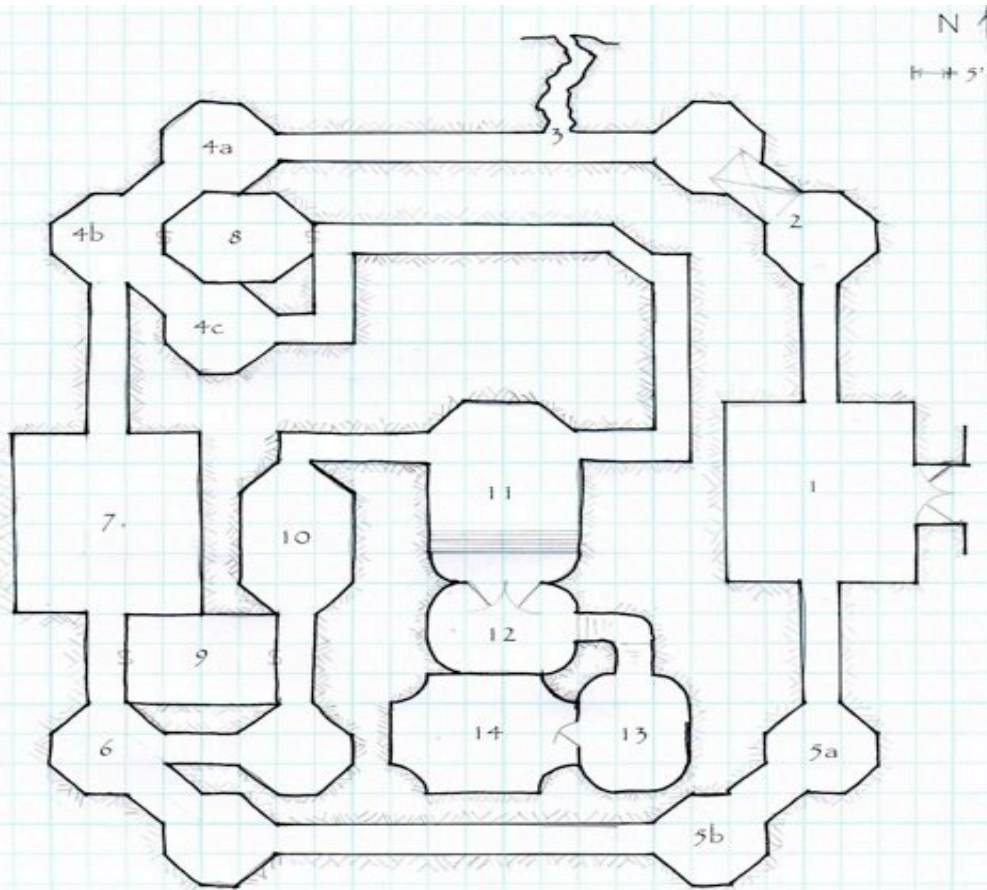


Tomb of Song by J. Brian "Trollsmyth" Murphy



Legend

S – Secret Door
X – Pit in floor

The tomb is carved out of the pink granite of a small hill. The thinnest walls are 6" thick. The doors are of adamantium.

All secret doors are made to be found, but are not obvious about that. Apply whatever bonus seems appropriate.

The walls exhale a pale lavender mist that limits sight to 45'. All must save vs. poison after 12 hours of exposure or sleeping any amount of time, or temporarily lose 1 point of Wisdom. Wisdom is restored after 24 hours in fresh air.

Those who die in the tomb have a 25% chance of having their souls claimed by Graz'zt, 100% if they wear his mark (see rooms 8 and 9). Those claimed cannot be restored to life without making a deal with Graz'zt or the use of a **wish**.

All areas past room 11 are warded against teleportation in or out, and ethereal travel.

Room Key

1 Foyer: The mosaics of cavorting demons and their lascivious prey have been defaced by previous invaders who ripped out the precious stones and gems.

2 Pit: The pit will open when the first character reaches the NW end of the pit trap. The floor of the pit is 12' below the door, and is spiked. Falling characters must save vs. breath weapon or take an additional 1d10 damage from the spikes.

3 Tunnel: Previous adventurers have dug a tunnel in an attempt to bypass some of the traps.

4a, b, and c: Each of these rooms holds six skeletons that will animate when room b is entered. The skeletons will pursue anywhere inside the tomb.

5a and b: When anyone enters the hallway between these two rooms, darts fire out of the leering and laughing granite masks carved into the walls. Each character attacked by 6 mechanisms that "fight" as level 6 fighters for to-hit rolls. Those hit take normal dart damage and must save vs. poison. Failure swells the tongue, making clear speech and spellcasting impossible until poison is neutralized.

6 Wights: Three wights laid out on black marble tables. They will pursue, but will not leave the tomb.

7 Plundered Tombs: Four stone sarcophagi lined up against either wall, all have been opened and plundered. A small pack of normal rats dwells in one, and will attack if they are disturbed. In their lair are a dozen copper pieces and 3 **arrows +1, +3 vs. undead**.

8 Secret Room: Walls painted with bacchanal images. On south wall is a tall woman with a voluptuous symbol in gold on her forehead. Some might recognize the symbol as being associated with Graz'zt. Two giant, grey lamia bow to her.

9 Hidden Room: Three bodies here. Scrawled in blood on the wall is, "Only those with the symbol on their brows may pass." Below is the same voluptuous symbol from 8, also in blood. Bodies have 76 gp, 18 sp, and 12 cp, **wand of detect magic** (3 charges), 2 **potions of extra-healing**.

10 Scorch Marks: When first character reaches 5' from north end, a lightning bolt is fired to bounce back and forth across the room. Any not flat on the floor hit by lightning bolt as if fired by a 6th level wizard.

11 Iron Lamia: A pair of living iron statues shaped like lamia guard this room. They have the maximum number of HPs, get an extra bite attack every round, and have 25% spell resistance. They will attack anyone who does not wear the mark from rooms 8 and 9 on their brows. Stairs at the south descend.

12 Lounge: Room is filled with silk pillows and furs over plush carpet. Stairway blocked by wall of crystal with image of embracing nymph rising from it, lips puckered for a kiss. Kissing nymph makes wall of crystal vanish but drains 1 point of Wisdom from kisser. Lavender mist very strong in this room, and every turn all must save vs. poison or be affected as if by the **confusion** spell.

13 PC Flambé: The floor is sunk nearly 1' and the walls are lined with gaping gargoyle faces near the ceiling over mosaics of waltzing couples. Door has six small levers in it, all in the up position. To open the door, they must be set to up, down, up, down, up, down, down. When the first lever is moved, expensive brandy begins to fall from the gargoyle mouths. Two rounds later, when the heroes are over ankle-deep in brandy, a spark is tossed down, lighting it on fire, while an adamantium portcullis drops to block stairs. All in the room take 2d6 damage per round, save vs. breath for half.

14 Song's Tomb: Large obsidian sarcophagus in the middle of the room holds Song and her two favorite lovers, all waiting for the tomb to send enough souls to Graz'zt to complete their ritual for lichdom. Also in the room are 8k gp worth of rare furs, silks, perfumes, fine liquors, clothing, and jewelry. In a chest trapped with a poison needle are Song's and her lovers' spellbooks. Among the jewelry is an emerald choker that has a 5% chance of turning the wearer into a lamia when put on, a pair of green opera gloves that cause those touched on the lips to save vs. poison or lose 2 HPs per hour until dead, and a **sword +3** that causes the wielder to go into a berserker rage if they fail a save vs. spells whenever they roll a 20 to-hit.