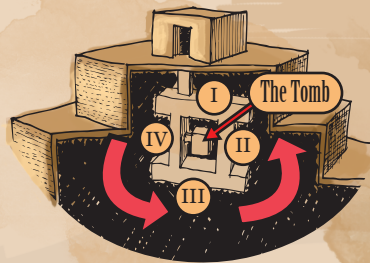


# Vault of the Witch-Queen

by Noah Lloyd  
and Matt Ryan



Legend tells of an ancient Witch-Queen with the power to raise the dead without restriction. The adventurers have either come to raise a compatriot, or have come on behalf of a powerful noble to gain the Witch-Queen's magic.

Located deep within an ancient ziggurat, the *Vault of the Witch-Queen* is a megalithic tomb comprised of four rotating levels, attached at their corners, that turn around a central tomb chamber. **Whenever** a magical spell is cast, by either a wayward adventurer or by the dungeon itself, the levels rotate so that the next level takes the place of the previous. Parties which cast no magic will still face some of these troubles, as they trigger the dungeon's magical traps. The only way for the adventurers to escape the Vault of the Witch-Queen is to return level 1 to its original position, once again aligning the entrance tunnel with the ziggurat's tower.

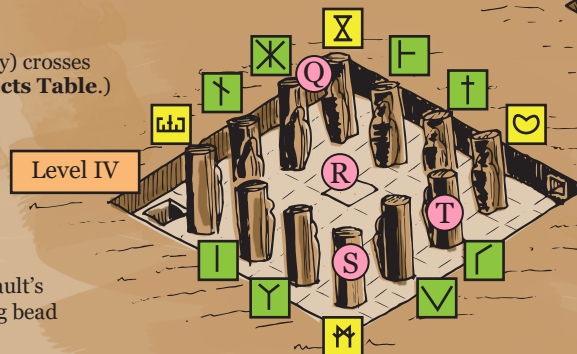
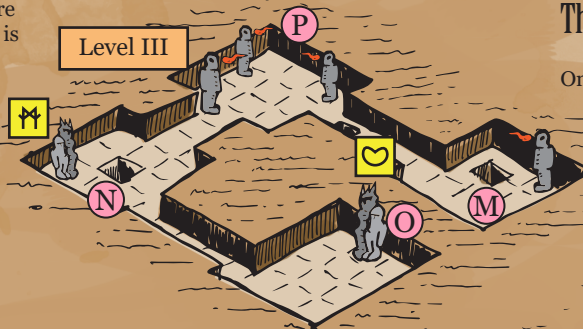
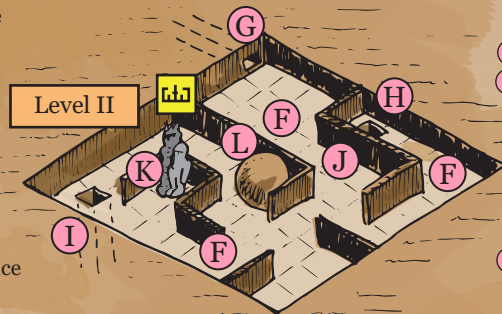
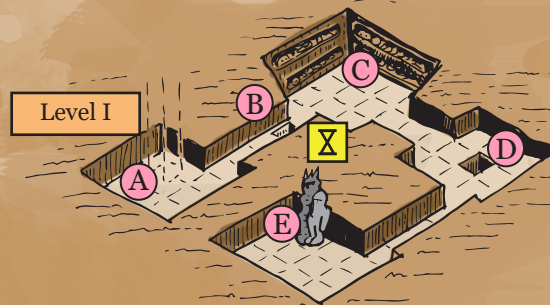
**Example:** When the adventurers enter level 1, their wizard casts *Light*, causing the dungeon to turn, with level 2 now on top. The adventurers must now explore the rest of level 1 by climbing on its walls, the pit trap from level 1 to level 3 is now a horizontal hallway, etc.

## Level 1

- (A) Entrance tunnel leading from the top of the ziggurat to B.
- (B) Pit trap to Level 2.
- (C) Catacomb room, full of 2D8 self-assembling **Skeletons**.
- (D) Pit trap to Level 3.
- (E) Clay statue of the Witch-Queen and her first Husband.

## Level 2

- (F) Three wards set off magical effects whenever the boulder (or an entity) crosses them, once more setting the levels rotating. (See **Random Ward Effects Table**.)
- (G) Entrance from Level 1.
- (H) Pit trap to Level 3.
- (I) Pit trap to Level 4.
- (J) Each round, adventurers have a 1-in-6 chance of encountering 1D3 **Shadows**, which stalk the maze looking for prey.
- (K) Clay statue of the Witch-Queen and her second Husband.
- (L) **Boulder** that rolls chaotically around the level, set moving by the Vault's rotation. You can track the boulder's movement with a standard gaming bead on the illustration of the level.



## Level 3

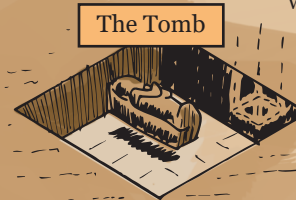
- (M) Pit trap to Level 1.
- (N) Pit Trap to Level 4.
- (O) Two statues of the Witch-Queen, with her third and fourth Husbands.
- (P) Four **Statues** with flaming eyes that animate and attack intruders.

## Level 4

- (Q) The Burial Hall is a single 50' by 50' room, with twelve columns, five feet from the inner walls, forming a square around a large trapdoor. To open **The Tomb**, the adventurers must open the four columns holding the **Revenant** husbands. The other eight columns don't matter, and can be open or shut in any arrangement. None of the undead on this level attack until **The Tomb** opens. Once **The Tomb** opens the undead from every open column animate and attack (the **Revenant** husbands are a possible exception, see below).
- (R) The trapdoor with the glyph of Regeneration.
- (S) Each column contains a corpse—four of the columns (color-coded yellow) hold the Witch-Queen's husbands, now **Revenants**, who will side with and aid the adventurers if they have defaced the clay statue of the Witch-Queen paired with each husband's respective statue. If they have left the statues alone, the **Revenants** attack when **The Tomb** opens. The correct columns are labeled with the four runes on each of the statues peppered around the Vault.
- (T) The other eight columns—marked with eight different runes (color-coded green)—hold **Mummies**, the Witch-Queen's personal guard in life and in death.

## The Tomb

Once **The Tomb** has opened, it is a relatively simple matter to enter it. Climbing down the access ladder, the adventurers reach the central room of the entire dungeon—and a room without gravity. Call for appropriate skill checks as they push themselves around the room to access the sarcophagus that hovers fixedly in the center. Inside the sarcophagus, the Witch-Queen's corpse has been cut into 16 pieces, each in its own canopic jar. Bringing the pieces together would regenerate the queen to her former powers, but if any of the internal organs are "fed" to a corpse, no matter how decayed, that corpse is resurrected from death.



## Random Ward Effects Table

- 1 Tiny rain cloud pops into existence that follows the adventurer around
- 2 Darkness spell that puts out all light sources
- 3 Scent of rotten meat that calls nearby undead
- 4 Teleportation to another random ward
- 5 Very confused Elder Thing appears
- 6 10' by 10' Fireball