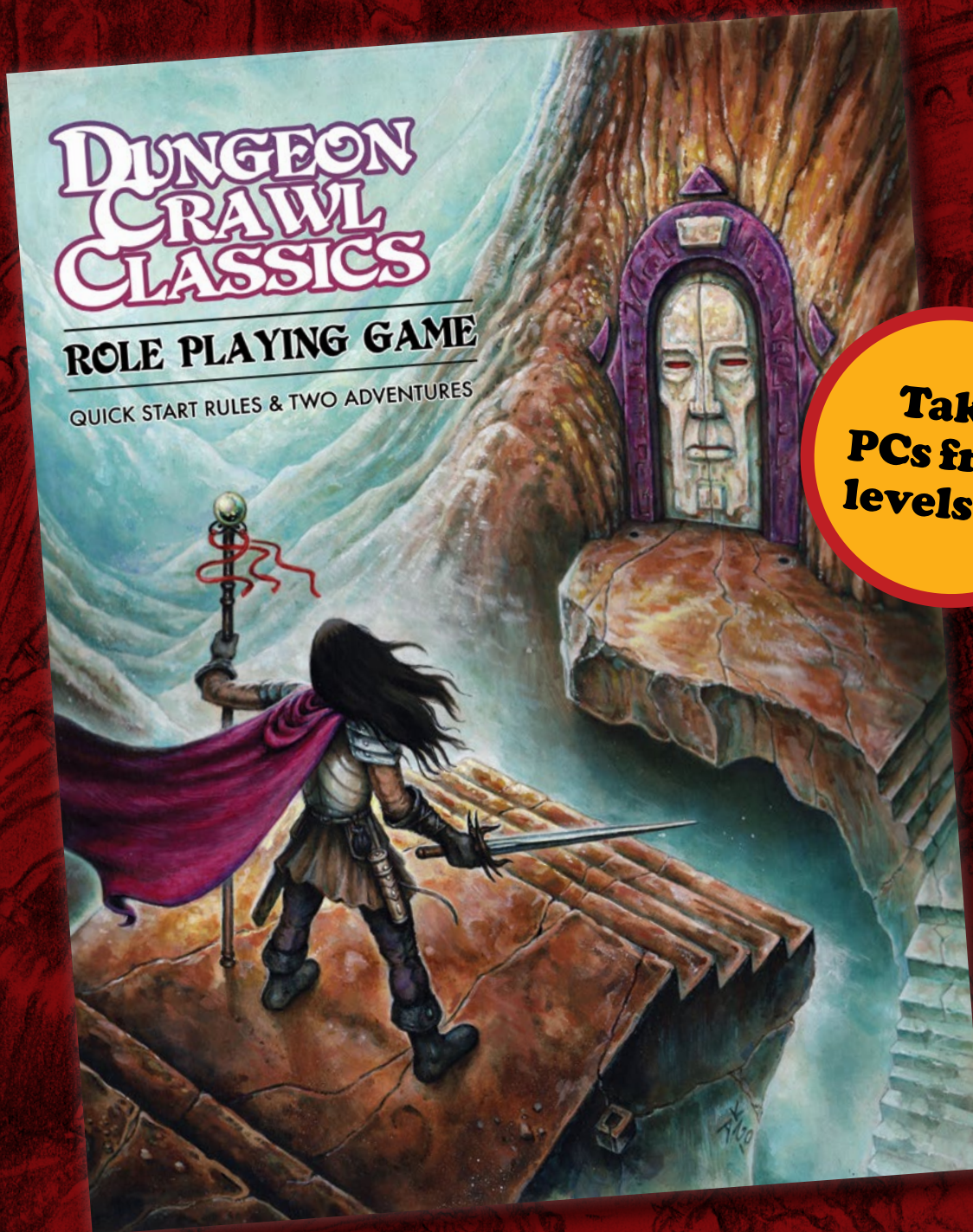


DUNGEON CRAWL CLASSICS

TOMB OF THE SAVAGE KINGS

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A LEVEL 2 ADVENTURE
BY STEPHEN NEWTON





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TOMB OF THE SAVAGE KINGS

A LEVEL 2 ADVENTURE

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Joseph: [translating inscription on box] "Death... eternal punishment... for... anyone... who... opens... this... casket. In the name... of Amon-Ra... the king of gods." Good heavens, what a terrible curse!

Ralph: [eagerly] Well, let's see what's inside!

— *The Mummy* (1932), Director Karl Freund

INTRODUCTION



Tomb of the Savage Kings is designed for 4-5 2nd-level characters. It is inspired by numerous mummy movies, specifically Universal's *The Mummy* (1933) and *The Mummy's Hand* (1940), as well as Hammer Studio's *The Mummy* (1959). The adventure includes tie-ins to Harley Strohm's brilliant *Doom of the Savage Kings* but is a standalone adventure.

PLAYER BACKGROUND: THE DAME'S STORY

Summarize or roleplay the events leading up to the player start:

One of Portnelle's most popular and wealthy socialites, the widow Zita Aztur, has frantically approached the PCs in a desperate plea for assistance. Zita's sister Isobel has gone missing! Isobel is well known in Portnelle for her incredible beauty and her interest in antique weapons. Isobel had recently become "entangled" with Ardeth Bey, a stranger who had acquired information regarding the whereabouts of the tomb of Andoheb, greatest of the Savage Kings, and the rumored resting place of the fabled Moon Spear of Andoheb. Not trusting the newcomer courting Isobel, Zita instructed her halfling servant Whemple to perform discreet investigations into Bey's background. Whemple learned that Bey was a known associate of *El Gato*, a thieves' guild renowned for their deft burglary skills and canny ability to move stolen goods.



Whemple's sources confirmed that Ardeth had purchased from *El Gato* a map rumored to lead to the tomb of Andoheb. The sources claimed Ardeth suspected Andoheb's Moon Spear could be found in the king's burial chamber. Whemple's sources could not confirm the veracity of the map, but if legitimate, Isobel may have been enticed into joining Ardeth Bey in pursuit of its discovery.

Ardeth Bey's last visit to Isobel was one week ago and neither Bey nor Isobel have been seen since. Zita is fearful that Bey and Isobel have gone to risk the dangers of the tomb in search of the Moon Spear! Zita will pay the PCs handsomely to follow up on this lead and bring back any news of her sister's whereabouts. As for recovered treasure, Zita respectfully requests a 15% locators fee, but her sister's safe return is her main concern. Zita instructs her "manservant" Whemple to guide the PCs to the tomb. They can bring him inside if they wish, but under no circumstances must Whemple be placed in harm's way.

And finally, if the PCs happen to come across Ardeth Bey during their exploration, she would like him brought back alive if possible as there are some individuals from *El Gato* who would like to have a word with him...

JUDGE'S BACKGROUND: THE REAL STORY

Zita's story has a few kernels of truth but is mostly a fiction. Zita and Whemple themselves are the actual members of *El Gato* and they themselves recently breached the tomb of Andoheb. During their exploration, Zita and Whemple dispatched several of the tomb's foes and retrieved several artifacts. The pair eventually discovered the withered body of Kharis — Andoheb's cursed high priest — in his sarcophagus (area 8) and removed Iah-Babi's Shroud of Un-Life from the body. The shroud is a cursed relic used for imprisoning souls of the wicked for eternity. Freed from his magical binding, Kharis arose as a demi-mummy and followed Zita's scent back to her abode where he wreaked havoc. During the melee, Kharis the Risen gazed upon the beautiful Isobel and was taken aback by her resemblance to Sonjasup, the long-dead princess he failed to protect from the Jackal and perceived cause of his misfortunes. Quickly devising a plot of revenge against Sonjasup's father, Kharis *charmed* Isobel, bringing both her and the shroud back to the tomb to implement his nefarious plans. Kharis the Risen intends to use the Moon Pool to open a portal back in time. His plan is to capture Sonjasup's soul at the precise moment of her death, casting the stolen soul into Isobel's body before it can travel to the afterlife, and then forcing Isobel/Sonjasup to wear the cursed Shroud of Un-Life as an act of spiteful revenge against Andoheb.

As for Zita and Whemple, they both managed to survive Kharis' attack and saw the demi-mummy depart with the charmed Isobel and the shroud. Zita longs for her sister's return, but knows she is no match for a demi-mummy. Zita and Whemple have fabricated the story about Ardeth Bey to coax the PCs to seek out and return Isobel under false pretenses.

RUNNING THE ADVENTURE

The judge is encouraged to paraphrase or role play the events in the players' background. From there, the PCs start the adventure outside the tomb.

Playing Whemple: Whemple projects mannerisms best described as pompous bordering on arrogant. As a lifelong servant of the posh Zita Aztur, he laments about how he now finds himself in the company of the "hoi polloi." This personality is, of course, a ruse as Whemple is an accomplished thief and is one of the leaders of *El Gato*. Whemple has two true motivations: 1) help find Isobel for his partner Zita, and 2) take an inventory of treasure the PCs find so that he knows what to steal from them later when the time is right. He feigns injuries or makes up excuses as to why he cannot share his "halfling luck" with the PCs.

Whemple (4th level Halfling Thief): Init +2; Atk scimitar +5 melee (1d4+2); AC 13; HD 4d6; hp 18; MV 30'; Act 1d20; thieves' skills (+3 skill checks); SV Fort +2, Ref +4, Will +3; AL N.

Equipment: padded armor, 2 daggers, sack of delicious biscuits & cooking oil.

Deciphering Ancient Lys Hieroglyphics: The hieroglyphics in the tomb are the written form of the Ancient Lys language. PCs can decipher with a successful *comprehend languages* spell, a DC 15 *read languages* check, or a DC 15 Int check. PCs whose background occupation have a language affinity (astrologer, elven artisan, fortune teller, scribe, etc.) receive a +2 to their checks.



PLAYER START

Area 1 — Outside the Tomb: After a grueling nine-hour trek through forests, across creeks, and over foothills, your guide Whemple stops before an oddly shaped hill covered in vines. The hirsute halfling is covered with mud and sweat and is quivering from either the cold night air or excitement.

"This is it! The Tomb of Andoheb! Brother of Ulfneonar and greatest of the Savage Kings! If Ardeth Bey enticed Isobel into entering the tomb with him to search for the spear, there will no doubt be clues in there!"

As Whemple rambles on, you study the mound before you. Illuminated by a full moon, what you first thought was just another vine-covered hill is actually a flat-topped pyramid constructed of gigantic stones, some as large as a human!

A statue at the base of the pyramid has been carved into the likeness of a human female with the head of baboon. Its foreboding countenance glares a warning to those who would enter.

The pyramid is approximately 400 feet at its base (121 meters) and 200 feet high (61 meters). It is made up of large stone blocks which are easy to climb but nearly impossible to move. Without tools, it requires at least 3 PCs all to make a successful DC 18 Str check to even budge a single stone.

There are no obvious means of entry into the pyramid. A thorough search of the exterior uncovers the starshaft (area 2). The inscription on the base of the statue offers the PCs clues on how to enter.

The statue: The statue is a carving of Iah-Babi (the baboon moon goddess); it is 12-feet tall and carved from a single piece of stone. Examining the statue reveals fine details including a crescent moon necklace and an inscription of a curse at its base: "May the moonbeams of Iah-Babi always illuminate the face of Andoheb. Those who obstruct the moon's glow will be judged and cursed. Their eyes shall feed the maggots, moon sand will fill their lungs, and the scorpion shall know their bed."

The Moon Door: The puzzle to entering the pyramid is for the PCs to somehow get a ray of moonlight to touch the statue. While this may seem obvious, the challenge becomes that the pyramid has been specifically constructed so that its shadow always prevents moonlight from directly touching the statue. PCs need to figure out a way to "collect" moonlight and cast it upon the statue (although a successful *knock* spell always works). Some ideas are below, but judges should reward player ingenuity with success:

- Using a mirror to reflect moonlight
- Collecting and transferring moonlight in bags of water or mystical container
- Creative uses of spells such as *phantasm*, reversing *darkness*, or something similar to create "fake" moonlight
- Any creative gesture from a cleric of Shul

When the PCs successfully perform an action that satisfies the spirit of the requirement, several stones at the perimeter



dissolve into permeable moonbeams for 5 rounds allowing the PCs to pass into the tunnel leading into the tomb. Once opened, the moon door remains open for 5 rounds. (Note: simply approaching the moon door from the pyramid's interior also triggers it to open.)

Whemple: Whemple does not know how to open the moon door, but he does know the location of the star shaft (area 2). If the players seem stymied, or the judge deems it necessary, Whemple will suggest searching the pyramid and surreptitiously find the star shaft if no other PCs notice it.

Area 2 — Star Shaft: Near the top of the east face of the pyramid and partially hidden by vines, you discover a 9-inch by 9-inch square shaft descending into the tomb's inky interior.

If the PCs reach into the star shaft, they find that the walls of the shaft are covered with a thick, greasy lubricant (it is animal fat, specifically from a breed of giant beaver called a gicaster).

PCs seeking to enter the tomb via the star shaft need to get creative. Some ideas are below, but judges should reward any player ingenuity with success:

- A *reduce* spell cast upon a PC.
- The Whemple method: An elf or halfling slathering their nude body in some sort of oil or animal fat can wriggle themselves through the shaft. PCs attempting this must make a DC 15 Ref save or become stuck halfway in the star shaft and require rescue.

- Transformation into gaseous or liquid form: Possible with an *invoke patron* spell check of 24 or greater for PCs with Ithha as a patron; Clerics using a divine aid request of 24 or greater (clerics of Shul temporarily transform into moonlight, clerics of Pelagia temporarily transformed into water which can be poured into the shaft, etc.)
- A nude thief can contort their body through the shaft using a DC 15 *climb sheer surfaces* check.

Whemple: Whemple knows about the star shaft as this is how he and Zita originally gained entry to the pyramid. Using a combination of a *reduce* spell and applying a liberal amount of animal fat to his nude body, he was able to wiggle his way down the star shaft and then opened the Moon Door for Zita from inside the pyramid. Under no circumstances will Whemple offer this suggestion unless a PC comes up with it first. Nor will Whemple enter the tomb alone without also being accompanied by another PC.

Area 3 — Grand Gallery: This majestic chamber is covered floor-to-ceiling with exotic images of warriors, creatures, humans, and demi-humans. The wall paintings depict 5 unique scenes from the lives of a royal family of the Savage Kings. Woven throughout each scene are arcane hieroglyphics of a long-forgotten language.

Near the east wall, a scrap of fabric blows on the floor, carried on the eddies of an unseen draft.

The scenes depict five significant events in Andoheb's life.



The scenes are easy enough to understand, but reference *Deciphering Ancient Lys Hieroglyphics* to determine if the PCs can also understand the inscriptions.

- Scene 1: Two men spar with powerful, magic spears. One spear has the aura of the moon, and the other has the aura of a wolf. Inscription: Andoheb wielding the Moon Spear spars with his brother Ulfheonar who wields the Wolf Spear.
- Scene 2: A man stands over a woman who has just given birth to twins. A retinue of guards, priests, and concubines watch in attendance. Inscription: Emrosup bears twins to Andoheb: the princess Sonjasup and the prince Tehuti.
- Scene 3: A man in a baboon mask spreads his hands over a pool of water. Overhead, an ovoid, pale green moon casts an image of a snarling wolf-like creature into the water's reflection. Inscription: The Priest Whose Name Shall Not Be Spoken warns Andoheb that The Demon Jackal of Lys hunts his family and will not stop until it has devoured on their souls.
- Scene 4: A group of short humans fight a desert jackal while two other humans with spears look on. Inscription: Sand Men mysteriously emerge from the Moon Pool. Their disruption results in Ulfheonar and The Priest Whose Name Shall Not Be Spoken failing to save Sonjasup from the Demon Jackal of Lys.
- Scene 5: A beautiful young woman is being prepared for

mummification. Next to her, a man wearing an ornate burial shroud screams as he is forced into a sarcophagus. Inscription: "The Priest Whose Name Shall Not Be Spoken is condemned to spend eternity wearing Iah-Ba-bi's Shroud of Un-life as punishment for being unable to prevent the death of Princess Sonjasup."

If the PCs closely examine the Sand Men of scene 3, describe them as, "They seem unlike the others in the depictions. Unlike the antique armor of the spear bearers, the Sand Men are donned in clothing and armor not dissimilar to your own."

Note: if the PCs examine this wall again after the finale of adventure, the scenes are transformed reflecting how the PCs have altered history (see *Concluding the Adventure*).

Starshaft /Scrap of Fabric: Whemple can identify that the fabric is torn from one of Isobel's dresses. The draft is caused by the starshaft egress in the east wall 8 feet above the floor. The interior of the starshaft is lined with animal fat.

The Moon Pool/Secret Door: The scrying pool in scene 3 conceals a magically-sealed door leading to the Moon Pool in area 9. It can be found through careful examination and is plainly revealed if any of the PCs are carrying or wearing the mummy juice from area 8. It is sealed with *ward portal* and can only be opened by uttering "Kharis" (aka The Priest Whose Name Shall Not Be Spoken) or with a *knock* spell with a result of 20 or greater.

Area 4 — Tomb of the Concubines: *A downwards-sloping passage ends in a chamber containing four large, dust-covered sarcophagi. Stylized bodies have been painted onto the lids — two males, and two females — presumably representing the inhabitants inside. Profane images on the sarcophagi depict the four humans catering to Andoheb's every whim and fetish.*

These sarcophagi hold the mummified remains of Andoheb's concubines. Regardless of which sarcophagus the players indicate they are opening, use the results below when determining the results. All of the mummies are at least 8 feet tall.

Note: If the PCs choose not to disturb any of the sarcophagi, the baboon ghouls from below become frenzied at the smell of their warm blood and burst out to devour the PCs as they exit.

- First sarcophagus opened: contains an inanimate, mundane female mummy. The mummy is harmless. She is adorned with a jeweled necklace over her wrappings worth 25 gp.
- Second opened: contains an inanimate, mundane male mummy. The mummy was interred with a gold dagger, which is worthless as a weapon, but quite valuable to a collector (55 gp).
- Third opened: contains an inanimate, mundane female mummy, but also contains three mummified baboons which the re-animation of Kharis has transformed into ghouls. The baboons attack as soon as the sarcophagus is opened, or if the characters attempt to leave the chamber.

Baboon Ghouls (3): Init +1, Atk bite +3 melee (1d4 plus DC 12 Fort save or limb withering) or claw +1 melee (1d3); AC 12; HD 2d6; hp 7 each; MV 30', climb 25'; Act 1d20; SP un-dead traits, limb withering, infravision 100'; SV Fort +1, Ref +2, Will +0, C; Crit table U/d6.

Limb withering: for each successful bite of the baboon ghoul, the PC must make a DC 12 Fort check; failure indicates one their limbs immediately becomes desiccated like a mummy's. The judge randomly determines which limb is affected (hand, leg, etc.). PCs with a withered limb suffer a -1d to attack or spell checks; two withered limbs results in -2d, etc. The withering expires after 1d4 turns.

The mummy is wearing a ring named *Andoheb's Musk*. The magic ring makes the wearer smell exactly like how Andoheb smelled in life (a spicy, musky scent strong with myrrh, with hints of cinnamon and olive oil). Andoheb gave the ring as a gift to mask his indiscretions. In addition to continually cloaking the wearer in perfume, it provides the wearer a +3 Fort save to any air-based choking attacks (*choking cloud*, *Hepsoj's Fecund Fungi*, etc.).

- Fourth opened: the curse fulfilled! This sarcophagus is trapped (DC 15 to detect and DC 15 to disable). Opening the sarcophagus without first disabling the trap triggers a modified *color spray* spell. Any PC in the room (up to 3 max) who have not explicitly mentioned they are

looking away must make a DC 18 Will save or suffer the results at that spell result level. If a PC is blinded, their eyes are transformed into rancid meat and maggots start to pour from their befouled sockets. The victim's eyes will return to normal after the spell effects wear off. (Note: if a PC fails the Will save with a natural 1, the effects are *permanent*, and they will spend the rest of their days with maggot-producing eye sockets.)

The mummified male concubine in the sarcophagus is wearing gold *Earrings of Andoheb's Favor*. If the earrings are offered as a gift which are then accepted and worn, the wearer falls in love with the person who offered the earrings similar to a love potion (see DCC Rulebook page 224). DC 14 Will save to be merely "infatuated" and not fall in love.

Area 5 — Tomb of the Guardian: *A narrow passage heads south before ending in large chamber containing an open sarcophagus. A 9 foot tall mummy, the presumed inhabitant of the sarcophagus, is crumpled in the corner. Its bandages are scorched and torn asunder. Near the sarcophagus is a withered parchment, crackling and popping with magic energy.*

The dust on the floor is freshly disturbed by multiple tracks indicating whatever fracas happened here occurred fairly recently.

The giant mummy is Sigvart, Andoheb's champion, who was reanimated when Zita and Whemple entered and plundered the tomb.

Damaged Scroll: The crackling parchment in the corner is the half-spent remains of a *scroll of magic missile* which Zita used to defeat the mummy when she initially plundered this area with Whemple. However, the scroll is damaged and PCs examining the scroll are unknowingly making a spell check on the damaged scroll. Wizards and elves use d20, thieves use their cast spell from scroll die on page 38 of the DCC Rulebook, all other classes use d10. If the result is 12 or higher, the PC realizes they are dealing with a damaged *magic missile* scroll, but the scroll can be used as normal. If the result is 11 or lower, the scroll activates and casts *magic missile* (spell result 23) targeting the PC with the lowest Luck (except Whemple).

The following clues can be discovered by examining various objects:

- Two sets of tracks, "...the first made by a human with a smaller foot, and the other being halfling sized...", can be seen leading both in and out of the chamber (Zita and Whemple).
- The mummy looks incredibly old, but the wounds and burns look fresh. It appears as if it was felled by some sort of magic and stabbed multiple times in the back.
- PCs who can decipher Ancient Lys learn the sarcophagus contained Sigvart—he was the trusted royal bodyguard of Andoheb and Emrosup.

Area 6 — Royal Antechamber: *You enter another chamber which is covered floor to ceiling with stylized glyphs and depictions of savagery. Three of the walls depict an army riding giant*

wolves as mounts. The leader commands a regiment of baboons which tear into their human enemies and eat their corpses. The blood of their victims appears green in the otherworldly light of an ovoid-shaped, turquoise moon.

The east wall is dominated by a carving of a baboon head at least 8 feet tall; its snarling mouth is open wide with violent aggression. The dark passage of its throat is wide enough to swallow victims whole. A pale green light can be seen deep within the passage.

There is another passageway leading to the south. Emerging from that southern passageway, you see a set of large footprints—the person who made the prints must have trodden through some sort of dark paint or dye in the passage beyond. The footprints become more indistinct and eventually fade out completely as the walker moved toward the west passageway from which you entered the chamber.

Footprints: The footprints are not blood but a reddish-brown pigment (the mummy juice). They were caused when Khari rose from his sarcophagus in area 8 and lumbered out to seek revenge.

Baboon Head: PCs examining the giant baboon head for clues find the following secret message carved into its fangs in Ancient Lys: “As for all men who shall enter this my tomb, Iah-Babi shall consume your soul.”

PCs brave enough to crawl into the throat of the baboon, discover that it conceals a narrow passageway that the PCs can crawl down to reach the Royal Moon Door (see area 7a below). PCs searching for traps in the baboon’s mouth won’t find any (but judges should roll dice anyway), and that’s because the trap is actually in the ceiling of the royal antechamber over the western entrance (see *Trapped Ceiling T2* below and area 7a).

Trapped Ceiling T2: (Moon Stone Trap): If the Royal Moon Door trap from area 7a is triggered, a gigantic column of moon stone crashes through the ceiling causing 6d12 damage to anyone standing in the area indicated on them map marked T2 (DC 12 Ref save to avoid). From within this chamber, the trap can only be detected by PCs explicitly searching the ceiling for traps (DC 15 *find traps*).

Area 7a — Sand Tunnel and Royal Moon Door: After crawling for a short distance, the tunnel eventually comes to a dead end. The wall, ceiling, and floor of the tunnel at this end are constructed from a coarse, pale-green stone. An ovoid gem as big as your fist is set into the north wall and radiates an eerie green moonlight.

Sliver of Lysian Moon and Moon Doors Trap: The pale green stone and gem at this end of the tunnel are carved directly from a long-lost moon which once shown down upon Ancient Lys. The fist-sized gem is an inexhaustible source of pale green moonlight which radiates in all directions for 25”.

From area T1, The Moon Doors Trap can be detected with a DC 15 *find traps*, although the imminent danger to the PCs should be obvious enough. It is not a trap in the traditional sense as the moon doors are fundamental aspects of the tomb’s construction and therefore cannot be disabled, only avoided. If the PCs remove the gem, the Moon Door columns (T1, T2, and T3) descend from their respective ceil-



ings, triggering the events below and fulfilling Andoheb’s curse. Roll for initiative and consult the table below for what happens at each point in the initiative order.

- 20: A great grinding and rumbling is heard and felt. The entire tomb starts to shake. Dust begins falling in the passageway filling the chamber.
- 15: The green stones located in tunnel’s north end (T1) and area 6’s west end (T2) start to crack.
- 10: The three moon stones in the pyramid crash down. Any PC located in area T1, T2, or T3 must make a DC 12 Ref save or take 6d12 damage from the falling moon stones.
- 5: The tunnel between T1 and the baboon mouth is almost completely filled with moon sand. PCs still in the tunnel must make a DC 12 Fort save or take 1d4 choking damage and begin suffocating. Movement is reduced to 5”.
- 1: The tunnel is completely filled with moon sand. Movement is reduced to 0” and any PC still in the tunnel must be rescued by others within the next few rounds for any hope of survival. Trapped PCs take 1d4 Stamina damage each round they remain trapped. When their Stamina reaches 0, they suffocate.

By the end of the round, all of the tomb’s moon doors have crashed down, sealing off the tomb in those areas. See *Trapped in the Tomb* in the *Concluding the Adventure* section.

Area 7b — Royal Burial Chamber (Inaccessible):

The passage to the royal burial chamber was permanently sealed off after Andoheb was prepared for the afterlife. The burial chamber, Andoheb and Emrosup’s remains, the Moon Spear, and all other mysteries of the royal couple requires nothing short of *planar step* to locate and is left for the judge to fill in as suits their campaign.

TOMB OF THE SAVAGES

Star Shaft

2

slope up

7a

T1

2

6

T2

5

slope down

M

3

slope down

slope up

1

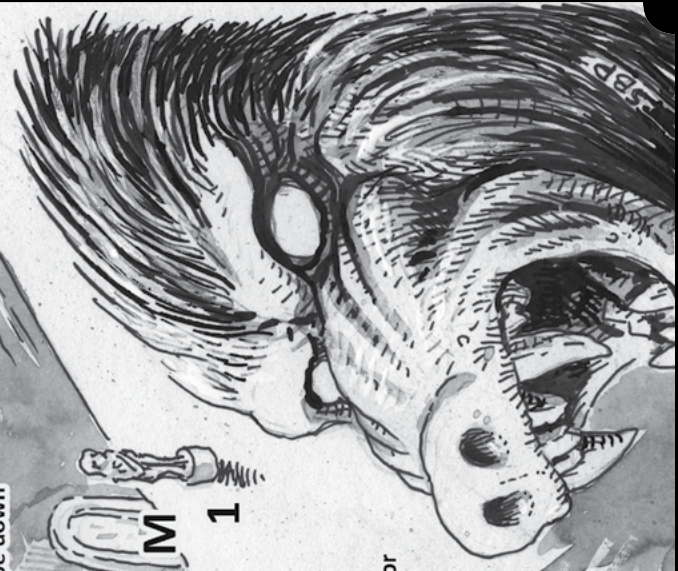
M

10

Ancient Lys

C = concealed door
M = Moon door

N



Area 8 — Kharis' Chamber: This dank chamber contains an open sarcophagus and reeks with the odor of decay. The sarcophagus' lid is inscribed with a man with the head of a baboon. A murky, reddish-brown liquid is pooled at the bottom of the sarcophagus and has spilled onto the floor. Large footprints lead toward the exit where someone, or something, has trod through the coffin juice.

Another inscription, clearly made more recently using the foul coffin juice as ink, has been hastily finger-painted onto one of the walls.

Sarcophagus Inscription: (in Ancient Lys): "For his wanton failure to prevent the death of Sonjasup, the high-priest shall have his eyes boiled, his ears seared away, and his body inhumed within Iah-Babi's Shroud of Un-Life for all eternity. Andoheb's Law has decreed that any who seek the secrets of the Moon Pool by speaking his name shall have their tongues removed."

Mummy Juice Graffiti: (in Ancient Lys): "I, Kharis, shall be named! Andoheb shall weep with impotence from his Moon Throne when I entomb his precious Sonjasup within the cursed Shroud of Un-Life!"

The Mummy Juice: the liquid in the sarcophagus is an unholy oil used to prolong Kharis' suffering. Touching the fluid rouses a mummy juice elemental. Wearing the mummy juice acts as an oil of invisibility to un-dead for 1d4 hours (including to Kharis). Carrying or wearing the mummy juice also enables the bearer to plainly see the secret door in area 3.

Mummy Juice Elemental: Init +6, Atk slam +5 melee (2d4 + embalming); AC 13; HD 4d8; hp 28; MV 40'; Act 1d20; SP engulf and embalm; vulnerable to fire and heat; slicing weapons inflict half damage; SV Fort +4, Ref +4, Will +2, AL C; Crit table M/d10.

Like a water elemental, the mummy juice elemental slams its victims and attempts to fill the victim's orifices with an embalming fluid. For each successful attack, the victim must make a DC 12 Fort save or suffer 1d3 Stamina choking damage. If the victim's Stamina points fall below zero, they are killed as their skin is transformed into a stiff, odorous wax as their blood is replaced with embalming fluid.

Area 9 — The Moon Pool: You follow the sounds of chanting into an elaborately decorated funeral chamber which reeks of hot blood and smoking tana leaves. A pool of water in the center of the chamber roils with magic energy. The waters present a window into an ancient time and place where a frantic melee is underway in some otherworldly desert. Scorching heat and sand from the mysterious desert are inexplicably pulled through the portal, creating a violent sandstorm within the chamber.

Beyond the pool lies the motionless body of a woman wearing an ornate shroud covered in cursed glyphs. Her wrists have been slit and her blood drains into two clay flasks.

A walking corpse, 9 feet tall and partially wrapped in funeral bandages, chants as it pours blood from a third canopic jar into a funerary contraption comprised of a funnel and scale.

The giant mummy turns towards you and barks out a command

which is lost in the noise of the swirling desert winds filling the chamber. The fiend finishes pouring the blood into the contraption and approaches you maliciously, leering with unnatural green orbs where its eyes once resided and outstretched desiccated hands.

Isobel: The body is that of Isobel. Currently she is bleeding out, but can be revived if she receives magical healing within 2 rounds. She is wrapped in Iah-Babi's Shroud of Un-Life.

The Contraption: The contraption is an arcane magical artifact used to assist souls in their journey from the flesh to the afterlife. It is a combination of a scale, two canopic jars, and a funnel: On one pan of the scale is a canopic jar filled with the desiccated heart of Princess Sonjasup, and on the other end, is an empty canopic jar slowly filling with Isobel's blood. Unless prevented by the PCs, the empty jar fills with Isobel's blood in 3 rounds, triggering the completion of the ritual.

The Moon Pool: The scrying pool is currently viewing Ancient Lys 8,000 years in the past—specifically the final minutes of Princess Sonjasup's life before she was originally killed by the Demon Jackal of Lys. PCs who spend an action looking into the pool see two men with spears attempting to fight off a desert jackal.

The Ritual: Kharis has initiated the ritual which, if completed successfully, restores Isobel to life but imbues her with the soul of Princess Sonjasup stolen as it travels to the afterlife at the moment of her death.

Kharis the Risen: Inadvertently awakened by Whemple and Zita, Kharis now seeks retribution on Andoheb who cursed him to eternal damnation. He intends to steal the soul of Andoheb's daughter Sonjasup, confine it to Isobel's body, and imprison Sonjasup/Isobel within the Shroud. Kharis attempts to defeat the PCs so that the ritual will not be interrupted.

Kharis the Risen (Demi-Mummy): Init +1, Atk choke +5 melee (1d6 +2 + throw) ; AC 11; HD 8d12+12; hp 64; MV 30'; Act 2d20; SP *charm person* (+4 spell check); damage reduction 5, mummy rot (DC 12 Fort save; see DCC rulebook page 422), vulnerable to fire (-2 save penalty to fire-based attacks, +1d to fire damage rolls), un-dead traits (immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage); SV Fort +4, Ref +2, Will +10; AL C; Crit table U/d16.

Tactics: Kharis will not attempt to choke the life out of PC, but instead, use his extraordinary strength to throw PCs into the scrying pool portal. Upon a successful attack, the PCs take damage and then must also make an opposed Str check vs. Kharis' +5 strength or be thrown through the portal and into Ancient Lys (area 10). Kharis only uses his piercing gaze *charm person* ability as a last resort.

Important note: Kharis is *not* the slow, lumbering type of mummy of later mummy films, but an agile adversary akin to the 1932 Boris Karloff mummy. Consider him to have an Agility of 16.

Iah-Babi's Shroud of Un-Life: this cursed relic dooms the soul of the victim unfortunate enough to be buried alive while wearing it. In the wrong hands, it holds the power

to engender mummies, liches, and worse! It is very magical and quite Chaotic; its powers and characteristics are left for the judge to stat as appropriate for their campaign.

There are multiple ways this encounter can unfold depending on the PC's actions:

- **The Ritual Completes:** Unless interrupted, if 3 rounds pass the blood taken from Isobel finishes draining into the contraption and the stolen soul of Sonjasup transfers into Isobel's body. If Kharis survives, he takes the resurrected Sonjasup and confines her to his sarcophagus where her soul will spend an eternity in torment wrapped in Iah-Babi's Shroud of Un-life.
- **The Ritual Disrupted: If the ritual is disrupted by disturbing the contraption** — the scrying pool's time tunnel inadvertently sucks the Demon Jackal from Ancient Lys into present day to attack any who remain in the chamber (including Kharis).
- **PCs Thrown Back in Time:** Any PC who is thrown into the pool or enters on their own volition find themselves cast back in time with a one-way ticket to Ancient Lys (area 10).
- **Kharis Thrown Back in Time:** using a mighty deed or other maneuver which forces Kharis into the pool causes a paradoxical tear in the time-space continuum when Kharis the Risen comes face to face with Kharis the ancient human. The tear forces the collapse of the portal. Before the portal closes forever, the Demon Jackal of Lys will be sucked from Ancient Lys into area 9 and begins attacking the PCs.
- **Recovering Isobel:** While Isobel is bleeding out, she can be saved if a cleric can avoid Kharis long enough to apply healing magic within 2 rounds.

Area 10 — Ancient Lys: *After a brief moment of disorientation, you inexplicably find yourself in an open desert atop scorching sand baking beneath an ovoid, green moon. A 9-foot tall war-*

rior approaches a jackal the size of a horse. The jackal stands over the inert body of a woman, snarling at the giant as he approaches. A second giant, this one a spellcaster, is startled at your sudden emergence from the sand. In his surprise, the spell he was casting is disrupted as arcane energy fizzles uselessly between his hands.

The PCs now find themselves in Ancient Lys 8,000 years in the past. In Ancient Lys, the sun and moon had different shapes and hues, and mankind was the size of giants. The PCs have been transported back to the precise moment where Sonjasup originally lost her life at the fangs of the Demon Jackal of Lys (as depicted in area 3, scene 4. And, yes, the PCs are the "mysterious Sand Men" from that depiction.)

At this point in history, Kharis is still mortal and unaware that he himself has created the time portal 8,000 years in the future. He is accompanied by Ulfheonar (Sonjasup's uncle) and they are in the throes of their original fight against the Demon Jackal of Lys. They originally lost this battle, but now the PCs have a chance to change history.

Kharis the mortal (4th level Cleric): Init +1; Atk scimitar +2 melee (1d8); AC 11; HD 4d8; hp 33; MV 30'; Act 1d20; cleric spells (+4 spell check); SV Fort +3, Ref +1, Will +2; AL C; Crit table III

Spells Known: *Blessing, Holy Sanctuary, Paralysis, Resist Cold or Heat, Second Sight, Word of Command, Curse Paralysis, Curse, Snake Charm, Wood Wyrding*

Ulfheonar (4th level Warrior): Init +4; Atk spear +5 melee (1d8 +3); AC 14; HD 4d12; hp 40; MV 30'; Act 1d20; SV Fort +3, Ref +4, Will +6; AL C; Crit table IV.

The Demon Jackal of Lys: Init +0; Atk bite +5 melee (2d4) or spit acid; AC 16; HD 5d8+8; hp 32; MV 30'; Act 2d20; SP spit acid 3/day; SV Fort +3, Ref +3, Will +2; AL C; Crit table M d/14.

Breathe acid: The jackal can spit acid 3 times per day. The spittle is a spray 30' long and 20' wide. All in range take 2d6 damage (DC 14 Fort save for half).

CONCLUDING THE ADVENTURE

Trapped in the Tomb: PCs who trigger the Moon Doors trap in area 7a may find themselves trapped in the pyramid. The star shaft is one means of egress for halflings, elves, thieves, and other PCs who can magically *reduce* themselves or become gaseous. Otherwise, through enough study of the hieroglyphics in the Grand Gallery, the PCs decipher that in 26 days — during the next new moon cycle — there may be a chance to activate the Moon Pool (area 9) and transport themselves to another time and place.

Zita, Whemple, and Isobel: Zita and Whemple may have been the ones who disturbed the tomb and awakened Kharis, but Zita nonetheless pays 150 gp for her sister's safe return. The duo have stashed away other items pilfered from their first visit to Andoheb's tomb. They will use their network of "fences" within *El Gato* to move their stolen goods. Depending on the PCs' alignment, they can assist *El Gato* in

transporting these goods, or work with Lawful clerics seeking to retrieve them and have them re-consecrated. Either way, Isobel, an accomplished warrior in her own right, is grateful for being rescued and will assist the party any way she can to satisfy her life debt.

Adventuring in Ancient Lys: If the PCs find themselves in Ancient Lys, there is no immediately obvious way to travel back to their original time. If the PCs manage to prevent the Demon Jackal of Lys from slaying Princess Sonjasup, they are revered as heroes and offered unimaginable wealth and positions of power in Andoheb's ancient kingdom. Homesick PCs in Ancient Lys may eventually seek out the Sorceress Ymae who knows of an island where a "tower out of time" stands and is rumored to have the ability to visit the future for those clever enough to overcome its dangers... (See DCC #77.5 *The Tower out of Time*)

The Scorpion shall know their bed – this final curse for defilers of the Andoheb's tomb was not meant to be fulfilled within the pyramid itself and still awaits any defilers.

Accessing the Royal Burial Chamber - If the PCs can surmise a way to access the Royal Burial Chamber (area 7b), who knows what riches await them. Afterall, the fabled Moon Spear of Andoheb has not been recovered.

Iah-Babi's Shroud of Un-Life: Lawful clerics immediately

comprehend the powerful evil infused throughout this garment; their deity demands a pilgrimage to any Lawful or Neutral cleric to properly destroy this abomination at the first sign of disapproval.

Demon Jackal of Lys: if the Demon Jackal of Lys is unleashed within present day, within a fortnight it starts wreaking havoc on the small town of Hirot in a scenario chronicled in DCC #66.5: *Doom of the Savage Kings*.



APPENDIX A: DRAMATIS PERSONAE

ANCIENT NPCS

- Andoheb – King of Ancient Lys and brother of Ulfheonar
- Emrosup – the wife of Andoheb, Queen of Ancient Lys
- Sonjasup – daughter of Andoheb and Emrosup; twin of Tehuti; originally killed by The Demon Jackal of Lys
- Tehuti – son of Andoheb and Emrosup; twin of Sonjasup
- Sigvart – Andoheb's guardian
- Kharis the Risen / The Priest Who Shall Not Be Named – Andoheb's trusted priest until he failed in protecting Sonjasup from being slain by the Demon Jackal of Lys. Andoheb sentenced Kharis to be buried alive in Iah-Babi's Shroud of Un-Life which transformed him into a demi-mummy
- Ulfheonar – brother of King Andoheb, and wielder of the famed Wolf Spear of Ulfheonar

CONTEMPORARY NPCS

- Zita Aztur – the socialite asking for help. Secretly runs the thieves guild known as *El Gato* with her partner Whemple.
- Whemple – Zita's partner. To outsiders, he plays the role of a stuffy servant, but he is actually an accomplished thief.
- Isobel – Zita's missing sister. Charmed by Kharis the Risen and taken back to the tomb. A sad victim of Zita and Whemple's meddling in Andoheb's tomb.
- Ardeth Bey – a persona made up by Zita to cover that her sister was actually abducted by Kharis the Risen, a mummy she accidentally reanimated



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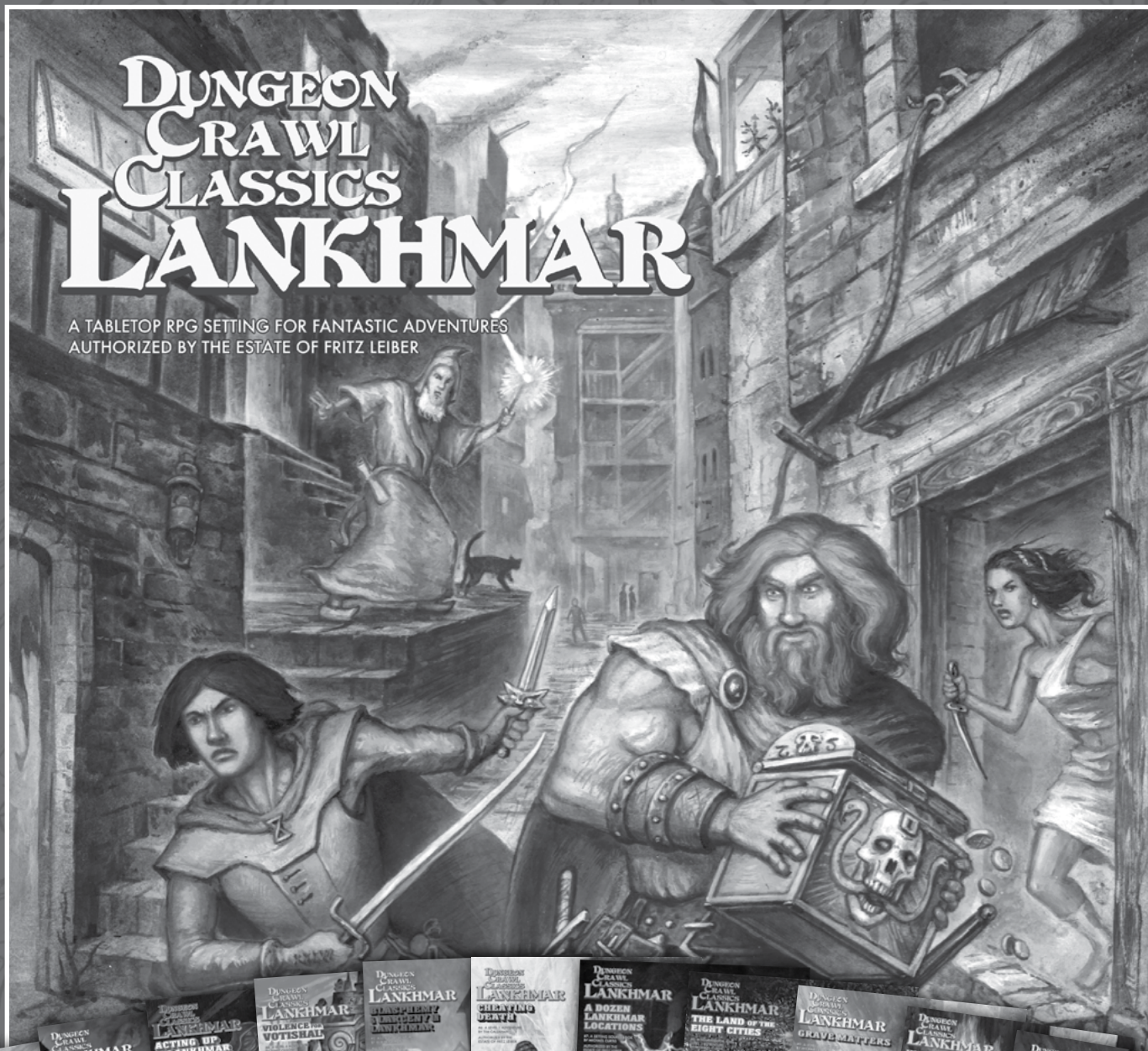
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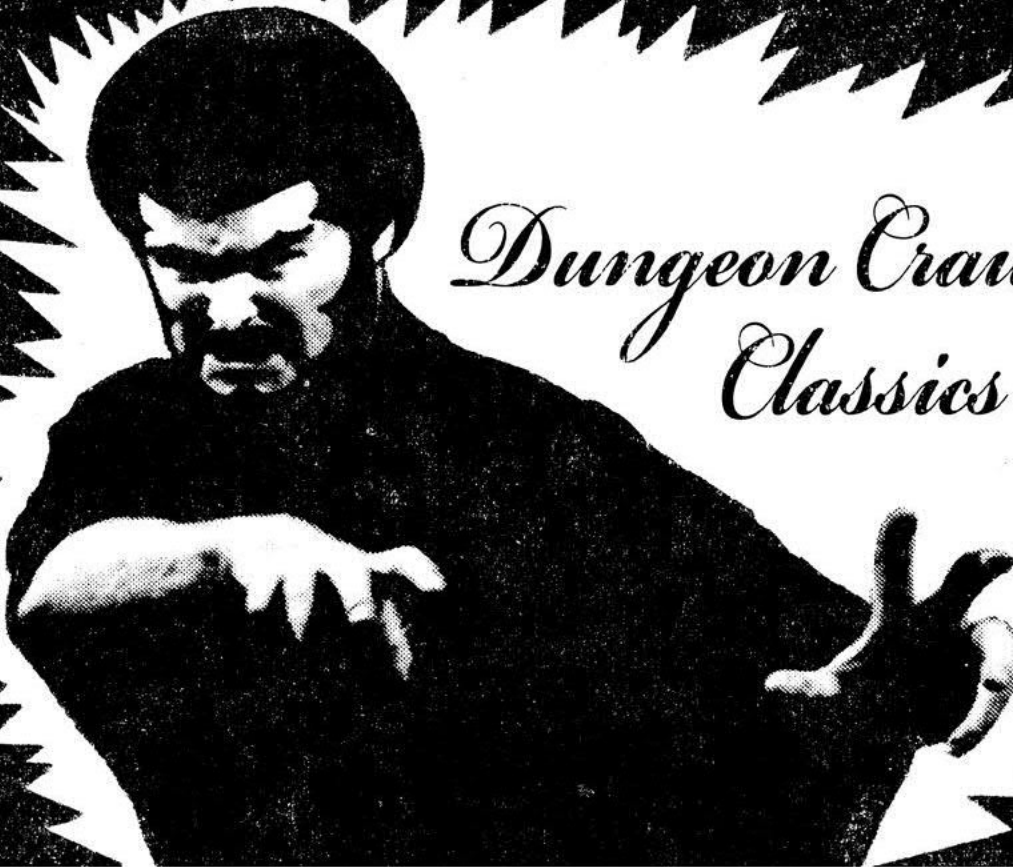


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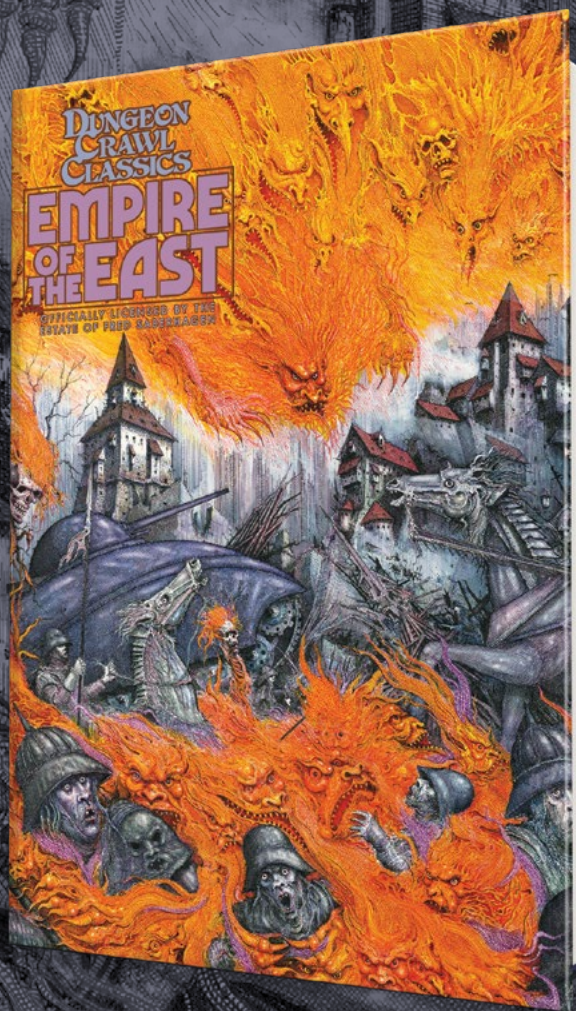
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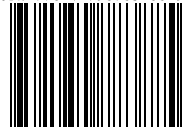
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