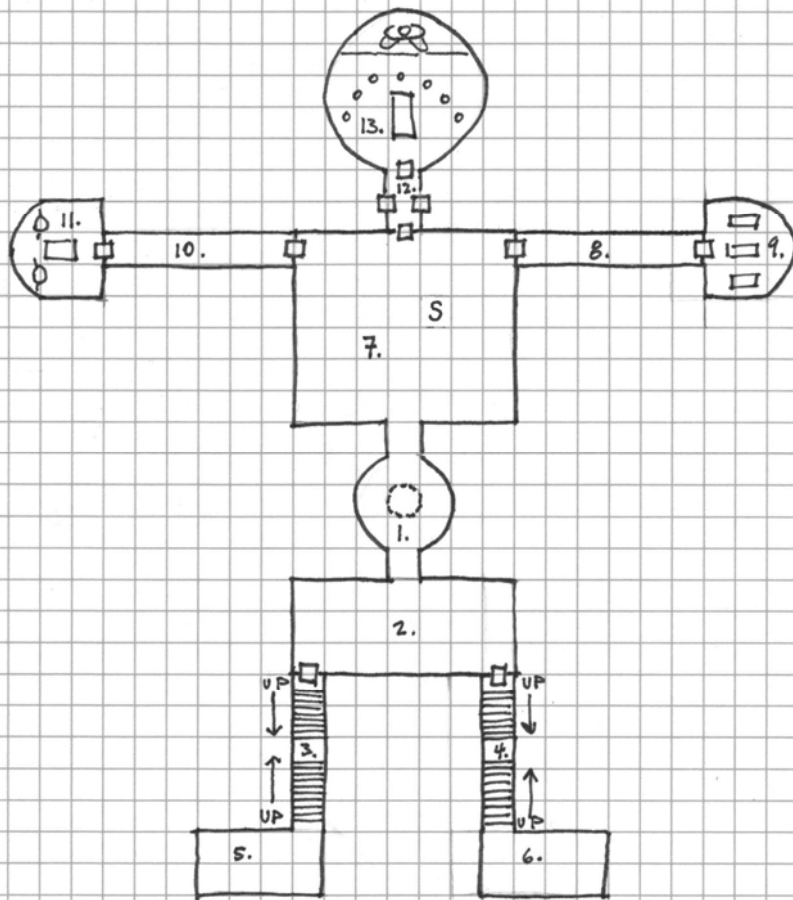


The Tomb of Echozar



Background

Echozar, the High Priest of the cult of Shalmenazzar the Bullgod of Chaos, was rumored to have been buried with his most prized possession – the Eye of Shalmenazzar. The Eye is said to be buried on his breast and that no man shall possess it. Recently his forgotten tomb has been found - the party is the second group to enter

The Eye of Shalmenazzar

This is a 9" diameter red glass sphere. Works as crystal ball but is rumored to have greater powers and, perhaps, unpleasant side effects...

Wandering Monsters (1 in 6/ turn)

- 1-2 Ghouls (1-6)
- 3 Poltergeist (1)
- 4 -5 Stirges (3-12)
- 6 Illusionary Minotaurs (2)
- 7 Room wavers
- 8 Light from Torches turns blood red

Ghouls are limited by number in rooms 1 and 5

Legend

S – Secret Compartment

Scale

1 square = 10'-0"

Room Key

(Note: Floor throughout is covered with black flagstones. Walls and ceilings are covered with cracked plaster.)

1. **Omphalos:** Reached by 100'-0" long and 7'-0" diameter shaft from above. **10 Ghouls.**
2. **Vaulted Chamber:** 20' high barrel vaulted ceiling painted with map of local region. Three locations are marked including location of this tomb. Two bronze doors. Door to Stair #1 open, Door to Stair #2 locked.
3. **Stair #1:** Stairway filled with spikes jutting from sidewalls. Movement in stair slow. 2 corpses hang from spikes. Corpses wear adventuring gear.
4. **Stair #2:** Stair between landing and room 6 is illusory. Fall is 20'-0" .
5. **Chamber of the Oxen:** 6 Ox skeletons in piles, scattered adventuring equipment and suit of chainmail. **6 ghouls & 1 poltergeist.** One ghoul wears tattered leather armor.
6. **Chamber of the Wain:** Remains of large wood wagon. 4 jeweled gold plated wheel hubs.
7. **Chamber of the Eye:** 3 locked Bronze doors. 30' high coffin vaulted ceiling is painted as night sky with red moon. Eye is located in lead lined compartment in floor (marked S). Compartment opened by pressing moon. If a male removes the Eye a lightning bolt (as 11th level Magic User) hits all within 20'-0" of the Eye.
8. **Arm of the Handmaidens:** Passage leads to second bronze door. If door is opened oil will pour from ceiling of entire length passage. Oil ignited afterward by falling sparks.
9. **Chamber of the Handmaidens:** Three red granite sarcophaguses with cow headed women carved on the lids. Each contains a normal skeleton wearing a gold and garnet necklace and two silver bracelets. One wears a jeweled belt of femininity/masculinity.
10. **Arm of the Warrior:** Same as room 8. Second door is untrapped.
11. **Chamber of the Warrior:** 2 bull headed hermes flank a granite sarcophagus. Each herme fires one magic missile per round. Inside sarcophagus is a **minotaur mummy** wearing a bronze helmet and bronze plate armor. Helm is magic, works as Gauntlets of Ogre Power; 50% chance of turning wearer into minotaur. Also wears gold and electrum necklace.
12. **The Neck:** Three bronze doors. Each has a bull head design. If blind doors are opened a bull headed maul springs out. Maul hits and does damage as stone giant. Door to Room 13 is locked.
13. **The Head:** Room is domed. Ceiling is painted like day sky with red clouds. Red granite sarcophagus with man headed bull on lid. A bull headed **stone golem** sits on a ledge behind the sarcophagus. 7 golden statuettes of bulls are on pedestals around sarcophagus. If sarcophagus is touched golem will attack. Sarcophagus contains skeletal remains of Echozar. Wears golden holy symbol and holds a magical bronze mace.