

TOMB OF CURSES

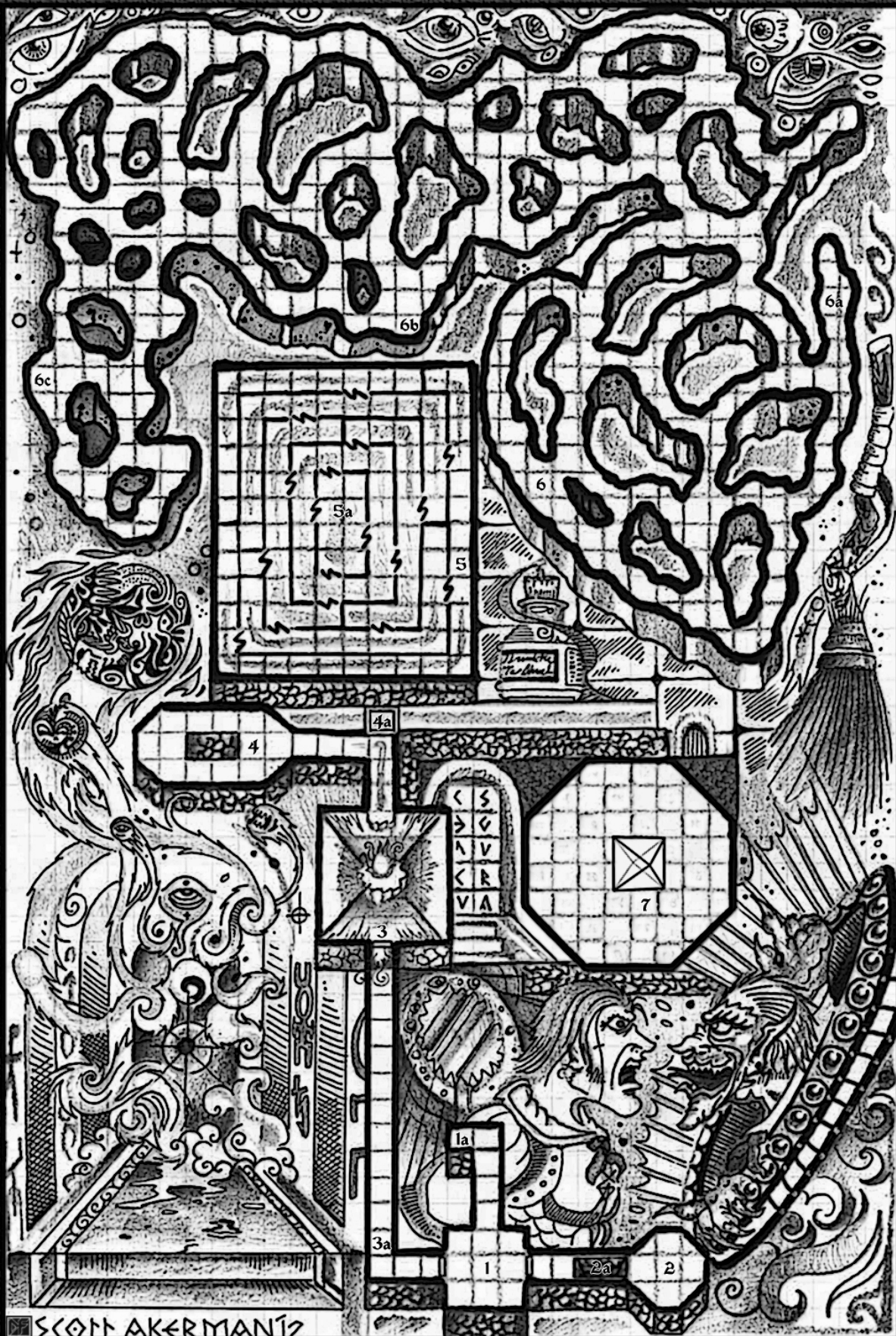


A Level 6-8 Multidimensional Adventure for 4-6 DCC Characters

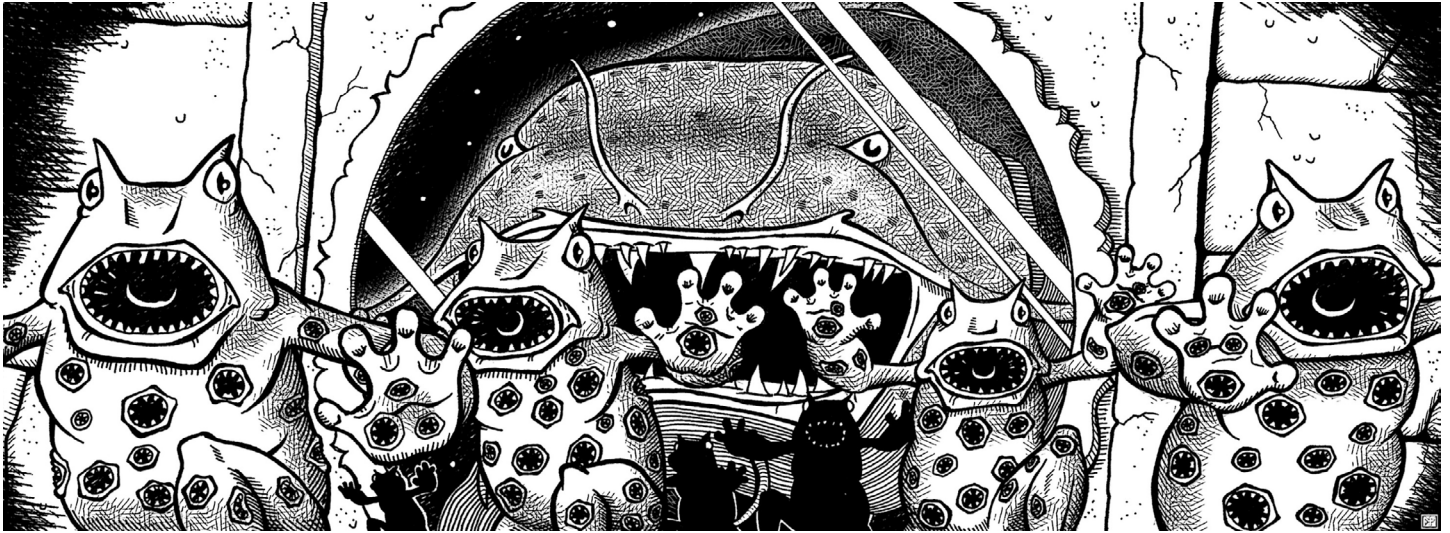
By Paul Wolfe

From a concept by Sean Connors





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A Level 6-8 Multidimensional Adventure for 4-6 DCC Characters

Writers: Paul Wolfe and Sean Connors

Illustrators: David Fisher and Scott Ackerman

Cartographers: Scott Ackerman and David Fisher

Cover Artist: David Fisher

Layout: Ken Jelinek

Editors: Ken Jelinek, David Fisher, Daniel J. Bishop

Playtesters: Charlie Scott, Mike Erwin, Nikolaus Wolfe, Lukas Wolfe, Jesse Wolfe, Cody Mazza, Nico Eldritch, and John Payne.

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INTRODUCTION

The Tomb of Curses is a high level adventure for six to ten characters level 6-8. To successfully navigate and escape from the tomb, the party should have a balance of classes including several spellcasters and at least one thief. If the optional entry encounter described in the **Player Introduction** is used, the party should have at least two wizards or elves. The tomb is a site-based adventure that can be inserted into any campaign.

Tomb of Curses is designed to be a very difficult and unique challenge – the characters are stuck in an extra-dimensional prison-tomb from which there is almost no escape. With this in mind, Judges should consider whether to provide pre-generated characters or to put players' treasured characters in this position.

BACKGROUND

Uth'Pentar, arch-wizard and delver into the mysteries of the myriad dimensions, was a married man. It was not sufficient for him, a puissant arcanist, to have but one true love in one dimension. Uth'Pentar had a flower on every hill, a pool in every glade, a woman (or what passed for a woman) in every dimension he had mastered, and these wives numbered eight. The eight wives of Uth'Pentar were not common representatives of womanhood – they were the most extraordinary, intelligent and comely women in their given dimensions – and they were also the most powerful. Uth'Pentar fell at the collective hands of these eight women. But, before he fell, he cursed each of them to an extra-dimensional tomb when they died (most by his own hand). Here Uth'Pentar expected the corpses and souls of his Eight Queens to languish for all eternity.

He failed to consider that each of his wives had the power to affect the mortal world even from their collective prison. From the Tomb of Curses, the Eight Queens reached out and cursed each of the arch-wizard's artifacts: the *Everglass*, the *Weeping Stave*, the *Thrice-Cursed Spear*, and all of the minor contrivances, baubles and concoctions that he ever put his mind to. Each has an insidious trap that draws the user through the dimensional veils to be deposited in their prison tomb. Though the Queens originally conceived this curse out of spite, they have since realized that these unfortunates may unlock the secret to freeing them.

Where Uth'Pentar went or his final fate after his fall, none know. It is rumored that he wanders the variegated dimensions an eightfold widower, seeking other brides to match the power and vengefulness of his previous wives.

The resting place of the Eight Queens of Uth'Pentar has many names: The Tomb of Curses, of Lies, of Whispers; Eight Queens' Rest, Prison, Final Vengeance. Though little else is known about it, arcane lore spread across a few hundred writings place it in one of Uth'Pentar's many dimensional domiciles. Thought to be inescapable, the Tomb of Curses is also said to hold the mighty wizard's most powerful mysteries.

THE EIGHT QUEENS OF UTH'PENTAR

The eight queens are as different as their original dimensions. Being dead, their individual power is muted and insubstantial, but they seek to unify and, together, escape their ex-husband's curse. It may benefit the Judge to understand the eight queens individually before running the adventure.

Balshazad, the Vengeful Demon – Balshazad was commonly described as a hag. She lived in the Forests of Woe where she captured and experimented on unwary travelers. After many centuries, she became a powerful member of a cabal of hags who eventually subjugated the entire world of Y'thern. Balshazad, true to her moniker, eventually killed and devoured her cabal sisters and ruled the world alone. Looking for other worlds to conquer, she found Uth'Pentar, and endured a short, unsatisfying marriage to him (his first). He killed her to use her heart in a ritual that brought the entire dimension where Y'thern resided under his control. Her spirit lingered for millennia before finally exacting her final revenge on the arch-wizard, but his curse ultimately doomed her to the eponymous tomb. She is best known as the creator of *Balshazad's Courser*, a powerful but cursed magical broom.

Grah, Elder of the Deepes – In a dimension of elemental water, Grah ruled the deeps unchallenged. An impossibly huge ichthyic creature, her gaping catfish-like maw large enough to swallow worlds, Grah encountered Uth'Pentar while he recovered from a titanic battle with an unnamed hyper-spatial ooze lord, ruler of a sub-dimension of time. Their courtship and marriage lasted longer than any of the other wives, in fact they never technically severed the eternal link, for Grah is not yet dead (see **Area 3a**). Grah is the only wife that willingly entered the Tomb of Curses, seeing it as a legacy to Uth'Pentar's undying devotion to her. Uth'Pentar left her to die when the heirs to the hyper-spatial ooze lord's rule tracked him to Grah's realm and eventually destroyed it, but she miraculously escaped. The great Elder of the Deepes roams the multi-cosmos eternally searching for her lost

husband, but she makes an appearance in the Tomb of Curses and provides an opportunity for trapped adventurers to solve the tomb and free themselves.

Qo, the Twin-headed Serpent – It is believed that Qo has the distinction of being the only wife (and the only being in the multiverse) to have actually killed Uth’Pentar. This was a condition that was, while surprising, rather temporary. The arch-wizard was so impressed that he proposed marriage immediately upon his resurrection. The Twin-headed Serpent also suffers the distinction of being the only creature in any dimension that has borne the arch-wizard’s spawn. These serpentine humanoids lurk on multiple worlds as powerful sorcerers and mind scientists – foe to many a hero and unwilling adventurer. Her mummified and undead corpse resides in a special prison realm created by Uth’Pentar and protected by an insidious maze of cursed portals (see **Area 5**).

Abigail Kane – Assistant District Attorney, Toledo, Ohio – Abigail is the most inscrutable of the great arch-wizard’s wives. It is believed that Uth’Pentar spent an unspecified amount of time in her dimension learning a game called chess and wooing the fiery attorney when she beat him at a match. Smart and driven, Abigail used Uth’Pentar’s secrets to amass an amazing amount of power and even had him framed and confined to a SuperMax federal prison for a time. He used the most mundane means within her dimension to kill her – a Toledo city bus – but her spirit lingered and is believed to be the “organizer” of the eight wives’ plot to bring the arch-wizard down. Regardless, she is his most hated wife and thus he has confined her spirit to a near-impenetrable mirrored prison (see **Area 3**).

Avaril, Ponaril, and Inaril – The Three Sisters – The sisters are technically the same being in four different dimensional realities (the fourth being is a cosmic equation that both separates and joins them). Uth’Pentar is believed to have married each of the beings separately, as improbable as it sounds, without knowing he had married the other two...or three (the debate still rages). Scholars believe that by solving the equation, he was bound to all of them (except for the equation, which remains unsullied at this writing). It is also believed that his marriage to the sisters was the shortest of the eight (in fact, it could be that it was the shortest marriage in cosmic history), for when the equation was solved, he was both bound and unbound to/from them in the same instance. This has done nothing to assuage the pain and embarrassment of Uth’Pentar’s poor use of their affections – solving the equation brought several dimensions under his complete control (which he promptly consumed to create a wedding ring for Issa, his last and most

beloved wife). The three sisters were hoping for an elaborate and romantic wedding and an eternal, idyllic marriage.

Issa – The Sapphire Flame – In the distant reaches of time burned a sapphire flame. Some say that the flame was the engine of time and space; while others believed it was the first true living entity in existence. Uth’Pentar originally sought the Sapphire Flame for the power it would bring him. If either were true, the arch-wizard knew that he could unify all of the dimensions he controlled, and possibly seize those he didn’t. What he didn’t expect was the depth of feeling he experienced upon entering Issa’s presence. His heart captured, he spent eons courting the Sapphire Flame, subjugating worlds, universes and dimensions and piling them at her proverbial feet. To no avail. It was then that Uth’Pentar realized that the Sapphire Flame was dying – its heat diminished exponentially. Just before being extinguished, she agreed to marry the grieving arch-wizard. Some say that Uth’Pentar lost his desire for power. While other scholars speculate that in his moment of weakness (and at the behest of Issa, who did not want to spend oblivion alone), the other seven wives struck, setting off a chain of events that trapped all eight of them in the Tomb of Curses.

THE LEGACY OF UTH’PENTAR

No mention or rumor of the arch-wizard has been heard in millennia, but none believe that he was truly destroyed by the wives. Lore surrounding his many powerful artifacts remains. Every wizard’s apprentice dreams of finding even one of his minor baubles, for it is said that even these lead to unimaginable mortal power. And whilst this is potentially true, the first place the artifacts lead their finder to is imprisonment within the tomb. What none know is that if the Tomb of Curses should be “solved,” Uth’Pentar will find himself trapped there...alone. Such is the final vengeance of ex-wives.

“SOLVING” THE TOMB OF CURSES

If the party wishes to ever see their world (or any) again, they must traverse the tomb, avoiding its many hazards and collect the artifacts of the Eight Wives. These artifacts, along with a set of ivory runic tiles, are used in a ritual that free the wives – and the characters (see **Areas 4** and **7**). Below is a table showing the symbols for the eight wives (and Uth’Pentar when his tile is drawn into the tomb), as well as their artifacts and locations. Judges may need this resource as the characters begin to unwind the secrets of escaping the tomb.

PLAYER INTRODUCTION

The scorched hide of the giant horror bubbles and smokes, yet the thing rises again on tree trunk-sized legs, inexplicably hefting a broken ship's mast that still trails a tattered sail. The many black eyes of the giant humanoid glitter – four spaced evenly across its forehead and a cluster of hundreds of tiny eyes positioned in the center of its chest. Other than the two striated arms that ready the mast, ropy, snake-like appendages sprout from the thing's neck, stomach, and even its knees. Some are merely vestigial, quivering and waving with the creature's movements like some undersea beast barely alive. Others are quite functional, if the pulped bodies of several unfortunate hireling warriors are any indication.

The party finds itself at the end of a particularly difficult adventure, having delved deep into the Brekshire Mines in search of the fabled *Everglass of Uth'Pentar*, a head-sized globe of crystal said to display the past, present and future, as well as the locations of other artifacts stolen from the legendary arch-wizard. Other than the creature, Candros, the party clearly sees the Everglass in an elaborate golden stand across the broken and littered floor of a massive natural cave.

Note: Judges may simulate the difficulty of the preceding adventure by randomly applying hit point and

ability damage, declaring lost spells, and other such evil upon the party. Not to worry, they have plenty of time to heal within the tomb, unless they rush on through its many dangers.

Roll for initiative.

Candros, the Last Guardian of Uth'Pentar: Init -2; Atk ship's mast +12 melee (1d12+5); snake-like appendages +12 (3d6+5); AC 19; HD 10d12; hp 66 (currently 26); MV 40'; Act 1d24 and 1d20 (appendages); SP: Regeneration, Immune to Critical Hits, Vulnerable to Fire; SV Fort +10, Ref +5, Will +8; AL C.

Note: Candros currently has 26 hit points. An additional 25 are able to be healed by its regeneration power. The rest were lost due to various fire-based attacks by the party.

Candros strikes mindlessly with the ship's mast and is able to reach targets up to 20' away. The snake-like appendages that cover the thing's body attack anyone that closes to normal melee range. Those struck by the appendages receive crushing damage each round unless a STR check (DC 22) is made. Each round, the creature regenerates 1d12 hit points though any hit points lost to fire damage do not heal. Wielding fire against Candros deals a die step higher in additional damage (d4 becomes d6 and so on).

Tile/Symbol	Wife	Tile Location	Artifact	Artifact Location
	Abigail Kane	Area 4	Cell Phone	Mirrored Prison (Area 3)
	Ponaril	Area 4	Ideal	Maze of Eyes (Area 6a)
	Avaril	Area 4	Book of Material Creation	Maze of Eyes (Area 6b)
	Inaril	Area 4	Unwavering Image	Maze of Eyes (Area 6c)
	Combined Sisters	(Post-Combination)	Book of Material Creation (activated)	N/A
	Grah	Area 4	Heart of Grah	Grah's Gullet (Area 3a)
	Issa	Area 4	Sapphire Flame	Post Ritual (Area 4)
	Qo	Area 5 (Prison Realm)	Transformative Venom	Tomb of Qo (Area 5)
	Balshazad	Area 2	Balshazad's Courser	Area 1
	Uth'Pentar	Room 4 (Post Ritual)	The Hanged Man Tile	Post Ritual (Area 4)



THE EVERGLASS OF UTH'PENTAR

The legend of the *Everglass of Uth'Pentar* is long and quite boring. The party wizard(s) know that the glass is a dangerous artifact but one that grants near unlimited powers of scrying. More importantly, it is the key to finding the *Thrice Cursed Spear* and *Yephriel*, the Iron Champion. Both artifacts were created by the arch-wizard Uth'Pentar and are much desired by those seeking otherworldly power.

The solid gold stand on which the globe rests is trapped (DC 12) but impossible to disarm. With a Find Trap roll of 15+, the thief understands that the glass may be used without triggering the trap, but the trap's nature cannot be determined. If anyone removes the *Everglass* or otherwise moves the globe or the stand (including teleportation or other creative means), every living thing in the room is transported to area 1 in the Tomb of Curses, *except* those touching the *Everglass*. These unfortunate souls are transported to another place and another time, to be determined by the Judge.

If a wizard attempts to use the *Everglass of Uth'Pentar*, he or she must make a Spell Check and must Spell-burn at least 6 points, to operate it. See the *Everglass* entry in **Appendix B: Magical Items** for details on Spell Check results.

Successful or not, every living thing in the room is transported to **Area 1** of the Tomb of Curses (though the caster using the *Everglass* may be transported elsewhere within the tomb on a natural 1 Spell Check). If the Spell Check is passed, one randomly determined character that is transported to the tomb receives a +1 Luck bonus and a curious multicolored gem appears in a pocket, a sack, backpack or other container carried by the character (this is in addition to the gem that the caster may receive for higher Spell Checks). Both gems are keys to enter and leave the Mirrored Prison (See **Area 3**). Unfortunately, the recipient of this item is unaware of the gem's presence unless by some circumstance that the bearer checks a pocket, backpack or other container. If a *detect magic* spell is used on the gem, it is apparently magical, but the nature of the magic cannot be determined.

THE TOMB OF CURSES

General Features: Unless otherwise noted, the entirety of the tomb is lit by an indeterminate, but quite adequate light. Oddly, living things cast eight shadows that radiate out evenly from their feet. Upon inspection, each shadow is slightly different though obviously of the living thing being cast. With a Spell Check (DC 12) by a wizard or cleric, the shadows are different because they are cast by the person at slightly different times, but no advantage or more precise information can be gleaned. Non-living things cast no shadows in the Tomb of Curses.

EFFECTS ON MAGIC

The Tomb of Curses foils all mundane and magical attempts to escape. Any spell or other supernatural power that allows for planar travel, teleportation, summoning or the like functions as described in the spell or power, however, those transported or summoned arrive at **Area 1a**. This includes spells that banish supernatural creatures. **Note:** The number of times this can occur before the transported, banished or summoned creature ends up trapped within the eastern wall in **Area 1a** is static, as described in that area's description.

Unless otherwise indicated, magical effects which remotely contact beings (mortal or otherwise) outside of the bounds of the tomb instead contact Agars, the demon tasked with guarding the gates to the tomb of Qo, the Twin-headed Snake (**Area 5**). Agars is capricious, but skilled at impersonating anyone from an all-powerful being to a lowly beggar. The demon's only downfall to the ruse, however, is that Agars grows bored rather quickly. Anything more than a brief conversation devolves into fart jokes and demands for expensive sacrifices. More information on Agars may be found in **Appendix A: Patrons**.

This ward also affects a cleric's ability to call directly upon his or her deity and on the wizard/elf spell *invoke patron* (unless otherwise indicated). When attempted, the spellcaster must make a Will save (DC 20) – this should be rolled by the Judge or by the player without knowledge of the nature of the roll. On a failure, the spellcaster actually contacts Agars, as above, who cannot provide miracles, boons, or other assistance; though the demon can tell quite a bawdy tale about the cleric's deity/wizard's patron, a plunger and a goat. On a success, the spellcaster understands

that the tomb is heavily warded from outside influences. Other spells and powers granted by a cleric's deity function as described in the Core Rules.

Note: Once a wizard or elf bonds to Agars or one or more of the Three Sisters, the *invoke patron* spell functions normally for these three patrons. See **Appendix A** for more information.

Area 1 – Antechamber: *The walls of this small chamber are constructed of green, baked clay bricks, while the floor consists of damp flagstones. To the west, a strange stone door may be reached by descending two stair steps, while the door to the east appears to be a simple wooden one. A narrow passageway leads to the north, though unlike this room, it is dark. In the corner near the stone door, a broom, its twisted handle decorated with two rune-scribed streamers, leans against the wall. In the corner north of the eastern door sits a low wooden table holding a green glass flask with a red glass stopper.*

Characters arrive in this room standing in one of the three unoccupied corners, with his or her face pressed as close to the wall as possible. If there are more than three characters, several are crowded into the same corner.

THE EASTERN DOOR

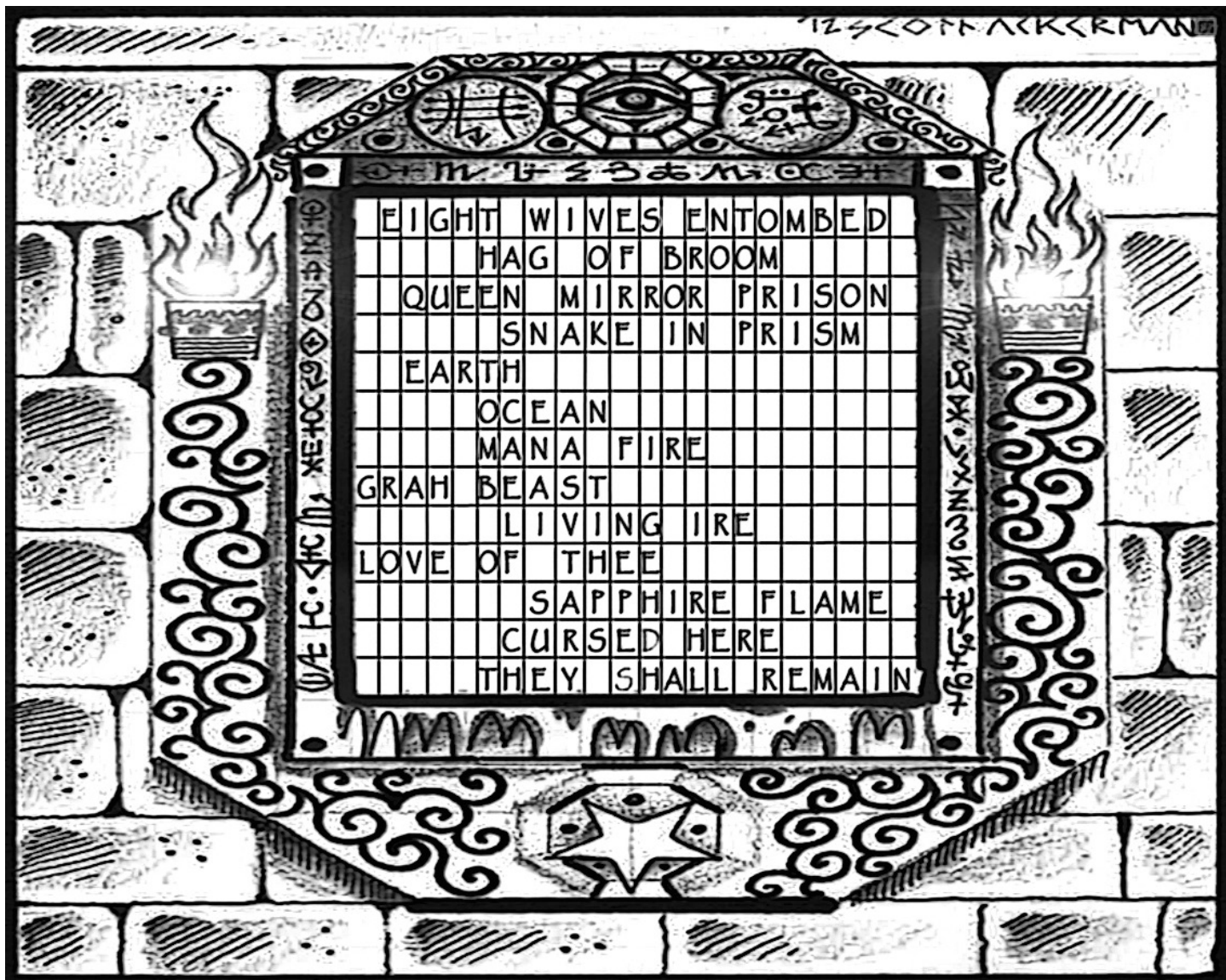
The eastern door appears to be simple and flimsy, but is merely an illusion from this side. Unfortunately, once a PC passes through the illusion, the door is quite real from the other side, appearing as a thick wooden portal heavily bound in iron. From the east side, the door is impassible without unlocking it (see **Area 2**), foiling all magical and mundane means.

THE WESTERN DOOR

The western door is likewise impassible until the riddle is solved. Embedded in the stone is a metal grid of letters carved in dull lead (as shown in the illustration).

If the grid, stone door, lintel, or any letter other than those used to complete the puzzle is touched, the character must make a Will save (DC 10) or be magically transported to the alcove at the end of the northern passage (See **Area 1a**).

To open the door, the letters spelling out *THE TOMB OF CURSES* must be pressed, in order. A minor hint may be gleaned by examining the letters. The "S" at the beginning of *SHALL* is discolored, as if it has been pressed repeatedly over the eons. Unfortunately, the "D" in the word *CURSED* is similarly discolored. This may lead players to think incorrectly that the proper sequence of letters is *THE TOMB OF CURSED*.



THE BROOM

The broom, called *Balshazad's Courser*, is a powerful and deadly artifact. When examined, the PC's notice magical writing along the twisted handle, as well as a collection of runes burned into two streamers tied to the end of the broom's handle. The magical writing on the handle is easily read by a wizard, elf or cleric with a Spell Check (DC 8), and translates to "Up" "Down" "Left" "Right" "Forward" and "Stop." The runes on the streamers are more difficult, requiring a *comprehend languages* Spell Check result of 20 or higher. These runes are a long-dead language spoken by spirits of the elemental wind and describe the brief history of the wind spirit that gave its life so that Balshazad could easily transport herself from place to place. Note that these were written by Balshazad and reveal her great self-importance and self-absorption, as well as her desire to exact vengeance on an unfaithful husband (Uth'Pentar). Over the centuries, the trapped spirit has altered the runes slightly. If the *comprehend languages* Spell Check result is 24+, the caster detects

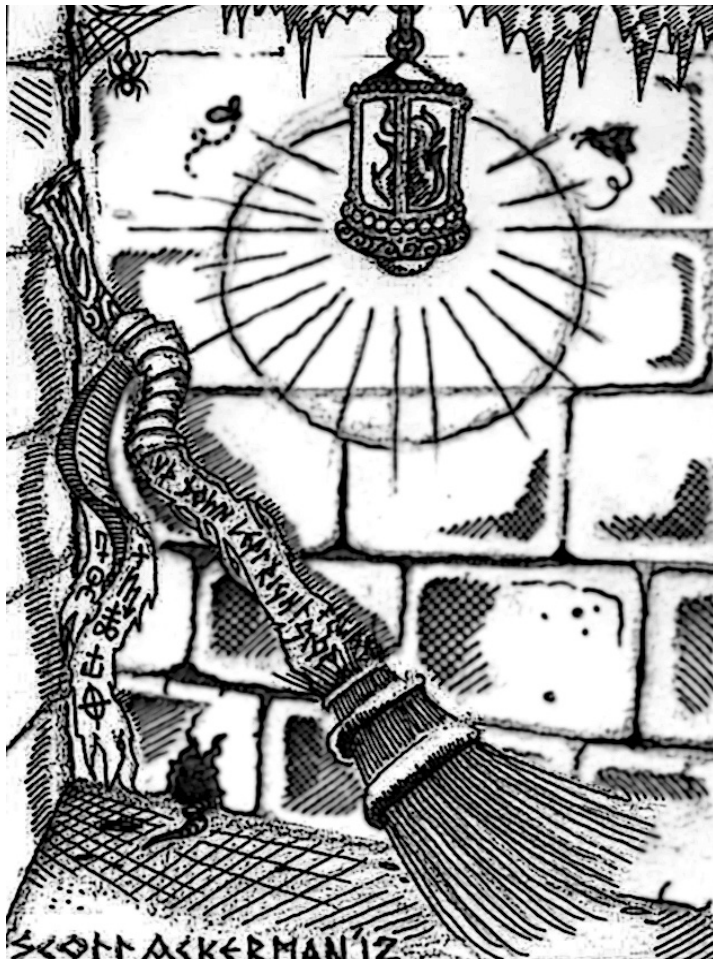
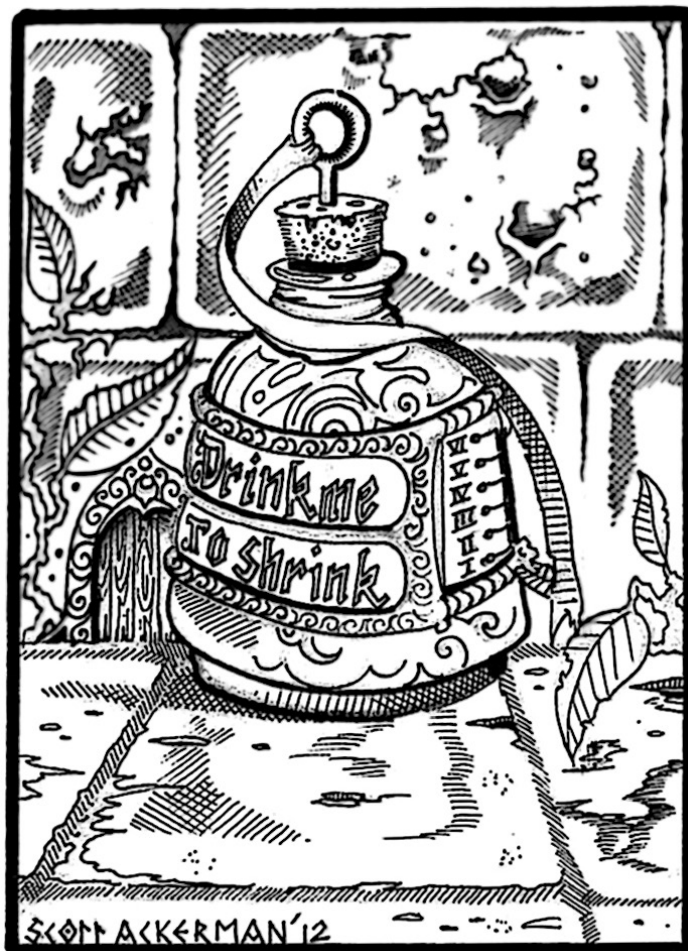
a hidden message. When spoken, the revealed phrase bypasses the detrimental effects of using the broom, but the caster promises (by binding a piece of his or her soul to the promise) to free the wind spirit once the broom is removed from the tomb. If this promise is ever broken, the caster instantly suffers the cursed broom's effects as if he or she had ridden the broom for 10,000 miles (see below).

Once the magical writing on the side of the broom is translated, anyone can activate the artifact with a DC 10 Spell Check. The user may ride the broom using the appropriate word to direct it. The *Courser* carries up to 700 lbs and moves up to 300' per round (about 20 mph). If the broom is used without having executed a bound promise to the wind spirit, the user is in for a debilitating curse. For every 20' moved forward, left or right, the PC ages 1d10 years. If the broom is moved up or down, there are no aging effects. For each 10 years aged, the character permanently loses 1 point of Strength, Agility or Stamina (to a minimum of 3 each). The character likewise loses 5' of move-

ment for every 20 years aged (to a minimum of 5' per round). Judges may impose additional effects, such as dimming eyesight, loss of hearing, etc. Throughout this process, the character's appearance visibly ages. Though the character is not in danger of dying of old age, he or she continues to live out a normal span of years but in a prematurely infirm state.

THE VIAL AND THE TINY PASSAGE OF DOOM

The green-glass vial has a simple paper label printed with the words: *Drink me to Shrink!* On the glass bottle is an embossed gauge that shows the number of doses contained in the vial. Currently the bottle contains 6 doses. Drinking a dose from the vial has the expected effect – unfortunately, the effects are permanent. Each dose causes a living thing to shrink to just 5" tall – this includes any non-living objects held or worn by the drinker. Magic that should dispel or reverse this effect automatically and critically fails. Further, if anyone under the effect of the potion should enter the tiny doorway (see below), he or she immediately grows to normal size. This instantly kills the unfortunate experimenter in a shower of shattered bones and spraying blood.



If the table is moved, the PC's notice a 6" high wooden door on the wall beneath it. The door is easily opened and reveals a tiny passageway leading off to the north as far as the characters can see. On the back (north) side of the door is a small note that reads: *The Only Escape*. Those that shrink themselves by magical means (other than the cursed potion) and enter the passage find that all is not what it seems. The passage is crowded with the remains of men and creatures that have somehow strayed into the 100' long hallway over the centuries. **Note:** These remains are seen only by those that enter the doorway – The passage appears empty when viewed from outside the doorway. Once in, there is no way out. The hallway is trapped in an inter-dimensional space from which there is no escape. Any spell that would transport a character or characters to another location automatically and critically fails. Once the trapped soul's food and water runs out, it's a matter of time before deprivation adds their remains to those that preceded them. Of course, the magical effect that shrinks the character may also expire, instantly killing the character. The Judge should detail the nature of the remains as fitting with his or her campaign. Feel free to add powerful magical treasures and great hordes of gold and gems...for all the good it will do the unfortunate soul.

THE NORTHERN PASSAGE (1A)

Other than being dark, the northern passage seems unremarkable and ends at a blank wall after a western turn. Upon closer inspection, the examiner notices shards of bone, cloth and metal embedded in the blank wall.

Area 1a is the target location for any teleportation or other magical attempt to leave the Tomb of Curses, as well as any summoning or banishing spells cast by the party. Additionally, each time someone is transported here, the subject appears slightly closer to the western wall. The first time this occurs is cast, roll a 1d6+4. This is the total number of times this can be attempted before the subject is in danger of being trapped inside the western wall of the alcove, as described below. The subject may make an INT check (DC 10) on the second and subsequent times this occurs to determine that he or she arrives slightly closer to the western wall of the alcove.

Once the total number of transport attempts is reached, the subject of this effect must make a Reflex save (DC 18) or be transported into the western wall. The trapped character loses 1d8 STA each round until he or she dies. On a successful save, one of the subject's appendages is trapped in the wall, immediately dealing 4d6 damage as the subject's appendage is pulped and imbedded within the stone. No known magic or mundane method can extract the subject from the wall, though in the latter case, severing the trapped appendage works (the subject's Stamina is permanently reduced by ¼ and some method must be contrived to stop the bleeding and the screaming). Regardless, the subject is incapacitated for 1d3 days after such an ordeal.

Area 2a – The Sand Pit: *Spanning the ten foot wide hallway is a twenty foot long open pit. The floor of the pit, about thirty feet below, appears to be covered in sand or dust. Across the pit is a carved archway leading to a room beyond.*

To cross the pit, the PC's can simply climb down using a rope or other means, or the PC's could fly over using *Balshazad's Courser* or other magical means. Either way, crossing the pit summons the Sand Champion. If a flying character or characters cross the pit, the Sand Champion forms as a giant sand warrior bearing a massive mace, otherwise, it chooses its forms to best defend against encroaching PC's.

Sand Champion (giant): Init: +6; Atk great sand mace +8 melee (2d6+3); AC 12; HD 13d8+8; hp 112; MV N/A; Act 1d20; SP: Choking dust, Regenerate SV Fort +8, Ref +8, Will +8; AL N.

Sand Champion (large)(7): Init: +6; Atk large sand mace +4 melee (2d5); AC 12; HD: 13d8+8 (collectively); hp 16 each; MV N/A; Act 1d20; SP as above SV Fort +4, Ref +4 Will +4; AL N

Sand Champion (medium) (14): Init +6; Atk sand mace +4 melee (2d4); AC 12; HD: 13d8+8 (collectively); hp 8 each; MV N/A; Act 1d20; SP as above SV Fort +2, Ref +2, Will +2; AL N

Individual combatants formed from the Sand Champion are faceless warriors composed of shifting sand or dust and bearing heavy maces.

Sand Champions are the spirits of once-great warriors trapped within a bound area of sand or dust. They are a composite creature that forms and reforms individual combatants. The Champion can form up to 14 man-sized combatants, 7 ogre-sized combatants, or one giant-sized combatant.

Combatants "slain" dissipate until the Champion regenerates enough hit points to reform individuals. These combatants don't move, in the regular sense, but form, dissipate and reform anywhere within the bound space within 1 round if the Champion can touch the binding sand or dust. The constant reforming and dissipating of combatants causes great dust clouds to billow within the bound space. The dust effectively conceals the Champion's forms (50% miss chance even in melee) and causes those who fight to make a Fortitude save (DC 10) each round or suffer from convulsive choking fits. If a PC suffers a choking fit, he or she is incapacitated and unable to recover unless removed from the dust cloud – a subsequent Fortitude save (DC 5) must be made in this case to overcome the condition. If not removed from the cloud (or if the fit persists after leaving the cloud), the PC dies in 1 minute. The Sand Champion regenerates 2d8 hit points per round, but a heavy gust of wind (magical or otherwise) prevents this regeneration for the length of time the wind prevails.

Anyone carrying the tile of Balshazad (found in **Area 2**) is not attacked by the Sand Champion.

Area 2 – The Void: *An unnatural dimness obscures the details of this room, but unlike the rest of the still tomb, you feel cool fresh air flowing in through the western doorway.*

With even bright magical light, everything outside of a 10' radius remains shadowy and dim within this chamber.

THE HUNGRY PORTAL

A short stairway leads down to the eastern wall and a strange black portal bound in an archway of plain stone. No light penetrates the palpable darkness beyond the threshold. The breeze seems stronger the closer to the portal that the party moves. Simple concentration reveals that air is being sucked into the portal.

Anyone touching the pliable darkness is quickly and utterly consumed as the relentless void spreads over the person's body and everything that touches it. A typical human-sized creature is consumed in 4 rounds, but the victim dies in 2 rounds and is incapacitated by extreme pain for the full duration. If the victim can be moved out of this room, the process suddenly ends. Those attempting to save the victim must make a Reflex save DC 10 to avoid touching the creeping void as it consumes the victim. Those that manage to survive the void recover from incapacitation almost immediately, and do not lose hit points. The affected parts of their bodies just cease to exist, but this has its own effects. If the characters should touch the blackness with an object 3' long or longer, the item is consumed in one round, and the character must make a Reflex save (DC 10) to drop the consumed item before the void spreads to the character's hand and arm. Use of an item shorter than a long sword requires an immediate Reflex save (DC 15) or the void spreads to the bearer of the object.

If any of the tiles or artifacts of the eight wives are brought within 20' of the hungry portal, the bearer feels a strong urge to move away. Should anyone be silly enough to touch the void with an artifact or tile, the bearer is utterly consumed and a conflagration of black fire bursts from the archway. Anyone in the room suffers 6d6 damage and is knocked unconscious for 1d6 minutes. Any of the wives' tiles or artifacts within the room are transported back to their original locations.

THE TILE OF THE HAG

If the area around the northern wall is searched, a hand-sized ivory tile painted with a rune resembling a moon ☾ is discovered. Touching the tile summons the shadowy spirit of Balshazad, a vicious and ugly hag. The spirit remains for 1d3 turns and seems to continually mouth a series of words. Those that spend a full round concentrating on the spirit may discern the words: *I am the first. And I will be the last to hold Uth'Pentar's throat.* Balshazad's tile, along with her broom, is required to complete the Ritual of the Eight Wives (Area 4).

Area 3a – The Dark Hallway: *The entire length of this hallway is shrouded in unnatural blackness.*

The magical darkness that shrouds the hallway reduces all light sources to 10' shadowy illumination. Oddly, the eight shadows that ring every character turn bone white. At the end of the hallway sits a stone door with an oval mirror mounted to it.

When any light source is brought within 10' of the mirror, a one-way gate opens from a random dimension. The opening of the gate attracts creatures from that dimension, as well as floods the hallway with some dimensional effect 1 round after light strikes the mirror. Additional creatures and effects continue to come through the gate every 1d3 rounds that the mirror is illuminated. Smashing the mirror, withdrawing light to more than 10' or covering the mirror pauses the effect. The mirror can be removed from the wall, or easily smashed, but it loses its special properties.

Note: Those that carry shards of the broken mirror are able to enter and leave the Mirrored Prison in Area 3 without being forever trapped.

If the door under the mirror is examined, a note scrawled in chalk is found reading: *As you enter, close your eyes.*

Should the PCs shatter or remove the mirror, it reappears in 1d24 hours. Note that the party must retrieve the heart of Grah to complete the Ritual of the Eight Wives in Area 4.

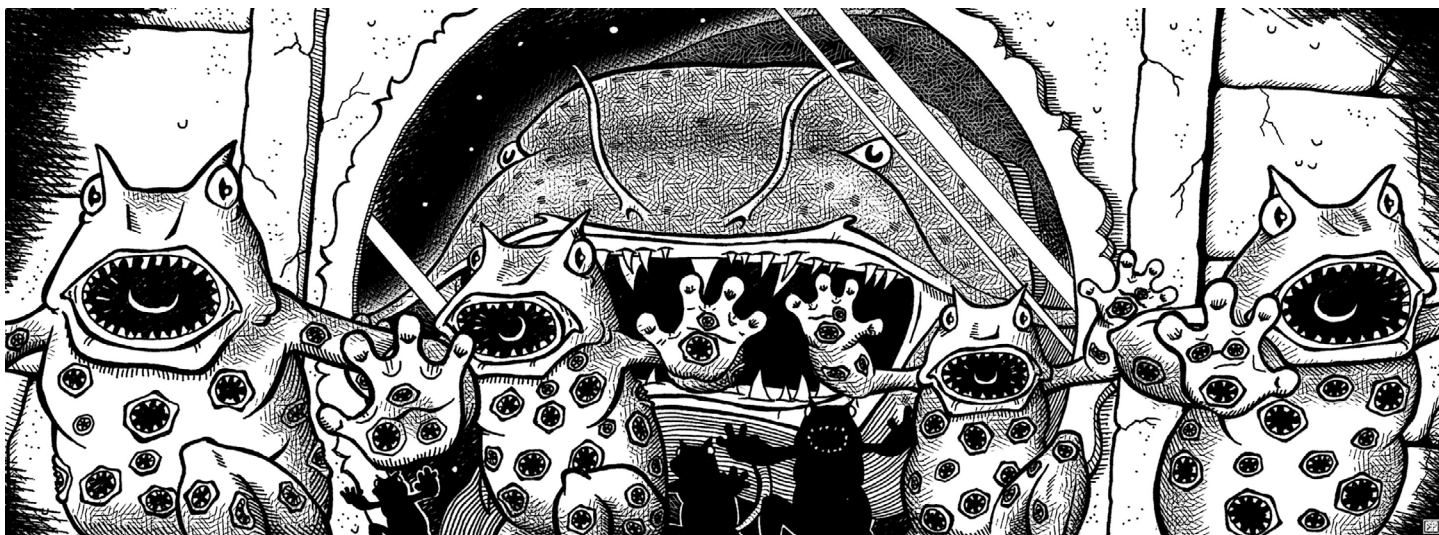
DIMENSIONAL MIRROR

Roll 2d5 and consult the table below on the first round that light strikes the gateway mirror and every 1d3 rounds that light continually illuminates the mirror.

NOTE: If the light is withdrawn, and then reintroduced, the cycle starts over.

Roll 2d5	Dimensional Creature	Dimensional Effect
2	Mud Gremel	Acidic Mud
3	Creeping Fog	Noxious Stench
4	Duplicate	See Below
5	No encounter	Unnatural cold
6	Squirming Mass	Deafening Shriek
7	Mouth of Grah	Flood of Offal
8	Psychic Lasher	Arcing Static
9	Feral Horde	Rushing Vacuum
10	Vined Horror	Volatile Cloud

Mud Gremel (1d3): Init +3; Atk +6 body suckers melee (Hold Fast); AC 14; HD 4d7; MV 30'; Act 3d20; SP: Hold fast; Ridged Mouths (1d4/round); SV Fort +6, Ref +4, Will +4; AL N.



Mud gremels are faceless frog-like humanoids with hundreds of mouths covering their bodies. These mouths are ridged with hard bone and are ringed by powerful suckers. Those struck by the suckers are held fast (Strength +5) while the ridged mouths gnash the victim for damage each round. Up to three mouths may attach to a single human-sized victim, and up to three such victims may be so held. Mud gremels usually rush at their prey and leap upon them, attempting to attach and feed.

Creeping Fog (1): Init -3; Atk engulf (3d4); AC N/A; HD 14d6; hp 84; MV 30'; Act 1d20; SP: Engulf and Feed SV Fort +0, Ref +0, Will +0; AL N.

Creeping fog is a colony of millions of near microscopic creatures which act together, appearing as a fast-flowing white fog. Once the creatures begin to feed, the fog takes on a pink cast. The creeping fog covers a 30'x30'x20' space and deals damage to all within this area. The fog can be dissipated with a strong (or magical) wind and is dealt damage by fire, ice, or other area affect damaging spells. Strangely, *charm* and other mind-influencing spells affect the entire fog though any Spell Check success merely dissipates the cloud.

Squirming Mass (1): Init (always last); Atk pseudopod +6 melee (1d7); AC 13; HD 4d12; MV 10', climb 10'; Act 5d20; SP: Hallucinatory Poison (DC 15); SV Fort +6, Ref -4, Will -6; AL N.

The squirming mass is a blood red ooze-like creature with patches of black scabs on its surface, which cause it to crackle and snap as the creature undulates across the floor. The mass attacks with multiple pseudopods and can cover a space up to 50'x50'. Those struck with a pseudopod must make a Fortitude save (DC 15) or suffer from intense hallucinations. These reveries start 1d3 rounds after the failed save, occur 1d3 times per day lasting for 2d4 hours each. The poison lingers in

the victim for 1d7 days and the victim may make a progressively easier Fortitude save each day to shake off the effects. The hallucinations are left up to the Judge, but are typically pastoral scenes of peace and contentment, interspersed with actual reality. The game effect of these hallucinations is a penalty to all d20 rolls (-1d4), with additional effects at the Judge's pleasure.

Mouth of Grah (Unique): Init +6; Atk lashing barbels +10 melee (2d6+paralysis), swallow +10 melee (swallowed); AC 22; HD 10d12; hp 120; MV 0'; Act 4d20; SP Paralysis (DC 20), Swallow whole, Regeneration; SV Fort +15, Ref -10, Will -5; AL N.

Grah, the arch-wizard's fourth wife, is not dead, but was caught within the Tomb of Curses' influence when she inadvertently assisted the other seven wives in their titanic attempt to destroy Uth'Pentar. At the time, she believed that she was to be reunited with her true love.

When the massive catfish-like maw bursts through the mirror, it seems larger than even the space that the hallway can contain. Four spiked mouth feelers (called barbels) on her upper and lower jaw lash out at anything in the hallway, dealing damage and administering a strange chemical-electro shock that induces paralysis (Fortitude DC 20). Those paralyzed are targeted by her gaping maw (see below). If Grah is reduced to 0 hit points, the great beast retracts into the mirror where she regenerates.

On a successful swallow attack, the target is not damaged further, but swallowed whole and pushed into the near infinite space of Grah's gullet. Victims could remain in the gullet for all eternity - the air within her is breathable, if a little fishy. Judges may develop further adventures within the gullet of Grah, should they be completely insane. At some point, anyone inside the Elder of the Deeps realizes that the faint reddish,

pulsing light that permeates the fishy gloom has a source. By concentrating on the source of the light, and with a successful Will save (DC 15), the subject arrives near a thin transparent membrane covering Grah's great heart. Any edged weapon slices easily through the membrane, but brandishing a weapon near Grah's heart draws a beast from the Dimensional Encounter chart the first round and every 1d3 rounds thereafter. These creatures fight to defend the heart until destroyed.

Note: None of the Dimensional Effects listed in the chart occur in the gullet of Grah – and Grah does not appear in her own gullet. The still-beating heart of Grah can be extracted in 2d3 rounds of concentrated hacking; it is about the size and weight of a good-sized pig. This immediately kills the Elder of the Deeps, and anyone trapped in her gullet appears in the hallway 20' from **Area 3a** (including any remaining dimensional beings). The heart then appears to fit in the palm of a hand, but it still pulses as if alive. Once Grah is killed, the dimensional mirror loses its magical properties – though pieces of it still allow passage into and out of the Mirrored Prison (**Area 3**).

Psychic Lasher (2d4): Init +3; Atk psychic lash +6 melee (1d4 INT or PER); AC 16; HD 3d6; MV N/A; Act 1d20; SP: Attacks mental attributes, weakness to mind-affecting magic; SV Fort +0, Ref +2, Will +10; AL N.

Psychic Lashers are tiny sprites of pure light that hail from a dimension of thought. Though the lashers don't move, their consciousness is technically everywhere and can strike anyone within conceivable distance with a lash of psychic energy. Targets reduced to 0 Intelligence or Personality fall into a catatonic state and remain so unless the ability damage is magically healed. When calculating armor class for the target, the victim uses the Intelligence or Personality score (whichever is higher) plus the ability bonus. For instance, if the target has a 14 Intelligence, the armor class is 15 versus the psychic lasher. Lasher's are particularly susceptible to mind affecting spells and other magical effects, taking a -4 to any saving throws versus these attacks.

Feral Horde (2d3 swarms): Init +4; Atk devour (2d4/round); AC 13; HD 12d12; MV 30'; Act N/A; SP: Engulf, Considered Unholy creatures; SV Fort +0, Ref -2, Will +0; AL C.

A feral horde is a swarm of creatures covering a 10'x10' space that are all hair and teeth. The horde typically engulfs one target and devours it before moving on to the next. Standard weapons do 1 point of damage on a successful hit though an engulfed target can

deal 1d3 damage per round simply by grabbing and smashing the little furred horrors. Fire, ice and other area affects deal normal damage. With a successful turn check, a horde disperses to 2d24 individual creatures (1 hp each / bite +1 melee (1 damage)).

Vined Horror (2d3): Init +4; Atk thorny vine +10 melee (Entangled); AC 15; HD 9d6; MV fly 50'; Act 4d20; SP: Entangle, Thorns (3d4 damage/round), possible poisoned spines; SV Fort +0, Ref +7, Will +12; AL C.

The vined horror is a hovering ball of writhing spiked vines. The horror can lash out with four vines per round. On a successful hit, the target is entangled (on a critical hit, the target is completely immobile). An entangled victim can still attack, at -1 die. Victims can attempt to escape; the vined horror receives a +8 for any tests of Strength. Though the entangling vines constrict, they only deal damage from the thorns digging in deeper to the victim's skin. 25% of vined horrors also have poisoned spines (DC 14 or paralyzed until extracted from the vines).

THE DUPLICATE

The character bearing the light source that illuminates the mirror suddenly finds his or her duplicate stepping from the reflection. The duplicate immediately moves to destroy its twin, assisted by the fact that, initially, only the affected PC can see the creature. When the duplicate moves to within 5' of the victim, a bright flash blinds everyone nearby (Reflex DC 15 or blinded for 1 round), and then the duplicate is visible to everyone. The party is then faced with the task of trying to figure out which is the real character and which the duplicate.

The duplicate has the same statistics, spells, magical and mundane items, and abilities of its twin. **Note:** The duplicate starts with full hit points, spells, and Luck of the victim – even if the victim has been damaged, lost spells for the day, or burned Luck.

If the duplicate defeats its victim, what remains is the soulless twin of the destroyed party member. The effects of this are left up to the Judge, but there is no discernible difference in the appearance of the duplicate. Though it seems detached and emotionless, the doppelganger is otherwise a playable character.

Note: If more than one party member bears a light source that illuminates the mirror, each must fight his or her evil twin.

DIMENSIONAL EFFECTS

Opening gateways to other dimensions brings additional dangers by letting in the environment of these alien worlds.

Acidic Mud – Caustic, slippery mud gushes from the mirror gateway, filling the hallway to a depth of 3'. Attempting to move through the hallway requires an Agility check (DC 12). On a single failed check, the subject cannot move. If the check is failed twice or more in a row or on a critical failure, the victim slips and falls. The mud inflicts 1d3 damage per round to all non-magical materials (including skin) per round. The mud remains for 2d5 rounds before disappearing completely. Mud gremels are immune to the effects of acidic mud.

Rushing Vacuum – The mirror suddenly begins sucking the atmosphere out of the hallway. Each living thing must make an immediate Agility check (DC 10) or be dragged 20' per round toward the mirror. Held items are dropped. Those that strike the mirror (or the wall) receive 3d6 damage and must make an immediate Fortitude save (DC 17) or take 1d3 Stamina damage as the air is sucked from their lungs. Unattended objects fly toward and through the mirror into oblivion. The Feral Horde is immune to the effects of the Rushing Vacuum. The effect lasts for 2d4 rounds.

Unnatural Cold – Numbing cold suddenly descends on the hallway, and lasts for a full turn. Each round any living thing in the hallway must make a Fortitude save (DC 11+Current Round) or lose 1 Stamina point. Those in metal armor take a -2 penalty to the saving throw. Metal weapons used to attack during this time shatter on a critical failure.

Flood of Offal – A torrent of raw sewage pours into the hallway, but it's only enough to coat the floor. Unfortunately, its acrid stench can disable even the heartiest warrior. All must make a Fortitude save (DC 10 per round) or be incapacitated by extreme sickness. The sewage remains for 3d7 rounds before evaporating away. Those that leave the hallway still suffer from the effects either for the entire duration or until the muck can be washed from their feet. The Mouth of Grah and mud gremels are immune to the stench.

Deafening Shriek – A shriek blasts out of the mirror. At first, the sound causes deafness (Fortitude DC 15), but within a round it moves up the scale to a barely perceptible sound that causes mental confusion (Will DC 17). The shriek lasts for 1d3 rounds. Deafness is permanent and can only be magically healed. Mental confusion lasts for the duration of the shriek and an additional 1d6 rounds. This affects even those deaf-

ened by the initial blast as the sound waves penetrate the skull of the victim.

Arcing Static – Lightning bolts (1d3) crackle out of the mirror per round for 2d3 rounds. Each bolt leaps from person to person, striking up to four living victims. Individual bolts deal 2d6 damage (3d6 to anyone in metal armor). Psychic Lashers are immune to the bolts.

Noxious Stench – A near-invisible cloud flows from the mirror, and fills the hallway with retching stench. All living creatures must make a Fortitude save (DC 15) each round or spend the duration retching and convulsing with nausea. The stench remains for 1d10 rounds.

Volatile Cloud – A thick billowing yellow cloud cloying of sweet perfume emerges and fills the hallway in 1 round. Open fires immediately ignite the cloud dealing 4d6 damage to all living things in the hallway. There is a 1 in 6 chance that a successful hit with a metal weapon also ignites the cloud. The vined horror is immune to the cloud's effects.

Area 3 – The Eternal Prison: Note: If a character walks through the doorway with eyes closed (see **Area 3a**), he or she must make a Reflex save (DC 15) or fall into the chasm.

You stop at the edge of a yawning chasm that disappears down into darkness! This brightly lit chamber is dominated by the chasm and a stone pillar that stands at eye-level fifteen feet away. Upon the pillar glitters a large mirrored sphere on a golden stand.

Each character that views the scene (without specifically avoiding gazing at the mirror) must make a Will save (DC 15) or be suddenly frozen, lifted off their feet, and drawn across the chasm toward the mirrored sphere. Once there, the victim is slowly absorbed by the silver surface. The entire process takes 3d3+4 rounds if not interrupted. (See Inside the Mirror Prison)

PC's drawn toward the mirror may be rescued with an opposed Strength check (versus a +10 bonus), and up to three characters can assist by adding their Strength check to the overall roll. Those specifically avoiding looking into the mirror still have a 30% chance per round of glancing at it, thus necessitating the saving throw.

About 30' below the level of the doorway an anti-magic field dispels all magical flying/levitation and *featherfall* effects. *Balshazad's Courser* stops just before this field and will not proceed down. The chasm is deep enough that someone falling into it could scream out several lungfuls of air before hitting the bottom. Don't bother to roll damage unless it amuses you.

INSIDE THE MIRROR PRISON

Those victims who do not carry either a shard of the dimensional mirror from **Area 3a** or the multicolored gem (see the **Player's Introduction**) are trapped eternally in a mirrored universe. Those that do carry one of these artifacts find themselves standing in a plain spherical room 200' in diameter with walls the color of dull lead. Floating near the center of this space is a human woman with auburn hair and wearing a smart business suit. She seems unconscious, but closer inspection reveals that her eyes move erratically as if watching a fearful scene, and that a diaphanous, near-invisible silken membrane encases her.

If the membrane is touched by anything other than shards of the mirror from 3a or the multicolored gem, the membrane sheds a number of duplicates of itself (equal to the PCs in the room) which promptly attack.

Stasis Membrane (# of PCs): Init +4; Atk engulf +4 melee (stasis); AC 12; HD 4d12; MV fly 60'; Act 1d20; SP: Engulf, Stasis; SV Fort +0, Ref +4, Will +5; AL N.

The stasis membrane is a semi-sentient creature that subsists on the psycho-active thoughts of its prisoners. The membrane attacks by engulfing its opponent. Those that are successfully struck must make a Fortitude save (DC 14) or slip into a semi-conscious state and be completely covered by the membrane. Though aware of his or her surroundings, the victim remains in stasis for all eternity. Thrusting shards of

the dimensional mirror (**Area 3a**) or the multi-colored gem (see **Player's Introduction**) into the membrane, disrupts its electro-psyhic connection with its host for 2d3+3 rounds. During this time, the victim comes fully awake and can leave the membrane. When the stasis membrane recovers, it attacks the nearest living creature.

If the PC's free Abigail Kane from the stasis membrane, they realize that she has been transformed into a two-dimensional being. She immediately implores the party to assist her in freeing the trapped souls of the seven other wives (and herself). The first character to ask a question finds the *Strange Contrivance of Abigail Kane* in their hand. Characters will not recognize the device, but it is a cell phone from Earth circa 1998 (See **Appendix B: Magical Items**). Once the contrivance is delivered, she begs the PCs to thrust a shard of the dimensional mirror into her two-dimensional form. If they do, her image shatters like a mirror, and Abigail Kane is freed into a pocket dimension within the tomb.

With the *Strange Contrivance* in hand, the PCs can simply walk out of the mirrored prison – they appear on the north side of **Area 3**. Trapped compatriots languish in a multi-reflected universe for all eternity and their ultimate fate is up to the Judge.

Area 4 – A Game of Tiles: *This long room has a high arched ceiling, and a large stone table sits in the center of the floor. Several square ivory tiles with runes etched on their faces lie scattered on the tabletop.*

The impenetrable tomb of Issa, the Sapphire Flame, lies inside the solid stone tabletop. The table is carved with inscrutable symbols and images that cause mild unease in those that view them. The ivory tiles lying on the face of the tomb are scribed with symbols of the wives, as shown in the **Solving the Tomb of Curses** section at the beginning of this module. The following tiles are present:

- Abigail Kane
- Ponaril
- Inaril
- Grah
- Issa

These tiles are missing, but are required to complete the ritual to open Issa's tomb:

- **Qo** - This tile must be recovered from Prison Realm of Qo (See **Area 5**)



- **Balshazad** -- This tile is found in **Area 2**.
- **Avaril** -- This tile is found in **Area 6b**.

The ivory tiles are powerful magical artifacts in their own right, but their power does not become manifest until all eight of the tiles are placed on the stone tomb and are activated by merging the artifacts of the wives with their respective tiles. The proper arrangement of activated tiles (See **Arranging the Tiles**) is required to free the Sapphire Flame (see **Gateway of the Sapphire Flame**).

THE RITUAL OF THE EIGHT WIVES

In order to free the spirits of the eight wives from the Tomb of Curses, the Ritual of the Eight Wives must be completed. Before this ritual can begin, each tile must be activated by merging each wife's artifact with her respective tile. Note that Issa's artifact is not available until the second part of the ritual is completed (see below).

To merge an artifact to a tile, the caster must place the artifact upon the tile. A short magical phrase then appears as smoky runes in the air, which can be read with a successful *read magic* Spell Check (12+). Once read and understood, the caster can enact the ritual by making a Spell Check (20+). On a failure, the ritual phrase disappears and does not reappear for 1d3 hours. On a Spell Check result of natural 1, the caster receives corruption (see the **Tile Corruption** table), and the ritual phrase disappears for 1d3 days. When an artifact is successfully bound to a tile, the artifact fades from existence, and the rune carved into the tile grows dim.

Note: The individual tiles of the three sisters must be stacked and then ritually combined with the activated *Book of Material Creation*. See **Area 6c** for more information.

ARRANGING THE TILES

Activated tiles must then be arranged in the pattern carved upon the stone tabletop. The game of tiles is a deadly one. Once the activated tiles are placed on the stone tabletop, they are imbued with strange energies that have varied effects. Each time a tile is touched (with the exception of Balshazad's tile), roll on the **Tiles Corruption** table. If Balshazad's tile is touched while touching any other tile, the PC suffers none of the listed effects.

There are twelve indentations in the tabletop where activated tiles may be placed, but only six of the

indentations are the proper spots for the ritual. (See **Arranged Tiles** figure). If a tile is placed in the wrong indentation, roll on the **Tiles Corruption** table (Balshazad's tile is no help here). If the tiles are properly arranged, see: **Gateway of the Sapphire Flame**.

Hints as to the arrangement of tiles are available to the players throughout the Tomb of Curses. Contacting Abigail Kane through her *Strange Contrivance* nets the players only cryptic descriptions (regardless of the Spell Check result to use the device) similar to the quatrain found in Inaril's tomb (see **Area 6a**). However, using contact with Abigail Kane to make the quatrain clearer is a solid strategy. Agars is of little help to those that have bonded to the capricious demon -- especially because he doesn't know the proper arrangement. He delights, however, in misdirecting the characters' futile attempts with ever more detailed places to put the tiles of the eight wives. Higher Spell Check results while using the *Everglass of Uth'Pentar* (see **Appendix A: Magical Items**) also reveal the pattern of the tiles, but the vision does not provide the exact placement of individual tiles.

TILES CORRUPTION TABLE

Roll d100	Apparent Effect	Actual Effect
01-10	None	None
11-15	Caster's form becomes that of an ichthyoid	The caster becomes a Child of Grah!
16-25	Hand touching the tile disappears	The victim's hand still functions, but exists in another dimension. The Judge should decide how this goes. It might be interesting to have a box with a hole cut in it at the table -- For the rest of the session, the Judge can drop any gooshy or interesting thing desired into the player's hand (just don't play this game with James Raggi!).
26-33	Complete darkness	All magical and mundane lights cease to function for 2d3 rounds. Infravision does not function for 2d3 hours.
33-41	Gold coins begin pouring from the victim's mouth.	The victim is incapacitated for the duration. This continues until the entire room is full of gold coins waist deep -- but ceases if the victim is removed from the room. 1d4 rounds after this stops, the coins turn into chocolates wrapped in golden foil (10 chocolates = 1 days ration). The foil collectively is worth 150 gp.
41-55	Victim's head grows 1d4x5 times normal size (and headgear explodes if present).	For each x5, the victim's "carried weight" increases by half (see Encumbrance, pg 70 of the Core Rules). Victim's headgear explodes -- if a helmet, deals 1d4 to victim and 3d4 to all within a 30' radius (DC 12 for half). The effect is permanent, but drinking a dose of the Shrinking Potion in Area 1 shrinks the head only 1d4x5 times (this could be very, very bad).
56-63	Victim's image briefly flickers	The victim enters a world of variegated color for 2d5 years, and here has many adventures. To others in the room, the victim merely flickers out of existence for a few moments. The victim has only vague memories of the details (amount of time, adventures thereof, why they are wearing different clothes, and have new scars, etc.).
64-69	Victim's last hour of actions repeated indefinitely.	The victim is stuck in a loop of time and space, disappearing at the end of the "loop" and reappearing where ever he or she was an hour ago. The loop continues unless the victim can somehow touch Balshazad's tile.
70-77	The Strange Contrivance of Abigail Kane rings incessantly.	For the next 2d3 days, the Contrivance's continually receives calls. Calls answered reveal 2d3 giggling 13-year olds making prank calls.
78-83	A wave of water surges out of nowhere.	Everyone in the room is engulfed in a churning wave for 2d4 rounds. Every round after the 1st, PCs must make a Fortitude save (DC 10) or suffer 1 point of Stamina damage. Those that reach 0 are drowned. The wave disappears when the duration expires, and only those that take Stamina damage are wet. Water captured in a vessel (wineskin, etc.) is ever-replenishing and potable.
84-86	Victim's head glows a bright blue.	The effect is permanent, with a variation of the glow based on the victim's mood. Once in the next 1d3 hours, the victim receives a paranormal insight as to where to properly position a tile. Other insights may be left up to the Judge.

87-92	Victim transformed into a man-sized caterpillar of psychedelic colors.	The victim has been transposed with a giant caterpillar from a faraway and ancient time and place. Further adventures are left up to the Judge. The slow-moving caterpillar dies in 3d4 days of starvation unless a sizable amount of plant matter can be found. If fed, the caterpillar transforms into a butterfly of hellish beauty bent on the subjugation of all intelligent life in the multiverse, yet it is still just a very large butterfly with no other special qualities.
93-96	Victim can see him/herself from another vantage.	Roll randomly to determine who the victim's mind is switched with. Include the victim in the possible results – if this result occurs, the victim's mind is duplicated. The effect is permanent but may be reversed if this result comes up again.
97-99	Victim collapses in a boneless heap, beside a fully formed skeleton.	The victim lives in two states -- a boneless heap of flesh and a skeleton. If the two are separated by more than about 30', both fall dead (the victim feels his or her life force slipping away as the skeleton moves further from the pile of flesh). Otherwise, the skeleton continues to function with all the skills and powers of the PC. The heap of flesh lives, though, in a constant hell of pain.
00	Bottom half of the victim disappears.	The victim loses half of his or her Stamina, but otherwise suffers no other damage. The victim's bottom half (pelvis to feet) is magically transported to the cave in the Player's Introduction (or the last location the PCs were before being transported to the Tomb of Curses). The victim can "feel" and even vaguely see/hear/smell through their now animated lower half. It is, in fact, still alive, but it only has the intelligence of a lizard.

GATEWAY OF THE SAPPHIRE FLAME

When all of the tiles are activated and properly placed, Issa's tile suddenly burns with a brilliant blue flame. Though it causes great pain in whoever places the tile, the fire seems to cause no other damage. Once placed, all of the tiles flare with the same pure flame, which rises to the ceiling of Issa's tomb and merges into portal ringed in sapphire flame. The heat in the room is nearly unbearable, but does not cause damage to

the occupants. Unfortunately, magical writings are not so lucky. All magical writings (scrolls, spellbooks, etc) present in Issa's tomb burst into flames and are utterly consumed. Other magical items forever more burn with an intense blue flame when used.

The tiles are disenchanting by the completion of the ritual – the eight wives' spirits depart to **Area 7**. In the center of the tile arrangement, a seventh tile appears – The Hanged Man, the tile of Uth'Pentar. This tile must be taken to **Area 7** to complete the release of the eight wives (and the party).

Entering the portal lands the party in the **Area 7: War of Eight Queens**.

Area 5a – The Dimensional Elevator: *Before you are a set of brushed steel double doors without visible handle or keyhole. Two buttons are positioned to the right of the doors, one with an arrow pointing up and the other with an arrow pointing to the right. Over the door are seven arcane symbols.*

Pressing the right arrow illuminates each symbol in turn. After reaching the last symbol, all darken until the right arrow is pressed again. Pressing the "up" arrow opens the doors to a small chamber bounded on all sides by brushed steel walls. The doors shut 1 minute after entering the chamber. No known force can budge the doors once they close. Anything between the doors when they close is crushed and destroyed, including magical items, characters, henchmen, etc.



The table below lists the symbol, corresponding wife and effects. **Note:** Uth'Pentar has no tile in the Tomb of Curses, naturally, until the ritual of the eight wives is completed.

THE DIMENSIONAL ELEVATOR

Symbol	Wife	Effects (Artifact or Activated Tile Held)	Effects (Tile Held/No Artifact)	Effects (No Tile/No Artifact)
None	N/A	N/A	Door opens in 3d4 hours	Door opens in 3d4 hours
	Abigail Kane	Transported to Area 4 .	Transported to Area 3 (top of the pillar)	Door opens in 3d4 hours
	The Three Sisters	Transported to Area 4 .	(any Sister's tile) Transported to a random location within the Maze of Eyes (6)	Door opens in 3d4 hours
	Grah	Transported to Area 4 .	Transported to 3a (south end of the hallway)	Door opens in 3d4 hours
	Issa	N/A	Door opens in 3d4 hours	Door opens in 3d4 hours
	Qo	Transported to Area 4 .	Transported to 5.	Door opens in 3d4 hours
	Balshaz-ad	Transported to Area 4 .	Transported to the floor of the Sand Champion pit (Area 2a)	Transported to Area 1a .
	Uth'Pentar	N/A	All within chamber are crucified, head down, on the Tree of Infinite Woe located in the hellish realm of Shavatas. There they remain until someone frees the Eight Queens of Uth'Pentar from the Tomb of Curses. (Should this occur, the victims re-appear in Area 1 , having aged 10d24 years).	

Area 5 – Prism Maze: (Assumes first entry into the Prism Maze): You stand in a flagstone hallway bounded by stone walls and ceiling all carved with intertwining decorative runes. To the right and left about twenty feet away, you see strange doorways.

Uth’Pentar enslaved a minor demon, Agars, to guard the portals within the prism maze. He is the last line of defense should the vengeful Twin-Headed Snake somehow escape her prison realm (see **Area 5a**).

The portals in the Prism Maze glow at a certain hue, as shown in the random tables below. To pass through, a spellcaster merely need make a Spell Check while touching some part of the portal. Others may make a Spell Check by rolling a d10, but thieves may use their Cast Spell from Scroll ability for this check. Consult the Spell Check table for results of 18 and over.

Note: Any attempt to enter an archway without properly activating it (see **Portal Spell Check Results**) causes a random effect to each PC that passes through. Unless an effect prevents it, the PC is then teleported back to **Area 5**.



PORTAL SPELL CHECK RESULTS

The Spell Check results determine whom, if anyone, suffers the effects of passing through the portal (see Portal Effects). For results over 19, the PC making the Spell Check is not affected, other than indicated by Spell Check itself.

If the Spell Check fails, all within a 20’ radius of the portal suffer the effects, unless a successful Luck check is made. On three failed checks at the same portal, egress is sealed. Another randomly generate doorway appears as indicated on the Portal tables. A natural “1” on the Spell Check causes 1d3 effects to burst in a 20’ radius and the doorway is disabled for the maximum duration (1d4 weeks). The person making the Spell Check also suffers Patron Taint (See the patron description for Agars in **Appendix A: Patrons**).

Spell Check	Results
18-19	Anyone passing through the archway suffers the effects, including the caster. 1 PC is affected by a Random Spell Result.
20-23	All but the PC making the Spell Check suffer the effects. The PC making the Spell Check suffers a Random Spell Result.
24-25	Half of the party suffers the effects. One random PC suffers a Random Spell Result. The PC making the Spell Check is unaffected by either.
26-28	1d3 PCs suffer archway effects. The PC making the Spell check is unaffected.
29-33	1 PC suffers the effects. The PC making the Spell Check receives a +4 to the next Spell Check.
34-35	No doorway effects. The PC making the Spell Check receives a +4 on the next portal Spell Check. A scroll of Patron Bond: Agars appears in the PC’s hand (See Appendix A: Patrons).
36-37	As above. The PC making the Spell Check receives an +4 to the Spell Check when casting <i>patron bond</i> to Agars.
38+	As above. All PC’s are transported to Qo’s inner chamber (Area 5a). The PC making the Spell Check is immediately the focus of Qo’s ire.

Roll 2d4	Random Spell Results
2	Victim suffers another random Portal Effect
3	Victim suffers from amnesia for 1d3 hours.
4-6	Victim is teleported to (1) Area 1a (2) Area 5b (3) Area 4a
7	Victim gains hellish insight (+1 Intelligence, -1 Personality)
8	Victim is apparently unaffected, but is actually a duplicate (see Area 3a)

PORTAL GENERATION TABLE

Roll 2d5, 2d10 and 2d7 to generate the doorway's glow, quality and effect, respectively. Should a portal be disabled through three Spell Check failures or other means, it refreshes as indicated on the Doorway Refresh column.

Die Roll	Doorway Refresh (2d3)	Glow (2d5)	Portal Type (2d10)	Effect (2d7)
02	1d4 rounds	Red	Open Archway	Possession
03	1d4 turns	Blue	Impenetrable Fog	Teleportation
04	1d4 hours	Green	Metal Gate	Damaging
05	1d4 days	Purple	Plain Wooden Door	Transfiguration
06	1d4 weeks	Black	Vision of Another World	Summoning
07		White	Rune-Carved Stone Door	Wall Shift
08		Orange	Sheet of Skin	Duplication
09		Yellow	Strings of Beads	Ghostly Court
10		Colorless	Blank Wall Space (detected as a secret door)	Emboldened
11			Skein of Lasers	Invigorated
12			Burnished Steel Door	Spiritual Contact
13			Upright Pool of Sewage	Acuity
14			Gelid Matrix	Surge of Power
15			Swirling Vortex	
16			Walled up Doorway	
17			Sheet of Water	
18			Fine Silk Hangings	
19			Sheet of Blue Flames	
20			Murder of Shifting Spirits	

PORTAL EFFECTS

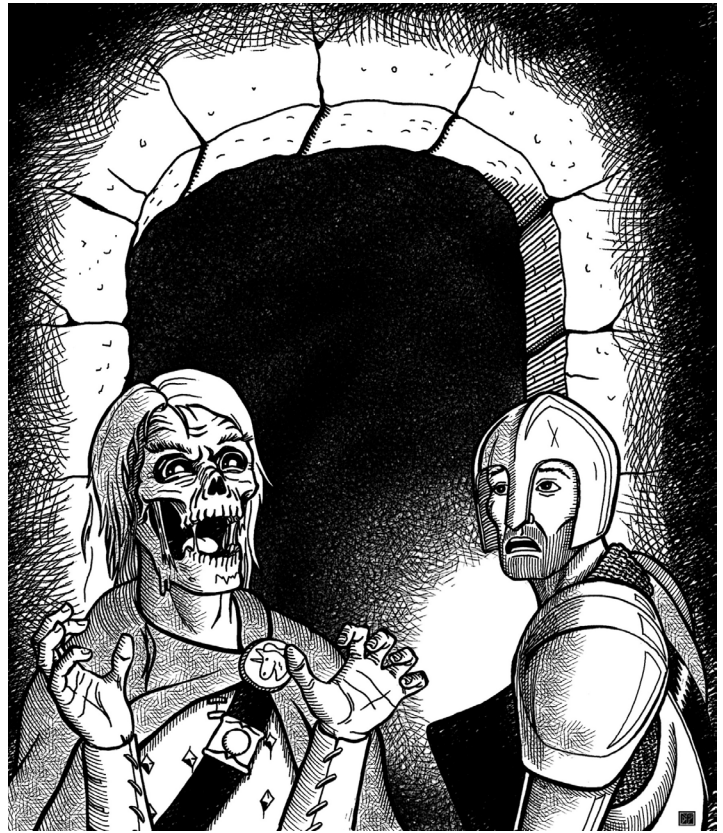
As indicated by the Spell Check results, some or all of the PCs that pass through the doorway suffer the same single random effect.

Possession

The victim is possessed by the listed entity (or thing, as the case may be). The effect lasts until the victim succeeds at a Will save (DC 14+the number rolled). A saving throw may be made every turn.

Roll 2d5	Mind Transference
2	Ancient Horror
3	Nearest Living Creature
4	Agars, Demon in the Archway
5	Ghostly Servant
6	Farthest Living Creature
7	Nearest Dead Creature
8	Random Item Carried
9	To the Farthest Reaches of Space and Time
10	Qo, the Two-Headed Snake

- **Ancient Horror** – The victim is possessed by the mind of an ancient undead creature, like a lich, mummy, barrow wight, etc. The victim's face takes on the aspect of the undead creature and any viewing this horrid visage must make a Will save (DC 15) or flee in terror. On a roll of 1, the subject feels an unnatural attraction to the entity and pledges his or her service for all eternity. Other than the facial transformation, details of the possession are left up to the Judge.
- **Nearest/Farthest Living/Dead Creature** – The PC is possessed by the mind of a random creature (nearest/farthest/living/dead, as indicated). The effects of this are varied and best adjudicated by the Judge, but it is possible for a character to be possessed by another PC (living or dead). Should this occur, the possessing PC (if alive) remains in a fugue state for the duration of the possession. Though his or her physical body may be led at ½ the character's speed, the body can take no other actions.
- **Agars** – The captive demon of the archways infiltrates the PCs mind. Agars is a subtle possessor and the victim only notices the possession with a successful Luck check, initially. After only a turn or two, it becomes obvious
- **Ghostly Servant** – The ghostly spirit of a dead hireling completely takes over the PCs personality. As Mergrid, the character takes on torchbearing, gear/treasure carrying, cooking/cleaning, and other menial tasks for the party.
- **Random Item Carried** – The character is possessed by an inanimate object. Whatever qualities the Judge deems appropriate are amplified in the character's personality, but there are no other deleterious effects.
- **The Farthest Reaches of Space and Time** – The character's personality is shunted to the side in favor of a super powerful entity. This entity requires the service of all who stand before it though it only has the abilities and weapons of the possessed person. Its intelligence is so vast that it cannot form its thoughts into anything coherent (or helpful), but declaring its vast intelligence and puissant powers is quite easy (and repeated ad nauseum).
- **Qo, the Twin-headed Snake** – Qo lurks in the character's consciousness determining the party's strengths and weaknesses. If the party (with the possessed party member) reaches her inner sanctum (See **Area 5a**), the victim



as the PC spouts bawdy jokes of a decidedly freshman nature. See **Appendix A: Patrons** for more information about the petty demon.

becomes her puppet to use as she will. This possession has no effect on Qo's abilities to personally destroy the party.

Teleportation

See the individual areas for further information. Note that teleporting to 1a may have serious consequences, as could teleporting to the Mirrored Prison without a shard of the Dimensional Mirror or a multicolored gem (See **Area 3**).

Roll 2d4	Teleportation
02-04	Area 1A
05	Area 5
06	Area 5a
07	Area 3a
08	Area 3

Damaging

Those that succeed a Luck check suffer half damage, if affected.

Roll 2d5	Effects	Damage
2	Mist of Acid	1d7+1d6 damage per round until neutralized with water
3	Ego Pierce	1d4 Personality
4	Id Assault	1d3 Intelligence
5	Colorless Heat	2d6 damage and catch on fire (1d6 per round)
6	Wave of Bone-chilling Cold	3d5 damage for 2d3 rounds and numbness (-1d3 STR)
7	Muscle Spasms	1d6 Agility
8	Swoon	1d4 Stamina
9	Whirling Cloud of Glass Fragments	2d8 damage and bleed until staunched (-1 Stamina per round)
10	Flash of Lightning	3d6 damage and Fort DC 22 or Deafened (5 dice to cure)

Transfiguration

Transfiguration is permanent, barring a miracle.

Roll 2d5	Transfiguration
2	Facial Features Rearranged
3	Bestial Appearance
4	Random Object
5	Grow/Shrink
6	Limbs Swapped
7	Severe Mutations
8	Semi-Corporeal
9	Additional Limbs
10	Organ Transference

- **Facial Features Rearranged** - The PCs nose, eyes, ears and mouth are randomly rearranged on his or her head, at the Judge's pleasure. This has no effect on the PCs senses, but binocular sight may be affected, and it's possible to have at least partial vision from the back of the head. Additionally, the PC suffers a -4 to Personality checks.
- **Bestial Appearance** - Affected PCs are bodily transformed into a humanoid of bestial appearance. Judges should take the PCs personality into account when determining the transformation. Other than a -4 to Personality checks, the PC may reap some benefits (claw, bite and/or horn attacks, animal-like senses, etc.) and disadvantages (fear of certain animals, loud/odd sounds, fire, etc.).
- **Duplicate of Random Object** - The affected PC is transformed into a random object he or she carries. The object becomes a magical item imbued with the intelligence and personality of the PC. The Judge can determine additional magical powers, but they should be congruent with the character.
- **Grow/Shrink** - The PC has a 60% chance of growing half again his or her size, or a 40% chance of shrinking to half his or her current size.
- **Limbs Swapped** - The PCs legs and arms are swapped. Movement is reduced to 10' when walking on his or her hands. If the PC "flips," so as to walk on his feet, all d20 checks are made at -4.

- **Severe Mutations** – Judge can determine the nature and severity of the PCs mutations, but they should rarely be beneficial. Consulting your friendly neighborhood post-apocalyptic ruleset may provide some devious insight.
- **Semi-Corporeal** – The PC fades somewhat from the material world. Though this does not allow for neat effects like passing through walls, the PC gains a +4 to Hide checks. Unfortunately, being disconnected from the corporeal world makes manipulating tools and weapons difficult (-2 to all such checks).
- **Additional Limbs** – The PC sprouts 1d3 random limbs (arm, leg, tentacle, hand, etc). These limbs are not functional and cause a -2 to all Agility-based checks (including ranged combat).
- **Organ Transference** – The PCs sexual organs are trans-located to the chest area. Though this has no serious game consequences, it makes intercourse rather interesting.

Summoning

If summoning is indicated, use the summoning table in **Area 3a**, including the Dimensional Effects. Ignore the Mouth of Grah result (though the Flood of Offal still occurs).

Wall Shift

1d3 random doorways within the hallway the PC's occupy fade out of existence for the amount of time indicated on the *Refresh* column of the **Portal Generation** table.

Duplication

Upon passing through the doorway, a duplicate of every affected character appears for 2d5 rounds. These duplicates are mindless killing machines, but otherwise have all the abilities and possessions of their twin. If the PC is slain, the duplicate dissolves into a pillar of salt.

Ghostly Court

The affected PCs perceive that they arrive in a vast dining hall populated by the ghosts of a king, queen and 2d30 courtiers. The spirits revel fully for 2d5 hours; the PC's may attempt to interact with the quite friendly and talkative ghosts though only about trivial courtly matters. To those unaffected by this, they see the PC's actions during this time, but they do not see

the ghostly court.

Emboldened

Passing through the portal causes a sudden feeling of intense bravery that lasts for 2d7 rounds. Affected PC's step in front of "lesser" members of the party when danger presents itself going so far as to charge alone into battle, attempt a Spell Check on the next doorway, etc. The affected PC's also receive +1 Personality permanently.

Invigorated

Those affected suddenly feel more alive. For the next 2d5 rounds, affected PC's blather about how healthy and hale they feel, and they should. Each affected PC receives 1 Stamina point, permanently. Unfortunately, once the feeling wears off, they keep the Stamina point, but take a -1 to Fortitude saves against poison and disease, permanently.

Spiritual Contact

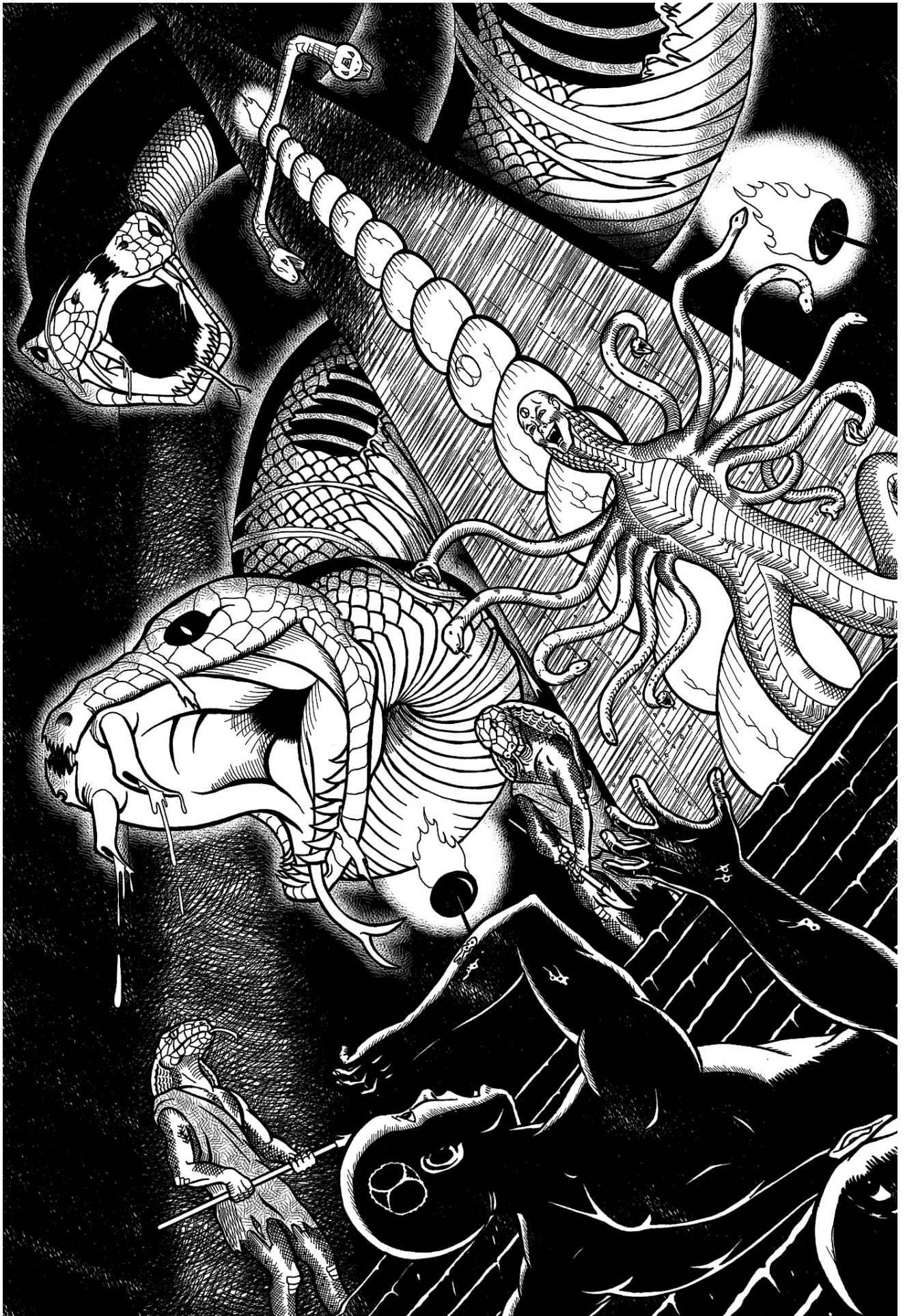
For 1 round, the affected PC may reach out beyond the bounds of the Tomb of Curses and ask one question to a random super-powerful entity – this could be a god, patron, or other entity in the Judge's campaign world or a truly random unnamed being. The entity is bound by cosmic law to answer the question with either yes, no, or with a word that indicates weal or woe, but this may be obscure. Unfortunately, the PC is forever marked by the entity with a symbol on some visible part of the victim's body, and the entity harbors an intense enmity for the questioner. **Note:** This could be highly detrimental to a cleric who inadvertently reaches out to his or her own deity.

Mental Acuity

The vast meaning of the universe suddenly seems child's play to the affected PC (at least for 2d3 minutes). During this time, the PC makes any Intelligence-based check at +8. Results of 20 or more are considered critical successes. After this time, the PC loses 2d4 Intelligence. The ability damage heals back normally, with an additional 1 permanent point.

Surge of Might

The affected PC's muscles grow instantly, ripping clothing and distending armor. Those affected receive 1d4+1 Strength for 2d6 rounds and receive a Deed Die as a Warrior of their current level. Afterwards, affected PC's are nearly crippled by muscle pain (1d4 Strength damage) that heals normally. The PC then receives 1 additional Strength point.



Area 5a– The Tomb of Qo: *You step through the final portal into a stinking and fetid swamp. A massive black iron structure rises into the misty gloom a hundred yards away, its pinnacle hundreds of feet above the twisted mangrove trees. At various points along the pinnacle’s surface a foreboding and unholy green light penetrates the darkness. At its base, two bronze doors, fully thirty-feet tall and twenty- feet wide, stand ajar revealing flickering shadows against the emerald glow.*

Believing only Qo was powerful enough to escape from the Tomb of Curses, Uth’Pentar banished her to a tomb within a microcosmic prison realm that extends for miles of impassible swampy jungle in every direction. Hungry humanoid bat-demons, the Gre’shel, patrol the skies and Qo’s humanoid snake things, the Yan, lurk in the unending muck. Remaining outside the tomb for more than an hour or so ensures an encounter with groups of one or both of the creatures.

Within the gaping doorway, the interior of the black iron structure is hollow, extending up as high as can be perceived. A two-story, rusted-steel altar, 60-feet long and 30-feet wide, adorns the center of the floor. Twin ivory cenotaphs carved with glowing green runes, crown the altar reaching up into the gloom. Behind the altar, four basalt pillars flank a huge stepped dais. Upon the dais stands a glowing jade representation of Qo, the Twin-Headed Snake, a massive creature with a demonic serpent’s head at either end of its twisting body. Four yan snake-things guard the statue at all times.

THE RITUAL OF BIRTH

When the characters arrive to the prison realm, the Ritual of Birth is being conducted by the Great Despair Priest Ransu Velo and supported by a few yan snake-things. Desultory human and humanoid prisoners march up the altar’s stairs to their doom. The proceeding is hovered over by cackling gre’shel bat-demons. Velo, once a human priest of Qo, is now a twisted monster – only his mortal face remains at the end of a long serpent-like neck while his thousands of snake-headed arms writhe and strike, filling the sacrificial victims with the nectar of his goddess. So poisoned, the victims walk into a pool ten feet wide by twenty feet long filled with viscous liquid. The creatures that emerge on the other side are translucent gelatinous versions of their former selves. Within a month, these creatures undergo a molting process that transforms them either into yan or gre’shel.

As the ceremony quickens, giant mummified serpent coils begin to slither down the ivory cenotaphs until the great heads of the snake goddess, Qo, Swallower

of Worlds, Name of Pain, Vile Creature of Darkness and Fear emerge out of shadows of the upper works. As the ceremony reaches a crescendo, she coils and writhes, and poison drips from her sword-like fangs falling into the sacrificial pool, replenishing it for the next ceremony. The ceremony ends with her twin-headed strike that swallows fully half of the sacrificial victims in their wailing transformation. These victims are held in her boiling womb, kept alive and aware for weeks, before being vomited out as gelatinous worm-like larvae. These creatures flee into the swamps where they eventually mature into other twisted creatures of Qo’s desire.

Unless otherwise interrupted, when the ceremony ends, Velo and his attendants leave the tomb. They lead the gelatinous creatures out into the gloomy swamp and shut the great bronze doors. If followed or observed, all of the creatures disperse into the surrounding jungle. It is up to the Judge to determine a character’s fate that chances to venture further from the tomb; however, the jungles of this prison realm crawl with unimaginable horrors.

Yan (Snake-thing servants of Qo) (3d10): Init +4; Atk +6 bite melee (1d4+poison); +4 spear melee or ranged (1d8+2) AC 17; HD 4d8; MV 30’; Act 2d20; SP: Poisonous bite (DC 14); SV Fort +5, Ref +6, Will +2; AL C.

Qo’s most numerous servants are humanoid snake-men of vile disposition. The fierce fire of intelligence burns in their otherwise cold, reptilian eyes. The poison of the yan causes a fugue-like state, that enables the victim to be led around without resistance or awareness. This state lasts for 3d4 turns and typically ends with the victim cast into the transforming pool of Qo or bound in a subterranean holding cell until the next ritual.

Gre’shel (Bat-winged demonic servants of Qo) (2d8) Init +2; Atk +5 lash (2d5+entangle) or +4 grapple (STR +3); AC 14; HD 3d8; MV 30’, Fly 60’; Act 2d20; SP: Entangle (Reflex DC 12 or Strength DC 17); SV Fort +3, Ref +6, Will +3; AL C.

Gre’shel are the rejected forms of Qo’s transformation ritual. The gre’shel’s typical attack entangles foes with a 20’ long barbed lash. The gre’shel then seizes the victim, flies to a great height and drops the victim.

Gelatinous Creatures Init -1; Atk -1 fists melee (1d3); AC 10; HD 2d4; MV 20’; Act 1d20; SP: SV Fort -2, Ref -1, Will -4; AL N.

The gelatinous victims of Qo’s ritual fight only to defend themselves. They are otherwise doomed. No known counter ritual or spell can save them.

Ransu Velo (Great Despair Priest of Qo) Init +2; Atk +8 multiple serpent-headed strikes melee (1d4 each+poison); AC 15; HD 6d8; MV 30'; Act 1d20+1d16; SP: Charm of the Destroyer (Spell Check +6), Transformative Poison (DC 15); SV Fort +5, Ref +3, Will +8; AL C.

Ransu Velo is a horror that was once a man. The Despair Priest attacks his opponents with a flurry of serpent strikes (2d3 hit on every successful attack). The poison of Qo's high priest causes painful lesions to appear on the victim's skin (1d3 Agility damage per day for 1d6 days – with 5 dice of clerical healing required to neutralize). These lesions allow the poison of the Twin-Headed Snake to transform the victim into a gelatinous servant; additionally, the victim is more susceptible to Velo's *charm of the destroyer* spell (-4 to Will saves).

Charm of the Destroyer: On a Spell Check result of 12-15, one victim must make a Will save (DC=Spell Check) or be completely under the control of the Despair Priest for 2d3 hours. Velo can charm one more humanoid per result of 16 or more. On results of 24 or above, the charm is permanent if the save is failed.

THE TREASURES OF THE TWIN-HEADED SNAKE

Though players may not know how to proceed, they have two goals within the tomb of Qo: retrieve the goddess' ivory tile and somehow capture a quantity of the transformative liquid in the sacrificial pool. Though this isn't obvious, they may gather this information from occupants or situations within the Tomb of Curses (*The Strange Contrivance of Abigail Kane*, Agars as a patron, the Spiritual Contact result from the doorway effects in the Prism Maze, or boons from the Three Sisters).

Exploring the lower areas of the tomb is relatively safe during the ceremony; all are focused on the rites and their goddess. Should the adventurers be foolish enough to venture up to the altar during the ceremony, they may be able to hold their own until the goddess arrives. Qo's combat statistics are not presented here because facing her is certain destruction. Her lashing heads swallow hundreds where they are destined for a long and painful transformation, as described earlier. Intruders are relentlessly hunted, if detected by Velo or her servants. Once the ritual ends, however, the tomb/shrine is abandoned for days (though the four yan snake-thing constantly guard Qo's statue).

The jade statue holds the tile of Qo – inset into the forehead of the rightmost snake head and easily removed. Climbing the eighty-foot tall statue is risky;

the glowing jade is slick and proof against spikes or other climbing aids (DC 18). When the tile is removed, a glowing blue portal opens within the mouth of the leftmost head. This portal deposits those that enter it in **Area 4** within the Tomb of Curses.

The sacrificial pool is the only sane source of the transformative liquid (unless someone fancies milking the snake goddess). Touching the liquid (DC 8 Agility check when attempting to collect it) burns the skin like the strongest acid. This deals 4d4 points of damage per round, and without the "protection" of the Ritual of Birth, consumes the victim completely unless desperate measures are taken (4 dice of clerical healing neutralizes the effect, as does a significant quantity of water or other neutral liquid – at least a gallon). A glass container safely holds the *Transformative Venom*, but this must also be sealed with a glass stopper; any other material is quickly consumed. It is left up to the Judge to determine if rough handling of this container leads to unfortunate mishaps.

Area 6 – The Maze of Eyes: *Twisting away before you are multiple flagstone paths perched above a glowing abyss of shifting and multi-colored mist. The mist rises in vague familiar forms: faces screaming in silence, creatures of indescribable horror, and mundane tools and other items. Swarms of disembodied eyes, large and small, roam through the mist.*

The Maze of Eyes is the cage into which Uth'Pentar confined the spirits of the Three Sisters, Avaril, Ponaril, and Inaril. The sisters were separated when the arch-wizard solved a great cosmic equation related to creation. What remains of the sisters in the Tomb of Curses are fragments boiling in waves of psychic energy. The remains of their respective realities were devoured by the arch-wizard to create a gift for his last wife, Issa.

Physically, the Maze of Eyes consists of a web of interconnected passages that hover high over a great boiling pool of psychic pain and hopelessness. Within this miasma float hordes of disembodied eyes. Alone or in swarms, the eyes do nothing more than follow the party through the maze keeping watch and then distractedly drifting away – sometimes evaporating – only to reappear with intense and glassy stares. As described in the following section, the eyes may mass into formidable guardians, if the PCs actions threaten the spirits of the three sisters (See **Area 6a**, **6b**, and **6c**). Those that somehow fall into pools are trapped in an eternity of psychic pain, and those watching the chasms may see their horrified faces rising in the mists.

Area 6a – The Archetype: *The strange mists part revealing a closed alcove of raw stone. On a low pedestal sits an object. Though to each of you, it appears different, the object is perfection. Above the object on the wall is a series of numbers and symbols arranged into an arcane equation.*

Called the *Archetype*, Ponaril represents the ideal of all things. She is the Constant and unchanged by images or material versions of the archetypes she represents. Within the influence of her spirit, reality becomes clear, almost painfully so. Carved into the back wall of her alcove is part of a runic equation representing the perfect form for all things. Beneath this carving is the Ideal, which is rarely the same for two sentient beings viewing it. It may be Red...the Red. To another viewer it could be the element of Mercury, or the Dog, or Chair or Poetry or Hate. Regardless, the thing seen is the thing, not a merely representation of the thing commonly encountered in the mortal world.

The Ideal must be retrieved and combined with the other sisters' artifacts, as described in the Ritual of Joining. In order to retrieve the Ideal, someone must understand the runic equation on the wall. Those making a Spell Check (DC 22) may read the runic equation, but it requires a Spell Check (DC 32) to understand it (wizards and elves may Spellburn on both checks; clerics may Spellburn at the Judge's discretion). Successfully reading the runes provides the caster with the knowledge that the equation must be understood in order to take the Ideal. If the equation is understood, the caster is affected as if the *patron bond* spell was cast upon him or her ("When Cast on Other" result 32+ in the core rules). The caster is bound to Ponaril until the sisters are recombined after the Ritual of the Eight Wives (see **Appendix A** and **Area 7** respectively). Note that this may affect a cleric's connection to his or her deity.

THE IDEAL

When the runic equation is solved, anyone may take the Ideal. It may be formed into anything in the known universe with a DC 30 Will save and 1d3 rounds of concentration. Afterwards, the bearer must concentrate on the object completely, or it fades into an indistinct "thing." It can be reformed with subsequent Will saves (DC 30).

If the Ideal is touched before the equation is understood, the PC is immediately attacked by a swarm of disembodied eyes that appear and then form into a Swarm Guardian. No one but the PC that violated the Ideal may engage in combat with the Swarm Guardian (any other attacks simply pass through the creature). PC's can indirectly assist the victim (casting

spells on the affected PC, passing items, etc.).

Swarm Guardian: Init +4; Atk eye blast +7 ranged (variable effects) +7 fists melee (1d6+3); AC 14; HD 5d6; MV 30'; Act 2d20; SP: Immune to mind affecting spells; blink; magical blindness disperses the guardian; SV Fort +4, Ref +3, Will +8; AL N.

A swarm guardian is a creature composed of the disembodied eyes from the Maze of Eyes. Appearing initially as a humanoid about 8' tall, the eyes can shift their collective form to the function – essentially transforming into any creature of about the same size. The guardian moves by way of an arcane time/space shift that causes it to blink into and out of existence. This causes all physical and magical attacks to fail against the swarm guardian 25% of the time. The swarm guardian prefers its eye blast attack to simply bludgeoning with its fists, but it can use its Action Dice for either or both. Eye blasts affect one visible target as detailed in the following table. All saves for eye blast effects are DC 15. **Note:** Magical blindness effects that successfully target the swarm guardian disperses it for 1d3 turns.



EYE BLAST ATTACKS

Roll	Eye Blast Attack	Save; Effect
1	Blindness	Fortitude; Permanent
2	Transformed to Primordial Slime	Fortitude; Permanent
3	Gout of Flame	Reflex; 3d5 damage and 20% catch fire (1d5 damage per round); Half damage on a save and do not catch fire.
4	Charm	Will; Permanent
5	Whirlwind	Reflex; Blown into a chasm
6	Fear	Will; Flee for 2d5 rounds; Agility DC 12 or fall into a chasm.
7	Shards of Stone	Reflex; 3d5 damage or half on save
8	Shards of Ice	Reflex; 3d5 damage or half on save

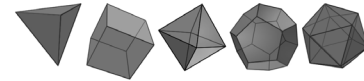
Area 6b – The Material Girl: *This white marble alcove is dominated by a looming pile of junk. Empty flasks, golden idols, soda bottle lids, burned out laser pistols...the more you stare, the more objects become apparent. Near a strange metal can, red with a white swirl pattern, sits an ivory card with a symbol carved into its face.*

Called the Sister of Flux (or the Material Girl by those that despise her), Avaril's small alcove seems to contain all of material reality in one haphazard pile. Her tile (see **Area 4**) is required for the Ritual of the Eight Wives. With a successful Will save (DC 20), those that simply reach into the pile may withdraw whatever they can conceive and accurately describe in elemental terms. For instance, a magical wand with the ability to cast the spell *fly* may be described as "A shaft of Earth and Water imbued with the powers of Air and the Aether." There is a 60% chance that anything withdrawn from the pile is broken, malformed, or otherwise useless. Note that characters can withdraw living creatures from the pile, but only mundane, non-sentient creatures can be brought into existence in this way (and the chance of the creature being malformed, dead, mindless, etc. is 60%).

THE BOOK OF MATERIAL CREATION

The first PC to *fail* the attempt to withdraw an object receives a small leather-bound book (subsequent failures are described below). This is the *Book of Material Creation*. Every page is scrawled with a series of three

dimensional symbols (as shown below) though in different arrangements and patterns. Regardless of how many pages are turned, another appears, as if infinite (They are not, but they contain every known animate or inanimate thing in the multiverse). The book is described in more detail in **Appendix B** and does not function until Ponaril's and Inaril's artifacts are merged with it (see the **Ritual of Joining**).



With a successful Spell Check (DC 22), casters understand that the symbols depicted are the fundamental elements of all creation:

- **Tetrahedron** – Fire
- **Cube** – Earth
- **Octahedron** – Air
- **Icosahedron** – Heavens / Aether
- **Dodecahedron** – Water

If the Will save to withdraw a material object from the flotsam or any Spell Check associated with the Book of Material Creation fails while in this chamber, swarms of disembodied eyes flood the room. Swarm Guardians (1d4) form and attack (see **Area 6a** for combat statistics). The Swarm Guardians concentrate their attacks on anyone holding the *Book of Material Creation* first, and then anyone holding an object created with the book or pulled from the pile. Those that hold neither are ignored nor can they materially affect the Swarm Guardians.

Area 6c – The Ephemera: *This alcove is comprised pure semi-transparent ruby. Within the walls appear images that shift, fade, and overlap the miasma.*

Perceptions of every material object in the known multiverse are reflected in the ruby walls of Inaril's chamber. Called the Sister Ephemera, Inaril embodies the perception of the physical world – not the concrete reality, nor the Ideal. By making a Will save (DC 20) anyone can reach into the ruby walls and withdraw the hazy image of any object in the known multiverse. This image remains for mere moments before evaporating. On the first failed check, the following quatrain appears in burning white letters that hover in the center of the room, remaining for 3d5 rounds before fading away. On subsequent failures, Swarm Guardians coalesce (1d4) and attack.

Moon, the First, assuages touch.

Stacked, we Sisters become a tripartite Universe.

The Order of Wives is First, Last, Worst, Death, and Three.

The Sapphire Flame Covers All.

The Hanged Man is the key.

THE UNWAVERING IMAGE

The artifact of the Sister Ephemera is an image of a thing held clearly in the mind; any character may attempt to hold an image of an object in his or her mind with a Will save (DC 20). After a successful save, the image holds true if the character concentrates fully on the image. If the attempting PC possesses such an object, the save is made at +2. If the PC holds the Ideal of the object (See **Area 6a**) success is automatic, but the Ideal object must still also be concentrated on.

THE RITUAL OF JOINING

When the artifacts of the three sisters are brought to within ten feet of each other, a series of magical symbols suddenly burns to life in the very air. A *read magic* Spell Check result of 24+ allows up to two spellcasters to read and understand the *Ritual of Joining*. To enact the ritual, these casters must cooperatively complete the ritual within one hour. Each caster makes a Spell Check at the end of this duration and the combined results must be 30+. Should either caster's Spell Check result in a failure, the ritual is ruined, and the artifacts of the three sisters return to their original resting places. Should either caster's Spell Check result in a natural 1, both casters suffer from corruption (as described in **Appendix B**).

A successful ritual result causes the sister's artifacts to merge – the Ideal forms a slightly glowing cover over the *Book of Material Creation* while Inaril's image floats from the mind of the subject and burns itself as a symbol on the cover of the book. A spellcaster may invoke the symbol on the book at any time to open a portal that leads to Issa's tomb. This combined artifact is required to complete the Ritual of the Eight Wives (see **Area 4**).

Area 7 – War of Eight Queens: *You appear in a plain round room about forty-feet across with a high, domed ceiling. Hovering in the center of the room is a black cube at least eight feet to a side. The cube spins lazily and you can see familiar runes glimmering on each face. Standing between you and the cube is an equally familiar figure. Though his warty skin seems to have healed, Candros the Last Guardian of Uth'Pentar, hefts the ship's mast as easily as a warrior wielding a club and smiles through broken and jagged teeth before roaring a challenge.*



The completely restored Candros (see **Player's Introduction**) focuses his attacks on the bearer of Uth'Pentar's tile. Should the mutated giant manage to defeat the character, he attempts to grab the tile, which subsequently teleports the giant and the tile away. Should this happen, the party is trapped forever in the featureless room. Or, as long as their food and water last.

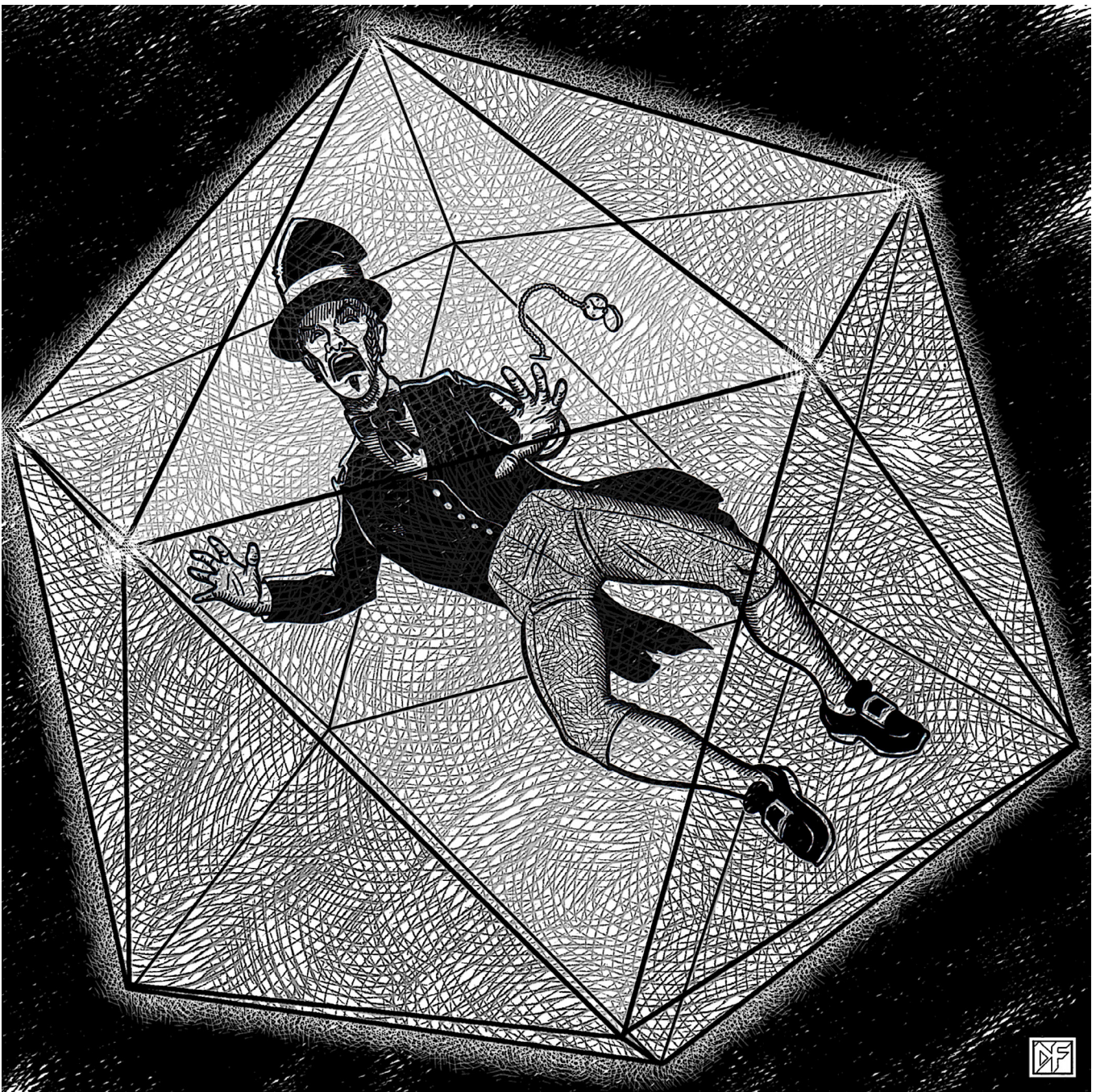
Once Candros is defeated, the party must activate the cube. Doing so is refreshingly easy. Simply pressing the symbol of the Three Sisters, which helpfully glows with a cheery light, causes the cube to fold out into a crystalline octahedron. Within the crystal, as the eight facets move into view, each wife can be seen trapped within. Her respective rune glimmers dully. The tile of Uth'Pentar must be touched to each face of the octahedron, causing each rune to glow and the respective wife to fade away. When the last face is touched, the octahedron becomes a clear glass icosahedron. Just as the scene fades away, the PCs see that within the prison floats a twisted little man in a grubby suit and a tattered top hat. Uth'Pentar receives the final revenge of those that he so sorely used.

AFTERMATH

If the PC's manage to survive the trials, the characters reappear in the same place that they originally entered the Tomb of Curses, only moments after they left. Lying on the ground is the *Book of Material Creation*, *Balshazad's Courser* and the *Strange Contrivance of Abigail Kane* (See **Appendix B: Magical Items**). If the optional Player's Introduction is used, the *Everglass of Uth'Pentar* likewise remains, its curse lifted.

Those that managed to bond to Agars or the Three Sisters find those bonds stronger, and their patrons' boons more powerful.

Any permanent effects received within the Tomb of Curses continue in the mortal world. There may be a cure out there (a benevolent god, a powerful elixir, or a random arcane whirlwind, etc.) but these are tales for another Judge to conceive. Some characters that are lucky enough to survive the Tomb of Curses may be otherwise so mutated as to be unplayable. This is alright, too; everyone needs to know when it's time to retire and let the next wave of chicken butchers, gong farmers and glassblowers take to the hills and barrows in search of glory and riches.



APPENDIX A: PATRONS

THE THREE SISTERS

Within the context of this adventure, subjects bound to one or more of the Three Sisters are considered “subjects” rather than “casters,” as described in the spell *patron bond* in the Core Rules. Those bound to the Sisters are considered bound at the Spell Check result 32+, but they do not receive warrior followers until leaving the Tomb of Curses.

Ponaril, The Archetype

Ponaril provides no counsel or contact to her subjects while trapped in the Tomb of Curses. Once per day, subjects receive a +1 bonus when attempting to use any magical item, and a +2 bonus to use the *Book of Material Creation*. Subjects may ask for a major favor from the Archetype once per month by succeeding at a Luck check (+4). This favor must be related to the creation of works of art, architecture, magic, or similar things of great workmanship, beauty and symmetry.

The warrior-servants of Ponaril are specimens of near-perfect form and beauty, and they serve the subject with undying loyalty as long as the subject acts in the interests of their mistress.

The mark of Ponaril appears on the subject’s left palm and is her rune:



Avaril, The Flux

Avaril provides limited counsel and contact to her subjects while trapped in the Tomb of Curses. Once per day, subjects receive a +1 bonus when attempting to contact her (Spell Check DC 10). On a success, Avaril answers one question with a word or short phrase that indicates *weal* or *woe*. Subjects may ask for a major favor from Avaril once per month by succeeding at a Luck check (+4). This favor must be related to the creation non-magical items out of the raw materials of the universe: earth, air, fire, water, and aether.

The warrior-servants of Avaril are constructs of stone, wood, and glass and serve the subject with undying loyalty as long as the subject acts in the interests of their mistress.

The mark of Avaril appears on the subject’s forehead and is her rune:



Inaril, the Ephemera

Inaril provides cryptic counsel and contact to her subjects while trapped in the Tomb of Curses. Once per day, subjects receive a +1 bonus when attempting to contact her (Spell Check DC 10). On a success, Inaril answers one question with images and poetic phrases that provide hints to the answer. Subjects may ask for a major favor from the Ephemera once per month by succeeding at a Luck check (+4). This favor must be related to the creation of non-permanent works of art.

The warrior-servants of Inaril are creatures composed of wavering images, but are quite material. These warriors serve the subject with undying loyalty as long as the subject acts in the interests of their mistress.

The mark of Inaril appears as a floating image that shrouds the subject’s face and is her rune:



AGARS, THE PETTY DEMON

Though he is a weak and capricious demon, Agars still maintains connections to various parts of the multiverse. Whether within the Tomb of Curses or elsewhere, Agars provides scant assistance to his servants with an extra dose of his own brand of earthy humor.

The demon Agars once aspired to crush his betters and ascend the treacherous hierarchy of Shavatas, the realm of eternal fire. Since being trapped by Uth'Pentar within the Prism Maze, the demon instead amuses itself by tormenting those attempting to penetrate the maze and his few servants spread across the multiverse.

In order to invoke Agars, the caster must spend ten minutes telling successively dirtier jokes. The Judge can handle the results of this as he or she sees fit (DC 15 Personality check, make the other players laugh out loud at least once, etc), but the intention is to make Agars giggle like a 13-year old boy's sleepover. Should the Player engage directly in the joke telling, consider granting up to a +4 on the Spell Check roll.

INVOKE PATRON CHECK RESULTS

12-13	Agars is bored. For the next 1d3 turns, the caster must end every sentence with "the sweet-smelling farts of the Great and Powerful Demon Agars make me happy." Or somesuch nonsense. During this time, the caster is affected as if by the 1st-level cleric spell <i>holy sanctuary</i> (Result 14-17) were cast upon him or her (Core Rules, page 263). Instead of a holy halo or other goody-two-shoes manifestation, the caster is surrounded by a foul but otherwise harmless stench.
14-17	Agars hums an annoying ditty that sticks in the caster's head (-2 to all Intelligence-based checks for the next 24 hours). Should the caster set words to the mindless tune, the caster's enemies are driven into a state of extreme annoyance for 1d3 turns (-2 to all Intelligence-based checks for up to 6 humanoid creatures that understand the caster's language). Judges may increase this penalty should the player compose the words to the ditty.
18-19	Agars is irritated by the intrusion and lashes out at the caster and his or her surroundings. Fire blasts from the caster's every orifice causing the caster 1d6 damage the first round and then 1d3 damage the successive round. Everything in a 20' radius suffers 3d6 fire damage and has a 70% chance of catching fire – which deals an additional 1d6 damage per round until extinguished. The caster receives a Patron Taint.
20+	Agars fills the caster's gut with foul gas. The caster must make a Fortitude save (DC 10) in order to muster up the loudest fart that's ever been heard. On a failure, the caster is plagued by stomach cramps for 1d3 hours (-2 to all rolls). On a success, Those in a 30' long 10' wide cone originating from the caster's posterior are immediately deafened for 1d3 rounds (no save). A subsequent Fortitude save (DC 15) must be made by all those in a 20' radius. On a failure, victims collapse and are incapacitated with nausea for 1d3+1 rounds.

PATRON TAINT

1	Agars expands the caster's vocabulary. The first time this result is rolled, the caster suffers from coprolalia (extreme form of Tourette Syndrome) for the next 3d5 days. The second time this result is rolled, the caster must make a Will save (DC 10) in any sober social situation or suffer from bouts of coprolalia throughout the encounter. The third time this result is rolled, the condition is permanent. In addition to any encounter specific results, the caster suffers from a -4 penalty to any Personality-based checks.
2	Though Agars hides it well, he is an oppressed and rather unimportant demon. The first time this result is rolled, the caster suffers from extreme inferiority complex whenever a spell is cast. Unless a Will save (DC 10) is successful, the caster spends the next hour deferring to anyone that is even remotely aggressive toward the caster. Each successive time this result is rolled, the feelings of inferiority last an additional hour after a spell is cast.

3	Agars often has delusions of grandeur. The first time this result is rolled, each time a spell is cast the caster suddenly feels a rush of power and arrogance. For the next hour, the caster receives a +2 to all Personality checks and lords his or her power over anyone within hearing, going so far as to challenge enemies to personal combat, declare that henchman are his slaves, and the like. Each successive time this result is rolled, the caster suffers these delusions 1d3 times per day that a spell is cast.
4	Though Agars maintains weak connections to various parts of the multiverse, he is not powerful enough to avoid the occasional mental intrusion by those more powerful. The first time this result is rolled, the caster must make a Will save (DC 10) or become possessed by an unknown entity for 1d3 hours (use the <i>Portal Effects: Possession</i> table or some entity of the Judge's choosing). Each successive time this result is rolled, the caster suffers from random episodes of possession (1d3 times per day that a spell is cast), and suffers a -1 to Will saves versus possession or other similar mind-affecting magical effects.

PATRON SPELLS

Agars is not powerful enough to grant spells to his servants. This fact may be cited as proof of the mercy of the Lawful gods.

SPELLBURN

1	Agars loves his potty humor. The caster burns physical abilities as normal, but the caster is unable to control his or her bowels or bladder while the ability damage heals. Further effects are left up to the Judge, but suffice to say that in critical situations, the caster is incontinent. Each time this occurs, the caster hears the giggle of the demon in his or her mind.
2	Sometimes, the petty demon wants to wander. The caster burns physical abilities as normal, but while the ability damage heals, Agars takes possession of the caster's body while he or she sleeps. Though the caster's mind still sleeps (and natural healing is not affected), the caster's body engages in many embarrassing adventures that the character becomes aware of only after he or she awakens.
3-4	Spellburn occurs normally with no additional effects.

APPENDIX B: MAGICAL ITEMS

The following magical items inside the Tomb of Curses may end up in the party's possession.

THE EVERGLASS OF UTH'PENTAR

When Uth'Pentar was a fledgling sorcerer, he conceived of an item that would allow him to find more powerful artifacts anywhere in the world. This idea germinated in the man's mind until he finally unwound the rituals and spells necessary to create an artifact that could find anything in the multiverse. By this time, however, Uth'Pentar was so powerful that he hardly even needed the *Everglass*. Either by inattention or the fastidious nature of Candros his manservant, the *Everglass* ended up at the bottom of the Brekshire Mines.

Though the *Everglass* is quite powerful, it also suffers from an insidious curse set there by his eight ex-wives (like most of Uth'Pentar's artifacts). See the **Player's Introduction** for details on the nature of the curse. Once the wives are freed from the Tomb of Curses, the curse on the *Everglass* (and all of Uth'Pentar's artifacts) is lifted.

In order to use the *Everglass*, the caster must lay both hands on the globe, Spellburn at least 6 points and make a Spell Check, with results as indicated below.

EVERGLASS SPELL CHECK CHART

Spell Check	Standard Effects	Additional Effects (outside the Tomb of Curses)
1	All Spellburn damage currently suffered by the caster is permanent. <i>Everglass</i> goes dark and is unusable for 2d12 centuries.	The caster is transported a random area (1-6) of the Tomb of Curses. See individual rooms for additional effects. Note: If the caster is transported to Area 5 , he or she arrives at Area 5a . If Area 3 , he or she arrives in the dark hallway 40' from Area 3a .
2-12	Spellburn damage used to activate the <i>Everglass</i> is permanent.	None
13-27	Failure.	None
28-30	The caster may view any location he or she has been before -- the view includes sight, sound and smell and is the then current time.	The caster sees a pattern of unmarked tiles or cards for just a brief instant. This pattern becomes a latent memory that can be recalled with a DC 20 Spell Check (Judge will prompt this -- see Area 4 in the Tomb of Curses).
31-35	As above, but the caster may view any location he or she has been to or knows about.	The caster sees a pattern, as above, and may recall it with a DC 15 Spell Check. Additionally, a strange multicolored gemstone appears in the caster's pocket, backpack or other container held by the caster -- without his or her knowledge (see Using the <i>Everglass</i> in the Player's Introduction).
36-37	The caster may view any place he or she has been to or heard about. The view may be up to 3 years previous or 3 years after the current time, and includes sight, smell and hearing.	The caster sees a pattern, as above, and may recall it with a DC 10 Spell Check. The caster receives the multicolored gem, as above, but is aware of its presence.
38-39	The caster may view any place in the caster's current universe at the current time. The view is otherwise as above.	The caster sees a pattern, as above, and may recall it with a DC 5 Spell Check. The caster receives the multicolored gem, as above.

40+	Additionally, the caster may view any place in the caster's universe at any time in the timestream. The view is otherwise, as above.	The caster sees a pattern, as above, and may recall it without effort. The caster receives the multicolored gem, as above, and sees a vision of the Mirrored Prison, as it appears in Area 3 of the Tomb of Curses.
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THE STRANGE CONTRIVANCE OF ABIGAIL KANE

Though Abigail Kane lived in a dimension with almost no magical power, she took up with the convalescing arch-wizard Uth'Pentar and learned of latent powers even within her own realm. The wizard's warnings to the assistant district attorney went unheeded, and in her quest for power, she turned on Uth'Pentar confining him in a maximum security prison, along with several helpful binding charms she'd discovered in a dusty library. Her dabbling in esoteric knowledge imbued her cell phone with the power to communicate through the various dimensions and aethers.

In order to use the *Strange Contrivance*, the caster must make a Spell Check while manipulating the keys in certain sequences, which seem to never repeat.

Note: Major and minor services are required after certain Spell Check results in order to use the Contrivance again. These are left up to the Judge, but they should reflect Abigail Kane's previous occupation, her subsequent lust for power, and her current desire to free herself from the Tomb of Curses.

CONTRIVANCE SPELL CHECK CHART

Spell Check	Effect
1	The Contrivance misfires and causes corruption in the user, then fizzles and loses all power. No known method can recharge the device.
11-17	The Contrivance fails to function properly. Roll on the <i>Misfire</i> table.
18-19	Abigail Kane answers a single question, but the answer is a simple, one-word reply of "Weal" or "Woe."
20-23	As above, but Abigail Kane answers up to two follow-on questions.
24-25	Abigail Kane answers a question in painful detail taking 1d3 turns, but the important half of the message is garbled. If this result is rolled a second time (immediately) the two halves of the message make sense.
26-28	Abigail Kane answers a single question with a vague answer. The spirit requires a minor service before the Contrivance can be used again.
29-33	As above, but the answer is quite clear. The spirit requires a major service before the Contrivance can be used again.
34-35	As above, and Abigail Kane answers up to two follow-up questions. The spirit requires a major service before the Contrivance can be used again.
36-37	As above, and Abigail Kane calls back with additional information at critical times. If the user performs a major service for the spirit, he or she receives a +4 to future uses of the Contrivance.
38+	As above, and Abigail Kane calls back with warnings, hints, and general advice when the user most needs it. This result is tied to a single user -- so if the Contrivance is borne by someone else, the spirit calls for the original user that achieved this result. If the user performs a major service for the spirit, he or she may use the Contrivance to answer a "Weal" or "Woe" question without a Spell Check.

CONTRIVANCE CORRUPTION CHART

1d4	Effect
1	The user is obsessed with the Contrivance, and must attempt to use it once per day. Each time this result is rolled, the user must use it one additional time per day (up to 4). If this condition is not met, the user suffers a -4 to all mental ability-based checks.
2	The user hears the Contrivance ringing 1d3 times per day. This occurs at the least opportune time, and the user loses 1 Action Dice each time this happens as he or she checks the Contrivance for a call.
3	The Contrivance causes brain damage; -1 Intelligence each time this result is rolled.
4	The user hears voices constantly. Though this only occurs when the user is sitting quietly, he or she cannot concentrate (-2 to all Intelligence-based checks when quiet concentration is required) and has trouble sleeping (must rest for 2 additional hours to regain spells, naturally heal, etc).

CONTRIVANCE MISFIRE CHART

2d5	Effect
2	For the next 1d3 hours, the Contrivance receives calls from various wrong numbers. The callers are of no help and the condition imparts a -2 penalty on any attempted uses of the Contrivance during this time.
3	For the next 1d3 days, the Contrivance beeps incessantly. This makes sneaking or hiding impossible. No amount of padding muffles the sound.
4	Answers to the user's questions roll to voicemail for the next 1d5 days, appearing 1d3 turns after the question is asked. Using voicemail on the Contrivance requires a Spell Check result equal to or greater than the original check, otherwise the answer is lost.
5	The Contrivance issues a mild electric shock each time it is used. This condition is permanent (1d3 damage per attempted use).
6	The Contrivance emits an ear piercing shriek when next it is used. The user must make a Fortitude save (DC 15) or be deafened permanently in the ear used.
7	For the next 1d7 hours, the user receives prank phone calls from 2d3 German teenagers. This imparts a -4 penalty on any attempted uses of the Contrivance during this time.
8	Damage to the Contrivance prevents a clear signal, imparting a -2 penalty on any future uses. This condition is permanent.
9	Any answer, regardless of the Spell Check result, is at least half garbled. At least two successful Spell Checks are required to understand the intent of the answer.
10	The Contrivance loses all function for 1d5 days. After this, on a Spell Check of 17 or less, the Contrivance causes corruption. On a check of 20 or less, the device also misfires.

THE BOOK OF MATERIAL CREATION

The *Book of Material Creation* is a powerful artifact imbued with the very essence of the Three Sisters. A small, hand-sized and leather-bound folio, the book contains the elemental pattern for everything in the multiverse.

In order to use the book, the caster must make a Spell Check and must Spellburn on the check. The caster selects a result that is equal to or less than the Spell Check result, declares the item to be created, and then spends the indicated amount of Time indicated in the table below to find and execute the correct pattern. During this time, the caster can engage in no other activities other than eating and short naps/rest breaks. Should the study be interrupted, the process must begin anew. If the initial Spell Check fails, the caster still spends the

Time indicated, and may suffer additional effects, as indicated on the Spell Check table.

Note: The caster cannot heal ability or hit point damage during this time, since he or she cannot get a full night's rest.

Successful use of the book binds the caster to Avaril as if the *patron bond* spell was cast upon the subject ("When Cast on Other" result 32+ in the core rules). The caster is bound to Avaril until the sisters are recombined after the Ritual of the Eight Wives (see **Appendix A** and **Area 7** respectively). If successfully used after the Three Sisters are joined, the caster is then bound to the tripartite Sisters, as above.

MATERIAL CREATION SPELL CHECK CHART

Spell Check	Time	Result	Additional Effects (if executed)
1	1d3 days	Failure and the caster suffers Corruption (roll twice on the Corruption table)	Book is whisked away to some other time and place.
2-11	2d3 days	Failure.	Book ceases to function for 1 year
12-17	3d4 days	Failure	None
18-19	1d3 weeks	The caster finds the pattern for some basic, elemental matter (earth, air, fire, water) or some simple combination (mercury, precious metals, gemstones, wood, etc.).	Creates 1d4 cubic feet of the substance.
20-25	2d3 weeks	The caster finds the pattern for a mundane object, such as a tool, simple furniture, single celled organism, etc.	There is a 10% chance this object is broken, malformed or otherwise useless.
26-30	3d4 weeks	The caster finds the pattern for a mundane, but complex object, such as a cross-bow, cow, windmill, or the like.	There is a 20% chance the object is broken, malformed or otherwise useless. Caster suffers Corruption.
31-33	1d3 months	The caster finds the pattern for a complex and arcane object, such as a magical wand, a laser pistol, a magical beast, or the like.	There is a 30% chance the object is broken, malformed or otherwise useless. Caster suffers Corruption and Patron Taint
34-35	2d3 months	The caster finds the pattern for an individual, sentient creature, but the identity of the creature is unknown until the pattern is executed.	There is a 40% chance the individual is malformed. Caster suffers Corruption and Patron Taint
36-37	3d4 years	The caster finds the pattern for an individual, supernatural entity or a powerful arcane artifact (this could include a magical artifact or one from a realm of super-science), but the subject is unknown until the pattern is executed.	Caster suffers Corruption; Must deal with effects of supernatural entity...
38+	Judge's discretion	The caster finds the pattern for an individual, deific entity.	Caster suffers Corruption; It is highly likely that executing this pattern is horrifically bad.

MATERIAL CREATION CORRUPTION CHART

Corruption from misusing the Book of Material Creation is permanent.

Roll 2d6	Corruption	Additional Effects
2	Something on the caster turns to stone: (1) fingers - 1d10 (2) feet - 1d2 (3) knees - 1d2 (4) hair	Fingers, feet and knees still function, but the caster suffers situational penalties to Initiative and Agility-based checks (-1 to -4)
3	All of the caster's possessions age 10d30 years.	Cloth, leather, wood and the like disintegrate after 10+ years. Metal, glass, and such materials pock and weaken after 20 years and become useless after 100 years.
4	Mundane objects crumble at the caster's touch.	Finely crafted objects (valued at 200% of mundane) are not affected. Nor are magical objects, food or living/dead/undead beings.
5	Objects flow from the caster's mouth whenever he or she attempts to use any magical item. (1) Wool (2) Vegetables (3) soil (4) bones (5) stones (6) non-precious metal (7) mercury (8) water, snow or ice	The material is in pieces, fouled or otherwise unusable. Should the magic item require some verbal component to activate it, these checks are made at -2.
6	Something on the caster turns to aether (1) eyes -- 1d2 (2) heart (3) intestines (4) brain	The caster suffers from numerous complicated effects. Seeing into the aether disrupts sight in the material world (-2 or -4 to all physical checks requiring sight). With his or her heart or intestines in the aether, the caster suffers from -2 to Fortitude saves and requires double time to naturally heal. With the caster's brain in the aether, he or she receives +2 to Spell Checks as insights gained there imbue the caster with arcane power.
7	The caster is surrounded by some base element at all times (1) Sand or earth (2) waves of uncomfortable heat (3) dampness (4) strong but fresh breeze.	Additional effects at the Judge's discretion.
8	The caster reeks strongly of (1) burning flesh (2) boiling tar (3) strange perfume (4) vinegar (5) boiled cabbage	Additional effects at the Judge's discretion.
9	The caster develops an unnatural fear of (1) salt water (2) smoke (3) gemstones (4) flying or heights (5) elves, dwarves or halflings	When confronted with his or her fear, the caster must make a Will save (DC 10) or avoid all contact with the phobia.
10	The caster's blood burns with an unholy fire when it meets the air.	When an injury draws blood from the caster, there's a 60% chance that the caster suffers an additional 1d3 damage from his or her burning blood.
11	The caster's reflected image (1) appears demonic (2) shows all wounds ever suffered (3) displays the caster's truename (4) steps out of the reflected surface and runs away.	The caster's truename may be used by a wizard, elf, cleric, or supernatural entity to control or entrap the caster. The caster's duplicate(s) becomes an NPC and may be used at the Judge's discretion.
12	Magical objects cause the caster physical discomfort	The caster suffers effects similar to an elf's iron allergy when any magical object is touched or carried.

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THE TROLLS OF MISTHOOD



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**Hell hath no fury like an ex-wife scorned,
and Uth'Pentar has eight of them.**

**For some, even death cannot trump the need for revenge.
Prey to a vicious curse, the party must walk a careful path
through an other-dimensional tomb to win their freedom.
Can they survive the centuries-long, multiverse-spanning
vendetta of Uth'Pentar's wives long enough to escape?**

