from an enormous green crystal hanging from a chain, anchored to the ceiling. A complex series of block and tackle, once used to raise and lower the clones' sarcophagi, hang about haphazardly. Hammered copper panels have peeled away from the ceiling and walls and the floor of the chamber is littered with bits of masonry, frayed and shorn ropes, and shattered stone blocks.

**The Clones:** The chamber serves as gaol to five of Chalychia's clones, or Chalychia's "daughters", driven mad by their imprisonment and strange half-life. A sixth clone, appearing as a moon-faced child, yet slumbers inside her stone sarcophagus at the very top of the chamber.

Each of Chalychia's daughters fully believes herself to be the

one true, original Chalychia. Each aims to incite the characters to attack her sisters, while sparing herself. The cacophony is maddening, with each of Chalychia's daughters vying for the characters' attention:

- **Chalychia's daughter, clone 6:** Violent and quick tempered. Presumes that she can destroy the characters and attacks immediately.
- **Chalychia's daughter, clone 5:** Pleads with the characters to ally with her (even while attacking).
- **Chalychia's daughter, clone 4:** Assumes the characters are in service of one of her sisters and must be destroyed.
- **Chalychia's daughter, clone 3:** Attempts to buy the loyalty of the characters with a collection of corpses (ants, roaches, worms, and the like).
- **Chalychia's daughter, clone 2:** Lurks in silence, striking at the characters while they are distracted by her sisters.
- **Chalychia's daughter, clone 1:** Still asleep. Unlike her sisters, she does not leap to the offensive. Rather she attempts to dupe the characters into allowing her to join their party, then goes mad with rage when confronted



by the true Chalychia, attempting to destroy both the characters and the Devil Lich.

**Ascending the Chamber:** Characters flying at a speed greater than 30' per round find it difficult to navigate the hanging chaff. Those attempting to move more quickly must succeed on a DC 15 Reflex save or collide with the debris, taking 3d6 [10] damage, and becoming entangled (DC 18 Strength check to escape). If moving greater than 50', this saving throw suffers a -1d penalty.

However, those same obstacles prove a boon to would-be climbers. It only requires a successful DC 10 Strength check to climb a wall in this chamber and thieves can climb it with no check required.

Creative (or desperate) characters can ascend much more quickly by severing anchor ropes and holding onto the opposite end. A suitable rope can be found with a successful DC 15 Intelligence check. This is imprecise at best, sending the character a total of 20d10 feet into the air, at a rate of 50' per round (round up). Characters are welcome to swing to new ropes, in the hopes of repeating their ascent, but transferring between ropes requires a successful DC 15 Agility check, with obvious consequences for failure. A character falling more than 30' in this chamber gets to make a DC 22 Reflex save, with success indicating grabbing onto another rope and stopping the fall.

**The Greenstone:** Each time a clone dies, the green crystal flares as the clone's life force is absorbed back into the crystal and then distributed via a beam to among the other clones, improving their access to spells, Armor Class and hit points. This act can be observed and understood by wizards and elves with a successful DC 20 skill check.

The greenstone is exceedingly fragile. It has AC 15 and 50 hit points. Although it's immune to damage from non-magical sources, it is vulnerable to magic and magical bludgeoning damage (+1d to damage) and takes half damage from slicing or piercing weapons. If destroyed it explodes violently, un-

leashing stored phlogiston and dealing 12d6 [42] (DC 24 Reflex save for half damage [21]) to every character – including the clones – in the chamber. The last clone, protected by her stone coffer, is simply hurled to the floor. The sarcophagus shatters, releasing the last Chalychia's daughter.

Once the greenstone is destroyed, surviving Chalychia's daughters cannot be improved.

If a *shard of True Death* is used to attack a Chalychia's daughter (as an improvised weapon), and it hits, the clone is instantly destroyed, *and* the remaining clones *do not improve*. Instead, the dying Chalychia's daughter wails in agony as her life force is drawn into the shard. This act enrages the remaining clones, who turn all their fury on the wielder of the shard.

**Judge's Note:** Recording damage is done most easily by tracking total damage dealt to a clone, counting up, as surviving clones' total hit points will increase during the battle. Use the table below for ease of play.

**Tactics:** The awakened clones start the confrontation on their roosts, using range and height to their advantage. The five awakened clones avoid close combat to the best of their ability, retreating up through the chamber as the characters advance. Each realizes that their best hope of survival is uniting against a common foe.

They repeatedly hammer the characters with ranged spells, repeatedly targeting frail spellcasters with *magic missile* or *color spray*. They reserve *paralysis* or *ray of enfeeblement* for characters that attempt to scale the walls of the chamber. The clones are intelligent foes, acting in concert to hammer the same target with multiple iterations of the same spell in the same round. Should their spells become exhausted, the clones turn their surroundings into weapons, cutting free debris to drop on characters below. This tactic is far less effective; a character can dodge the falling chaff with mere DC 15 Reflex save. On a failed save, the target takes 1d8 [4] damage for every 10' the debris traveled.

Number of Clones Remaining	Access to Spells	Armor Class	Total Possible Hit Points					
			Clone 1	Clone 2	Clone 3	Clone 4	Clone 5	Clone 6
6	2nd level	15	30	30	30	30	30	30
5	3rd level	16	40	40	40	40	40	-
4	4th level	17	55	55	55	55	-	-
3	5th level	18	70	70	70	-	-	-
2	6th level	19	90	90	-	-	-	-
1	7th level	20	115	-	-	-	-	-
Current Damage Taken								
			Clone 1	Clone 2	Clone 3	Clone 4	Clone 5	Clone 6

**The Roosts:** Each of the clones has established their own nest, in and among the ropes. While none of the clones need rest in the traditional sense, the roosts allow for the clones to claim territory in the vertical chamber. Composed of broken sarcophagi, hammered copper panels, and rope, the roosts are anchored to the walls, at the elevations shown for the clones initial starting locations (see Map LL-9).

The roosts can be used as relatively stable (if not safe) platforms for characters ascending the chamber. Ten feet across, each is sufficient for four human-sized creatures to stand, or two to fight.

The roosts contain the clones’ paltry treasure hoards. Because the accumulated wealth is so meager, each clone values their personal treasure all the more. Roll on the following treasure table for each roost as it is discovered:

**Roost Treasure Table**

Animal Skulls (painted)	Hand-carved copper coins	Twisted Rope dolls	Polished stone knives
1d12-3 [3]	2d100 [110]	1d3-1 [1]	1d6-2 [1]

**The Final Clone:** Hanging just below the crystal is the final sarcophagus, the resting place of the last of Chalychia’s daughter’s (number 1 on the side view map, LL-9). The casket is sealed with a bead of melted wax and inscribed with sigils of prophecy and rebirth. It is neither trapped nor enchanted and is easily pried open by determined tomb-robbers.

Inside rests the sixth clone, a fresh-faced young elf maiden with no hints to her fiendish heritage. Given that she is likely the last surviving Chalychia’s daughter, she is also incredibly powerful. The clone does not attempt to conceal her identity, but instead tries to gain the characters trust with a glib tongue. Believing herself to be the true incarnation of the Devil Lich, her aim is to use the party to help her regain her inner sanctum, and thereby her freedom. If attacked, she defends herself with a barrage of offensive spells.

**Developments:** If the sixth Chalychia’s daughter accompanies the characters, she hangs back during all confrontations. She claims to have knowledge of the crypt and its defenses, but she does not. She fabricates information on the fly in an attempt to prove her importance to the characters. Truth be told, she needs them to get a chance to exact her revenge.



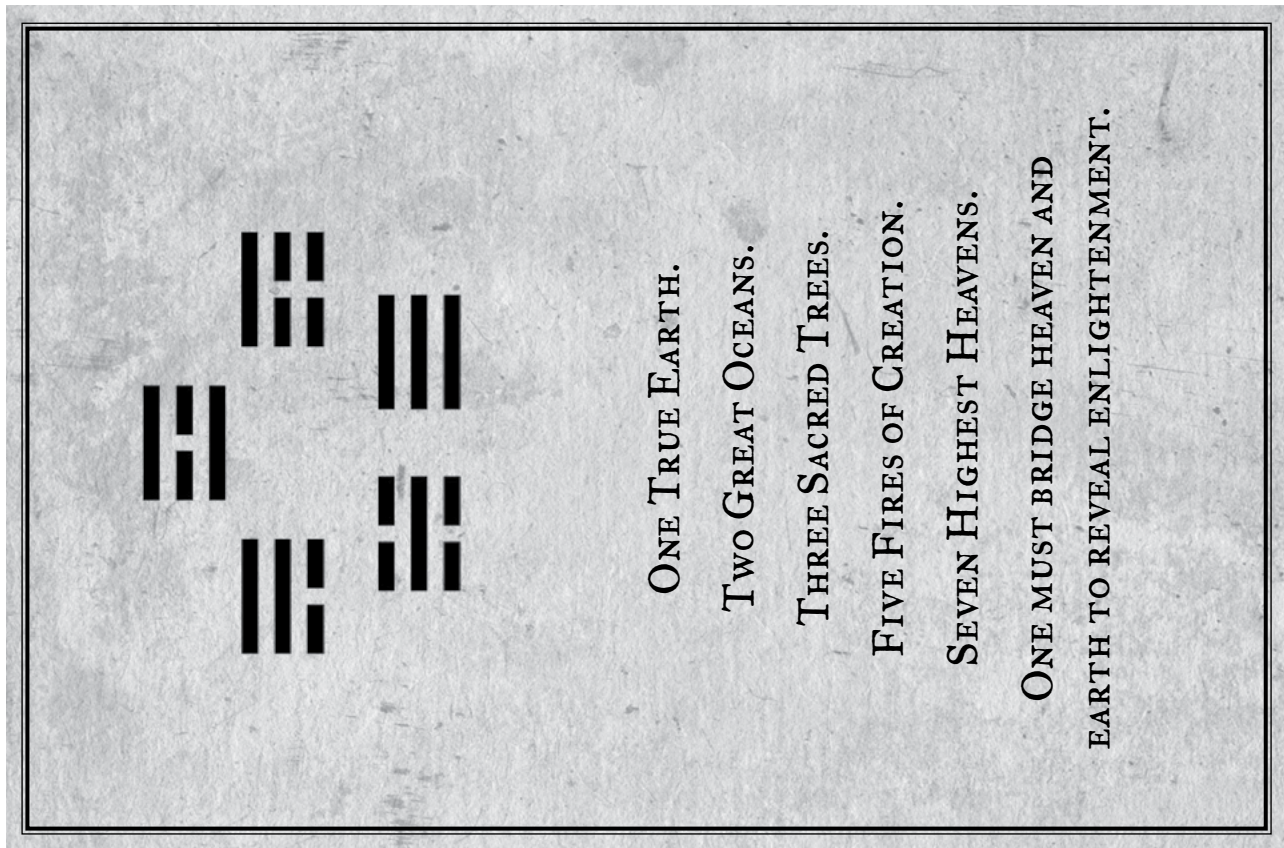
Upon sighting the real Devil Lich, the sixth Chalychia’s daughter goes insane, attacking both the characters and Chalychia (50% chance of each per turn).

**Chalychia’s daughter:** Init +4; Atk paralyzing touch +8 melee (3d6 [10] plus paralysis (1d10 [5] rounds; DC 16 Fort save negates)); AC special (see above); HD special (see above); hp special (see above); MV 30’, fly 60’; Act 2d30+1d24; SP un-dead traits (see lich, Appendix B), lich traits (death aura, dread gaze, rejuvenation, immunities, true sight 120’) (see lich, Appendix B), spellcasting (special spell check - see above): spells (1<sup>st</sup>) *bone weaving\**, *cantrip*, *color spray*, *force manipulation*, *magic missile*, *magic shield*; (2<sup>nd</sup>) *animate dead\**, *ESP*, *levitate*, *monster summoning*, *phantasm*, *silence* (see Appendix D); (3<sup>rd</sup>) *dispel magic*, *necromantic force\**, *planar step*, *prismatic wall* (see Appendix D); SV Fort +8, Ref +2, Will +7; AL C; Crit U/d20.

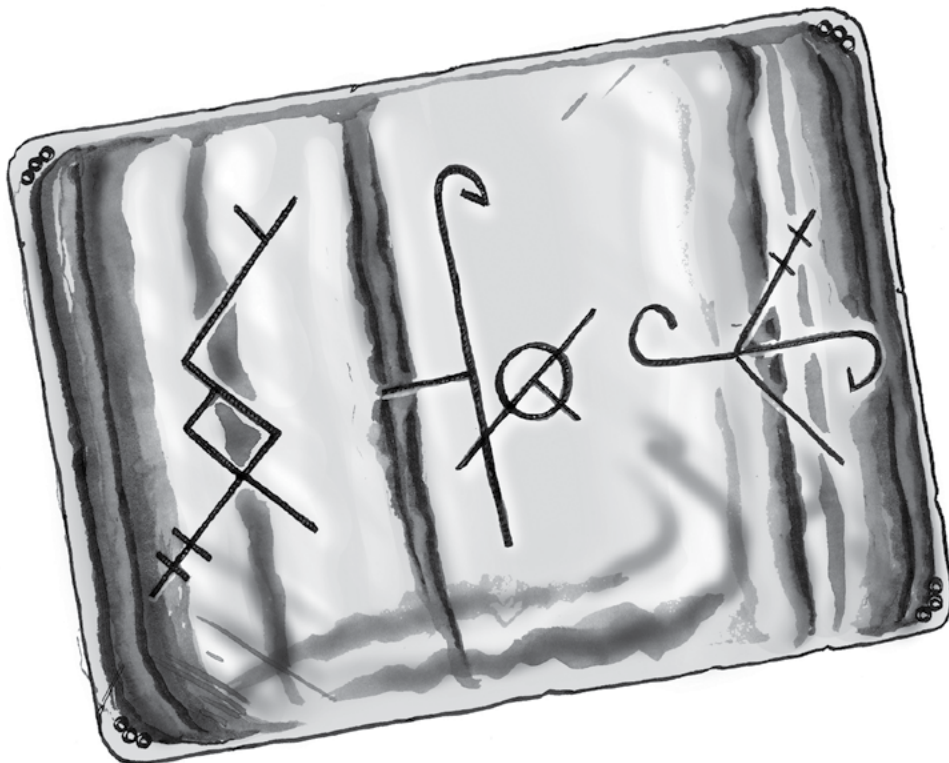
Note: \* = patron spell



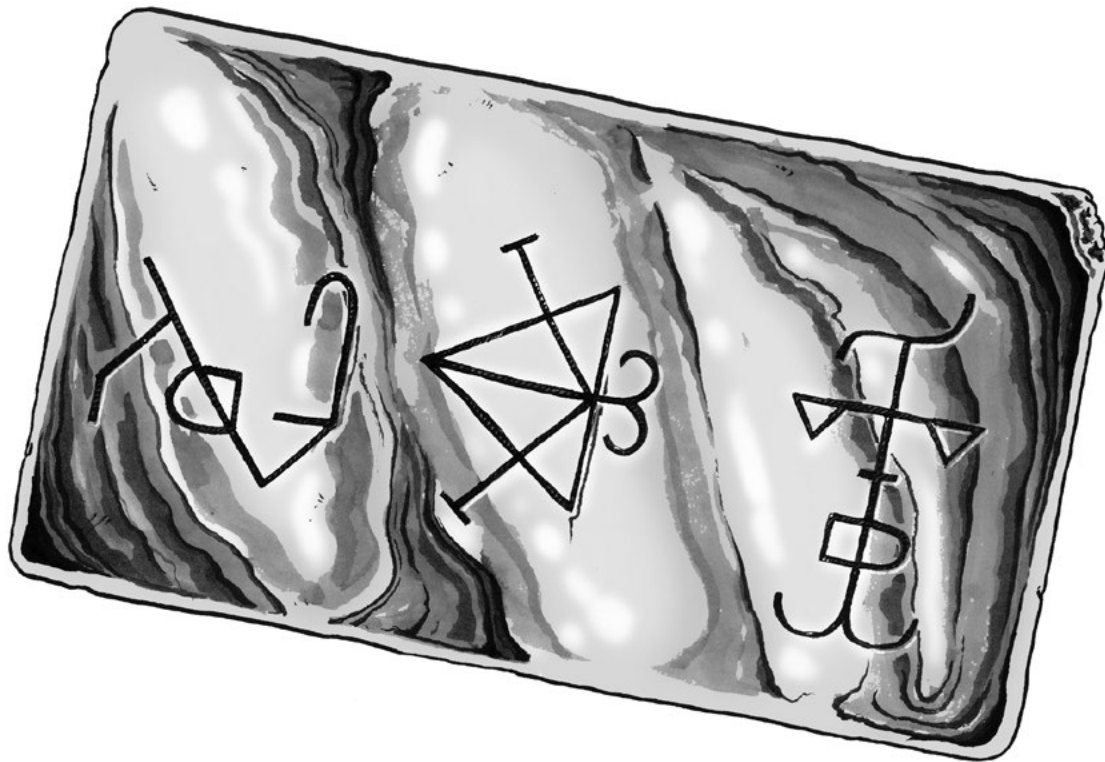
# PLAYER HANDOUTS



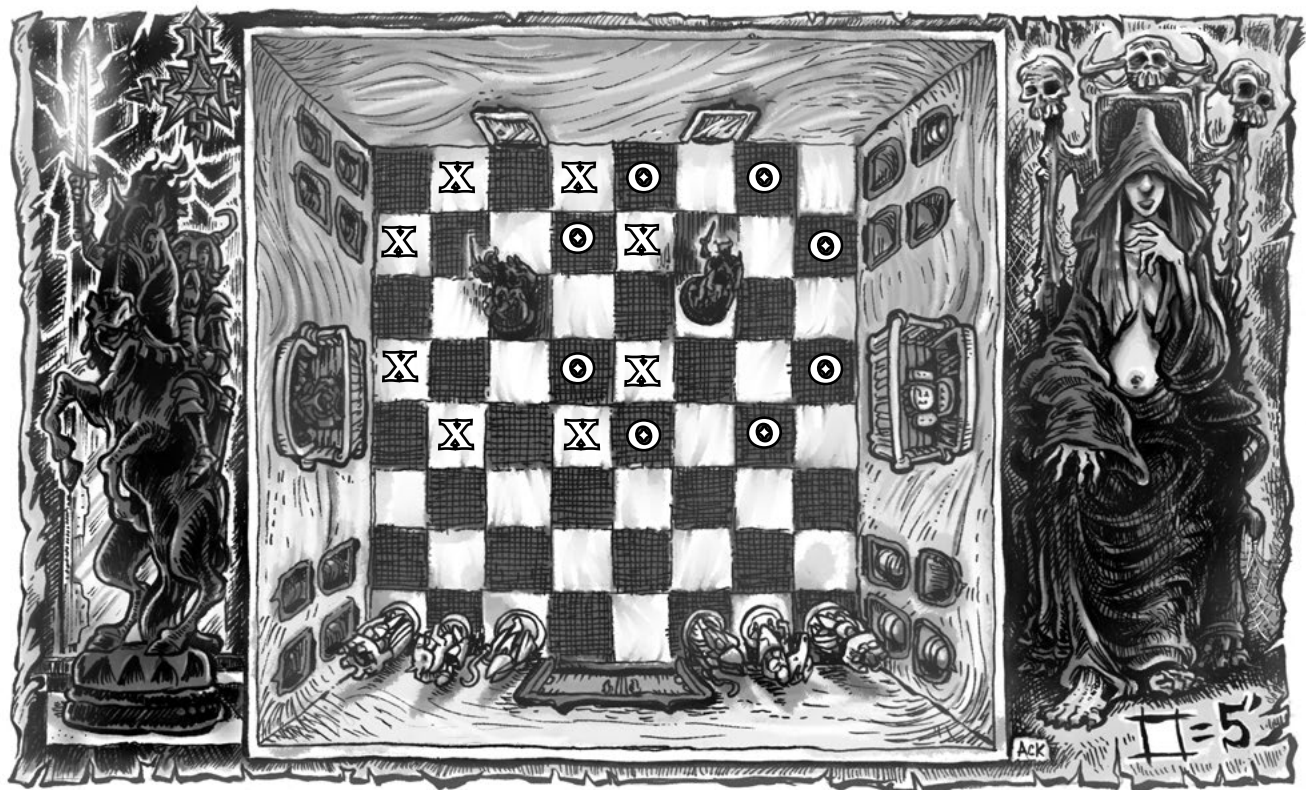
**PLAYER HANDOUT 48**



**PLAYER HANDOUT 49**



**PLAYER HANDOUT 50**



**JUDGE'S HANDOUT 1**





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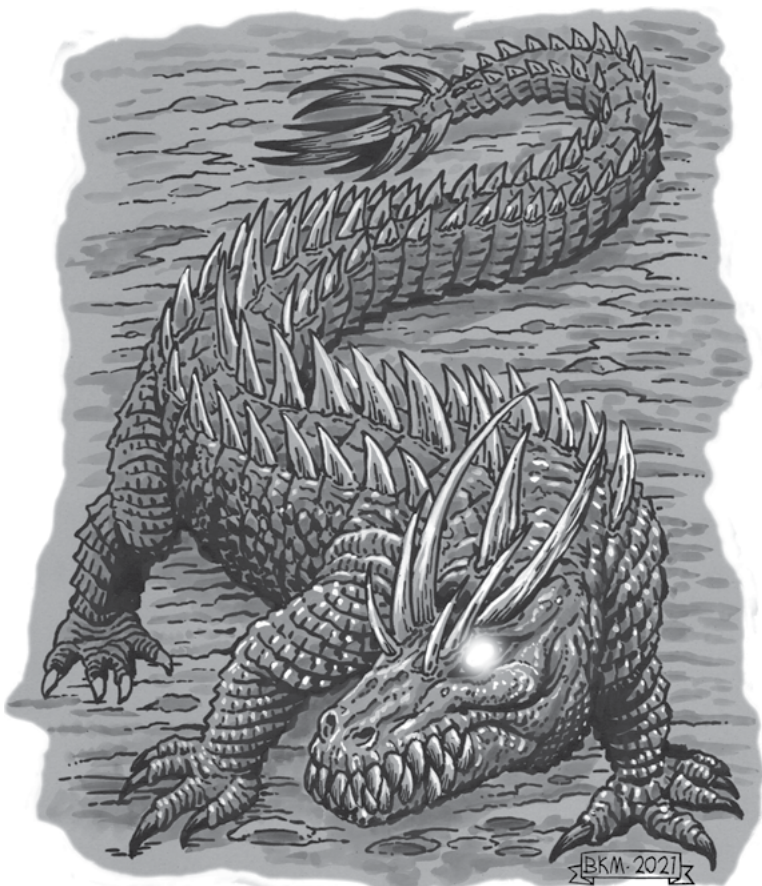
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**GIANT FIENDISH CROCODYLE**



**HOARIGOR, ICE DEVIL**

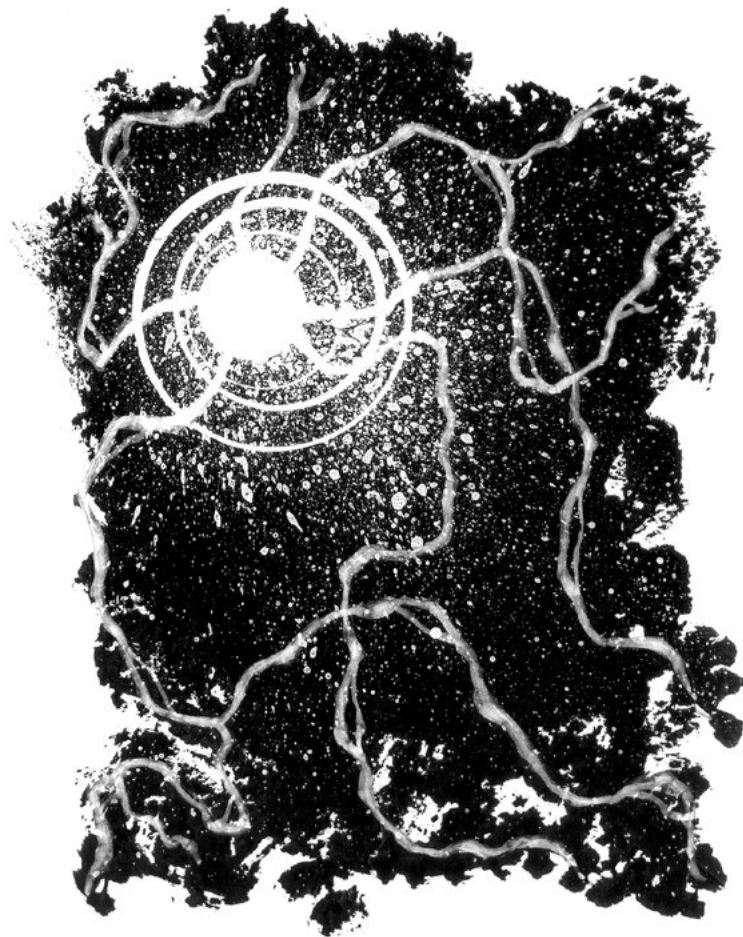


**IRON GOLEM KNIGHT**



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

Thanks to our Kickstarter backers, the *Lost Level* of the *Crypt of the Devil Lich* has been discovered and presented for the first time. This book includes eight all new encounters, crafted by a team of skillful dungeon designers intimately familiar with the original classic. Designed for the *Dungeon Crawl Classics* RPG, the *Lost Level* includes maps, handouts and fully developed new monsters to challenge four to six 7th level characters.

If the players thought three levels of diabolical traps, puzzles and fearsome guardians was not difficult enough, the *Lost Level* provides even more peril for our heroes! Trapped corridors, a dark, deadly Zen Garden, a chessboard puzzle, chambers designed to harvest raw materials, and the failed clone experiments of the Devil Lich herself, all await the heroes in the *Lost Level*. Do your players have the courage, cunning and resources to navigate the challenges of a 4<sup>th</sup> deathtrap dungeon level? The Devil Lich awaits in her crypt....



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