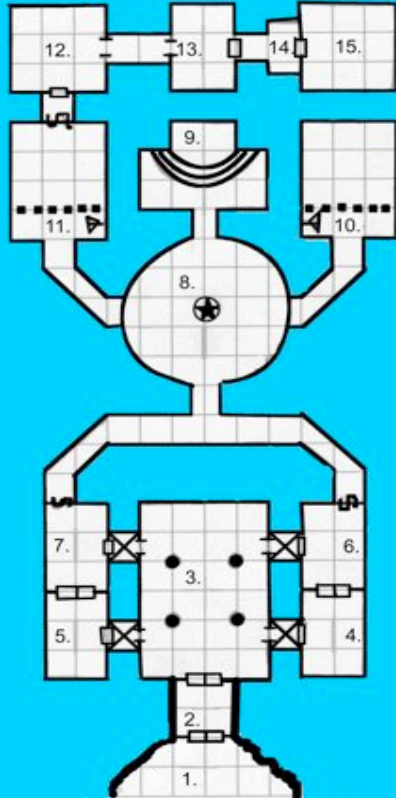


# The Lost Tomb of Jarmun-Riis



## Wandering Monsters

- Check every turn, 1 in 10 chance; roll 2d6
- 2- 1d6 skeletal hounds
  - 3- the sound of shuffling feet, approaching from ahead
  - 4- 1d6 aspix (save vs. Death on successful attack, or body will turn to stone in d10 turns; can be stopped by Remove Poison or Cure Disease, Stone to Flesh will slow change for d10 turns)
  - 5- insane laughter devolving into a horrifying scream
  - 6- 3d4 large scarab beetles
  - 7- 2d20 giant rats
  - 8- 2d20 vampire bats (save vs. Poison on successful hit, or bat attaches, and does d4 due to blood loss next round)
  - 9- 1d6 zombie patrollers
  - 10- 1d8 skeletal patrollers
  - 11- d6 large spiders
  - 12- 1 will-o-the-wisp

## Legend

- S – Secret Door
- X – Pit in floor (10', spiked, d6 damage, 1 in 10 contracts tetanus from rusty spikes, requiring Cure Disease)
- Hallways are lit by low-light magical sconces every 20'; provides weak illumination, Dark vision at half range
- Secret doors in 6. and 7. detected as normal (1 in 6 chance); door in 11. only detected 1 in 8, and only opens if portcullis lowered
- All skeletons in the complex will reform every 12 hours, unless they are killed by acid, extreme heat (Fireballs, etc.) or disintegration

## Room Key

1. **Leering Entrance:** walls are covered with hundreds of leering gargoyle faces, whose open mouths are connected to natural pipes through the hillside, causing them to moan constantly in the breeze; Morale Check for all hirelings and retainers at -1; doors are locked with standard locks
2. **Grand Entryway:** doorway to 3. locked with Superior Lock (-20% to pick); door trapped with Fear gas (unless disarmed, gargoyle faces on doors will spew gas into first two ranks; save vs. Paralysis, or flee in terror for d10 rounds in random direction; to return through doors, must make save vs. Poison at -2 or be unable to continue)
3. **The Hall of Murals:** walls are covered with bas relief murals of life of Jarmun-Riis; the four columns are Caryatid Columns (assorted mundane treasure), will attack anyone who does not show proper devotion before image of Jarmun-Riis, will try to direct characters towards pit traps
4. **The Hall of Slaves:** the bodies of Jarmun-Riis' devoted slaves rest here, after they have been turned to zombies; 2d6 zombies rise to attack characters 1 round after entering the room
5. **The Hall of Servants:** row upon row of skeletons, bowed in supplication to an image of Jarmun-Riis on the south wall; if they are disturbed in any way (DEX checks for each character not to accidentally move skeletons while simply moving through room), 2d6 skeletons will arise, and attack the party until they are dead, or the party leaves the room; there are 36 skeletons in the room
6. **The Hall of Pets:** the room is filled with the bodies of Jarmun-Riis' beloved warhound mastiffs and their handlers; they will attack anything that comes more than 5' into the room; 12 skeletal warhounds, 4 skeletal trainers
7. **The Hall of Servants:** the bodies of Jarmun-Riis' personal bodyguards stand arrayed in their armor, ready to defend their master; they will attack anything which enters this room; 12 lesser skeletal warriors (mundane, small magical weapons/armor)
8. **The Rotunda of Jarmun-Riis:** center of room is giant statue of Jarmun-Riis; is actually an iron golem; this room is a giant rotating room; entrances to 10. and 11. are hidden when party enters; the golem's pedestal rotates in two directions; must make 2 detect traps and 2 disarm traps rolls for room to rotate 90° and expose cross passages; otherwise, room rotates 45° and iron golem activates, room stays locked in this position for 6 turns, then resets; if iron golem defeated, will repair and rise again in d10 turns
9. **Fake Mortuary:** contains fake sarcophagus on pedestal; inside are 6 aspix, and 1 ghoul; automatic surprise when sarcophagus is opened, and causes 6 warrior skeletons to arise from bones on floor (small mundane treasure)
10. **The Hall of Fools:** entry to room blocked by magical portcullis (cannot be forced); lever to lift is to left of door, but activating lever resets rotunda in 8. (WIS check to notice sound of rotunda shifting); portcullis takes 4 rounds to raise; room is full of dead bodies (mundane/small magical treasure), all infested with rot grubs (15 in all); large chest in back of room is a mimic; only way out if rotunda resets is for someone to rotate room from rotunda, or teleportation
11. **The Vault of Jarmun-Riis:** room blocked by magical portcullis as in 10., switch to right of door; secret door in room can only be opened if portcullis is lowered; room contains gelatinous cube 20' into room (coins and gems)
12. **Laboratory:** the alchemical laboratory of Jarmun-Riis (magical potions treasures); most of the concoctions have gone to waste, however, there is still a sealed jug which contains a green slime, and an olive slime on the ceiling, there are also 3 man-sized bodies laying on the floor, which are really slime zombies
13. **The Hall of Secrets:** this is where much of Jarmun-Riis' greater valuables were kept, including alchemical formulae, scholarly essays and spellbooks (scroll treasures, minor magic items, greater mundane treasure); they are guarded by a crypt thing
14. **Outer Vestibule:** The entry to the Ossuary is guarded by 4 greater skeletal warriors, Jarmun-Riis' elite bodyguards (magical weapons and armor treasure)
15. **The Ossuary of Jarmun-Riis:** walls of this room are covered in bones. A sarcophagus rests on the east wall, which holds the body of Jarmun-Riis, who has become a ghaist (major magic item treasure). If the party does not offer some sort of offering to Jarmun-Riis within 1 round of entering the Ossuary, d6 giant skeletons will come out of the bone walls; if a skeleton is slain, a new one will take it's place d4 rounds after it falls; they will continue to come out of the walls until the party leaves the room