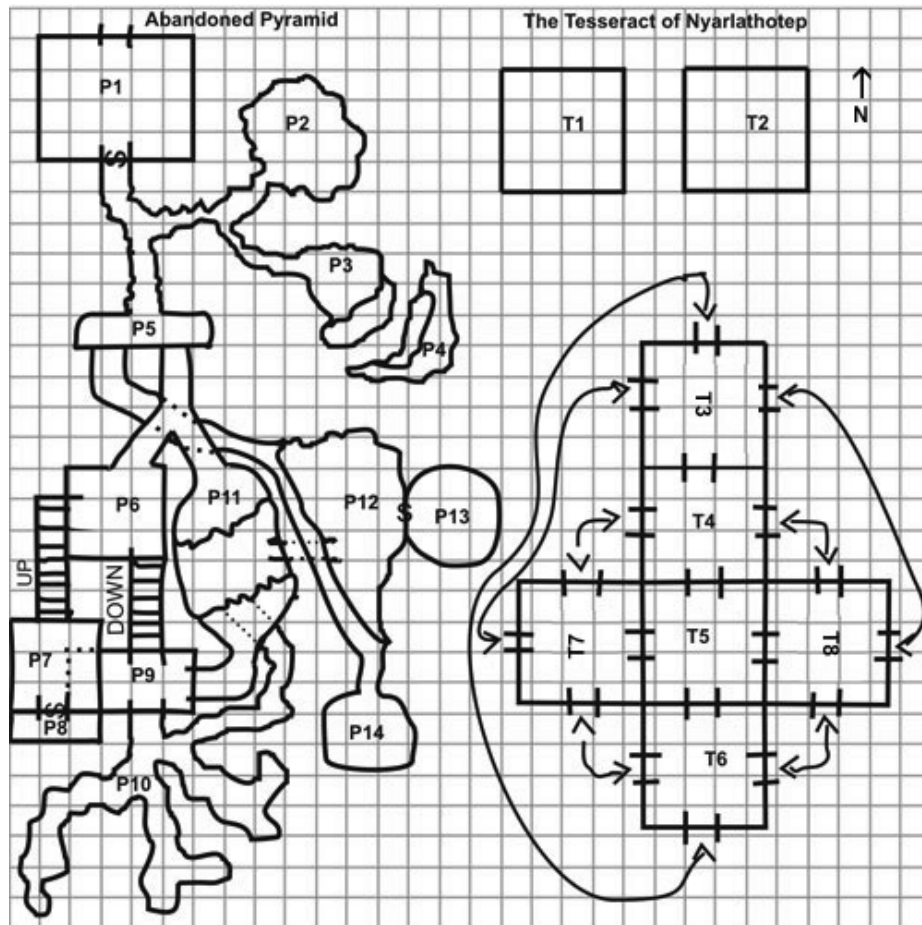


Prison Tomb of the Outer God

1 Square = 10 feet (in the Abandoned Pyramid), 20 feet (in The Tesseract of Nyarlathotep)



Lighting: none, the temple is in complete darkness.

Random Encounters (P10): Roll 1d6

- 1: 2 Mummies
- 2: 4 Mi-gos
- 3: 1 grey ooze
- 4-5: Mysterious chanting: "Ia! Ia! Cthulhu fhtagn!"
- 6: Roll again and add 2

Background: The temple was built under a pyramid in a desert to serve as a prison for Nyarlathotep, an evil Outer God, who is trapped inside a Tesseract, in a death-like slumber. The Tesseract itself is not in the desert, it is in a demiplane called R'lyeh, and it can be reached through the dungeon under the pyramid.

Description: The pyramid has traditional hieroglyphs in P1 and P5. Starting at P6, the hieroglyphs change to a more chaotic pattern, with Cthulhu-like images instead of the traditional egypt ones. The Tesseract has a non-euclidean architecture, with impossible angles. The gravity in each room of the Tesseract is represented by the inclination of the room key on the map.

The masks: All 4 masks of Nyarlathotep will try to reach T5 so they can awaken and empower Nyarlathotep. Each mask makes him stronger. If all 4 masks manage to join with Nyarlathotep, the Outer God automatically escapes the Tesseract and the characters remain trapped inside until the stars are right. If any of the masks is destroyed, the only way for Nyarlathotep to escape is by using the amulet that Nodens gave to the characters in P13.

ABANDONED PYRAMID'S ROOM KEY: **P1. The altar room:** 2 fiendish large monstrous scorpions. Disturbing the sacred altar triggers an insanity mist vapor trap. **P2. Funghi of Yuggoth:** A room filled with funghi, with dead corpses entangled in them and with 2 gas spores. **P3. Water cave:** Empty room, there's a small lake at the end of it, with a passage that leads to P4. **P4. Water water everywhere:** there's an altar with a sapphire (to be used in P5) on top, and removing it triggers a flooding room trap. **P5. The faces of the Old Ones:** There are two huge and cruel faces in the end of this room. The one on the right has a diamond on an eye and an empty socket on the other. The one in the left has a sapphire for an eye and an empty socket on the other. Trying to remove one of these gems instantly kills the character who made the attempt. Replacing the one of the missing gems open a door under the respective face. **P6. Lair of undead:** Room with 2 doors, guarded by 2 mummies. Listening through either door attracts an ear-seeker. **P7. The Black room:** This room is entirely painted in black, with 2 greater shadows in it. **P8. Cthulhu fhtagn!** During the fight with the greater shadows, a starving Star-spawn of Cthulhu that has been in deep magic slumber in this room awakens and joins the combat, trying to eat some brain. **P9. There's nothing here!:** Apparently an empty room, but there's a grey ooze on the floor, covered with dust. **P10. Wandering monsters:** Check table every 5 rounds. One of the monsters is carrying a diamond (to be used in P5). There's a pathway that leads to the bottom of the pit in P11. **P11. The pit and the chains:** This room is torn apart by a 60-foot deep pit. Right above the pit there are 4 metal chains that goes all the way to the bottom. Any chain has a 30% chance of breaking with the weight of a character. There's a passage that leads to P12. **P12. Wrath of the wind:** The corridor leads to a very narrow passage bordering a 60-foot deep pit, inhabited by 2 large air elemental that will attack anyone that crosses the passage. In the bottom of the pit there's a secret door that leads to P14. In the bottom of the pit there are 4 dark nagas **P13. The Elder God:** This is the lair of Nodens, an Elder God and Nyarlathotep's greatest enemy. He teaches the characters the power words to open the portal in P14: *That is not dead which can eternal lie, and with strange aeons even Death may die.* Nodens also gives an amulet with an Elder Sign, that can be used to weaken Nyarlathotep, so the Outer God can be defeated by the characters. He advises that the amulet can be used to teleport back from the Tesseract, by repeating the power words, but if they teleport before killing Nyarlathotep, the Outer God will be teleported with the characters. **P14. The Portal to R'lyeh:** In this room there's an Elder Sign that works as a portal to room T1 of the Tesseract. It is activated with the power words given by Nodens in P13. **THE TESSERACT OF NYARLATHOTEP'S ROOM KEY:** Except in T1 and in T2, all doors are precisely in the center of the wall. **T1. Upper room:** 1 staircase that goes down, on the southwest corner, leads to T5. **T2. Lower room:** 1 staircase that goes up, on the southwest corner, that leads to T5. There are 3 chests, one of them is a mimic and the others have 1,000 gp, but both have a chain lightning trap. **T3. Frame room - Nyarlathotep's tomb:** Every door that leads to T3 has a destruction trap. This is the room where Nyarlathotep is trapped in. Opening any of the doors awakens Nyarlathotep. He can summon 1d4 Star-spawns of Cthulhu (from T5, if they are still alive) to fight with him while he tries to steal the amulet with the Elder Sign, so he can escape from the Tesseract. **T4. West room:** The Demon-bat (one of the masks of Nyarlathotep) and a treasure chest with 10,000 gp. Looting the gold triggers a reverse gravity trap. If the trap is triggered and the character falls over the door on the other end of the room, the impact triggers the destruction trap. **T5. Center room:** 4 Star-spawns of Cthulhu that guard the doors that connects with the adjacent rooms. **T6. East room:** The Bloated Woman (one of the masks of Nyarlathotep) and a treasure chest with a diamond. The diamond has a curse that, if picked up, the character receives a mental message saying that he should leave the diamond alone. If the character insists on picking it up, he remains trapped inside the Tesseract when the rest of the group teleports out. The only way of leaving the Tesseract is by returning the diamond to the chest and begging for forgiveness. **T7. South room:** The room has 3 statues of Cthulhu-like figures and an altar with a pharaoh lying over it. If someone disturbs the altar, the statues become animated and attack the characters. During the fight, the Black Pharaoh (one of the masks of Nyarlathotep) awakens and tries to reach T5. **T8. North room:** The Bloody Tongue (one of the masks of Nyarlathotep). All the walls on this room are slippery and harder to be climbed.