

# CASTLES<sup>®</sup> CRUSADES

## BENEATH THE DOME PART FOUR: EBONY TOMBS OF DEATH



JAMES M. WARD

# BENEATH THE DOME – PART 4: EBONY TOMBS OF DEATH

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This adventure design is for 2-6 characters of 10th or higher level, with a challenge rating of 10. Feel free to scale it up or down as needed. One of the easiest ways to scale it down is to make all the hit points half of what is listed.

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# TOMB OF ADVENTURES – PART 4

You hold in your hand the fourth and last section of these tomb adventures. This adventure completely stands alone. Ebony Tombs of Death is designed to be a tough battle no matter how skilled the character group might be. This is a combat adventure, but there are still deadly traps to be avoided and vital information needing to be given to the MageKing. The Amdromodons are a dimensional race able to travel from plane to plane. Until they are able to freely move about they consider the initial temples they build tombs to honor the first of their kind to come to a plane.

## REFEREE INTRODUCTION

In this design I'm trying for spectacular effects geared to amaze the players and make them fear for their character's lives. In each situation you describe dangerous and amazing scenes. If the characters don't seriously worry about entering into battle or allowing their characters to inspect a certain scene, you aren't doing your job correctly. This is another battling section, but they also have two quests. The characters are tasked to bring back a prisoner. They are also looking for more plans of the Amdromodons to invade Halcyon castle.

## PLAYER INTRODUCTION

The granite mountain, twenty miles away, has turned into a volcano and spews ash over the countryside. If that wasn't enough of a problem, in twelve days comes the time of the full moon. All of the information gained from raiding the temple/tombs of the Amdromodons details a night attack of Castle Halcyon. The MageKing has done his best to acquire more fighters for the castle. He's specially prepared the mountain passes near the castle with extra surprises for the orc, goblin, and ogre invaders he's had cause to expect come at the summons of the Amdromodons.

In the MageKing's mind, the only task left to do is try for a last raid on the inner temple of the Amdromodons. On three past occasions, new sections of the temples appeared with a careful search. The MageKing has opened his treasure chambers to you adventurers. He's allowing you to take any one item you feel you can use. He expects any unused magical devices to be given back at the end of the successful mission.

He assigns twenty lancers to guard you all the way to the mountain. They are to wait for you to come back from the bowls of the mountain. This time you are asked to try and bring back a prisoner if at all possible as well as information about the invasion. The respected monarch says you must report back in ten days.

## KING'S TREASURE CHAMBER

*Ring of Regeneration (2 hp a round), Ring of Shooting Stars*

*Rod of Absorption, Rod of the Python*

*Staff of Fire (41 charges), Staff of Frost (29 charges)*

*Rope of Entanglement, Robe of Blending*

*+3 Bane Sword versus spell casters, +3 Sword of Wounding*

*2 scrolls of Healing, 2 scrolls of Anti-Magic Shell*

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## AMDROMODON DUNGEON INFLUENCES

**LIGHTS** — Whatever light sources the party has display their lights at half effect.

**COMBAT PLANS** – It is noisy in the dungeon from the rumbling of the volcano and normal speech is impossible to hear. Make this clear to the players and do not let them organize themselves during the combats. If they want to set up combat tactics before going into battle that isn't a problem. Be sure to warn them of this problem before they reach encounter area 1.

**LAVA** – In several sections of the dungeon there is an active lava pool in evidence. Those chambers are deadly hot and characters take five points of heat damage for every five minutes they are in those areas. This damage begins the second they step into the area with the lava.

**NOISE** – The rumbling keeps beings from the various chambers ignorant of combat progressing all around them. No one comes to aid other Amdromodons in these battles. Remember, this loud noise keeps characters from organizing themselves during a battle, but they can make plans before confrontations if they wish. They should realize this problem before the T-Rex of encounter two.

**INTERDIMENSIONAL GEM** – There are all sorts of interdimensional gems in this adventure. Such gems are rare as each comes from another plane of existence. It looks like a normal gem, but there is a luster and glow about it powered by magic. All objects of magic allowing beings to travel to other dimensions have this type of gem worked into their structure. Such gems are usually valued two or three thousand more than such a gem is normally worth.

## 1 – WHAT'S A LIVE VOLCANO DOING THERE?

As you come over the rise of the hill you see a volcano where one wasn't there before. Smoke and sparks are bellowing out of a funnel at the top of what was a granite mountain just ten days ago, at the last scouting of this area. The granite face of the mountain side, was gray, then red, then purple, the surface is now jet black. It isn't the black of soot, although there is enough soot falling to the ground all around you. It's a glossy, shiny black reflecting the sun, making a glare that's hard to look at for any length of time.

You notice the cave entrance is still there. The rubble around it from fallen rocks hasn't change, but now it's covered in soot inches thick.

You can't help thinking, when is this mountain going to blow and cover the countryside with lava. The cone at the top is already generating a great deal of heat and the temperature is much warmer near the base of the volcano than a hundred yards away.

The ground is rumbling and there is a great deal of noise. You are not sure if shouted orders can be heard inside the cave. You have your orders, you head there anyway. The squad of lancers hangs back and makes a camp. They join you in a fight, only if creatures come out chasing you.

## 2 – TYRANNOSAURUS REX RUN!

The noise is deafening as you enter the cave. Your light sources are not spreading as much light as you have known before. Your lights only show ten feet. The walls, floor, and ceiling are glossy black. The corridor widens to be twenty feet wide north and south and extends past your lights west.

Suddenly, even over the noise of the rumbling mountain, you hear a titanic roar. In the distance to the west a light explodes. There in the brightness is some type of massive reptile. Trapped in the monster's jaws is a scarlet Amdromodon throwing a lightning bolt spell at the creature eating him. The lightning bolt would have struck the monster, but the T-Rex shook its head and the motion caused the arms of the spell caster to fling about. The bolt angled into the floor and bounced around to the west of the fight, lighting up the rubble many feet away to the west.

The darkness is back. With two swallows the Amdromodon is swallowed whole. The giant reptile sniffs the air coming from the cave entrance. In the darkness you can hear the sound of claws on the stone floor, coming closer to your position.

**TYRANNOSAURUS REX** (*This neutral dinosaur's vital stats are HD 18d8, HP 150, AC 15. Its primary attributes are physical. It attacks with a bite inflicting 5d8 points of damage. Its special abilities are swallow whole, scent, and twilight vision. XP: 8,670*)

**TREASURE:** The monster swallowed a scarlet Amdromodon whole. The treasure from the creature is available in the stomach of the Rex. It includes: Red Cubic Gate, 5 transdimensional crimson garnet gemstones (15,000 gp each), Scarlet Amdromodon Cloak, and a +3 dagger.

### OPENING THE SECRET DOOR

If the characters haven't been here in other adventures make this secret door easy to find. The T-Rex has left scratch marks all over it.

The small chambers to the east and west of the long north corridor are filled with raked sand. There are no eggs or egg shells in any of the chambers. The Amdromodons plan on restoring this area once the invasion is successful.

In the long north and south corridor in front of the steps up, there are several patches of splattered and dried blood. There were many fights in this corridor in the recent past.

Above the stairs the chambers to the east and west are all empty and swept clean. Their materials were taken to the new section and placed in chambers near encounters 9 & 10.

## 3 – AN UNUSUAL DARKNESS

Frankly, the Amdromodons are tired of beings trampling into their temples and destroying everything. They have given up trying to fix the place for now as they continue their plans for invasion. They have spread spell traps around the door to keep people out. Each of the spells can be peeled like an onion with successful use of dispel magics, but the characters have to think of these spells to avoid a great deal of trouble.



### DARKNESS 20 FT. RADIUS

The ten feet chamber and the ten feet in front of the open portal to the south are cloaked in magical darkness. No lights work in this area. A simple dispel magic takes away the effect.

### SILENCE 15 FT. RADIUS

Magic forces silence in the ten by ten chamber of encounter area 3. It also extends out five more feet south into the east and west corridors. This makes the casting of many types of spells impossible as well as the communication between party members. Once again, a simple dispel magic takes down this spell, but not until the darkness is removed with a similar spell.

### GLYPH OF warding

When the darkness is dispelled, a special glyph of warding appears looking like a two foot lighting bolt floating in the air at the entrance of chamber 3. Any physical touch of the glyph causes it to explode for 10d4 of electrical damage in a five feet area around whoever touched the glyph. Items thrown at the glyph pass through it harmlessly. Naturally, this glyph does its damage if the characters wish to walk blindly into the chamber or if the characters simply try to duck below the glyph.

### FEAR SYMBOL

If there is no darkness and after the Glyph of Warding acts, the Fear Symbol appears as two glaring eyes floating in the doorway. Those who don't make a save find themselves running out of the dungeon for ten rounds. This symbol doesn't get used up and characters must save against it every time they come to this area and face the large portal.

The double stone doors are wizard locked by a tenth level mage. As the doors are magically forced open the following happens to all of the characters within forty feet of the doors:

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- 1 – each makes a save or is covered in faerie fire for 60 minutes.
- 2 – each suffers from a flame strike doing 10d6 points of damage and a save reduces the damage taken by 10 hit points.
- 3 – an obscuring mist settles over the area and north, the first ten feet into encounter area 4 so the monsters hanging above the door are totally obscured. Naturally, the monsters are not influenced by the mist.

#### 4 – DIMENSIONAL GATEWAY OR DEATHTRAP, YOU DECIDE

**NOTE:** there is an obscuring mist spell wrapped all around the chamber entrance. It completely covers the creatures hanging by the door, ready to drop on victims. The mist extends five feet into the chamber.

**9 DARK MANTLES** (*This set of neutral monster's vital stats are HD 1d10 x9, HP 8 x9, AC 17. Their primary attributes are physical. They attack with a bite inflicting 2d4 and constriction doing 1d4. Their special abilities are Darkness, improved grab, constrict, and blindsight 90 ft. These Darkmantles are like a small octopus. They have 8 long tentacles and a beak able to bite through a helm. They attack by dropping down from the ceiling after creating an area of darkness as the spell. XP 99 each.*)

The chamber walls, floor, and high domed ceiling are all glossy black now as the warriors have taken over the area. Their magic causes the blackness in the stones.

This chamber has a dais of purple and it glows shedding black shadows, but only in the round 15 feet diameter circle at the center of the area. Through this any one can go to the home dimension of the Amdromodons. It's a world of crystal domes in a rainbow of colors as the domes and their colors also define the beings living in them. The Amdromodons have totally populated their planet in the air, on the ground, and under the water. They now seek to settle in other dimensions through the use of these portals. There are five interdimensional black faceted obsidian gems (20,000 gp each) hidden under the lapis tiles of the dais helping generate the magic allowing for the dimensional travel. Let the players play with the area all they want without being sucked into the dimensional vortex. Only a little inspection reveals loose tiles and the black gems.

The monsters in this area are specially created guardians and never leave the chamber. They fight to the death to stop all others than Amdromodons from using the dimensional portal of the dais.

#### 5 – KNOCK, KNOCK WHO'S THERE

Make this secret door very easy to find. There could be a dirty path from the thin east/west corridor to the blank wall. There could also be blood splashes all over this dead end because of battles at the doorway.

The secret door on the west wall from the thin east/west corridor, corridor opens to a ten foot wide corridor, extending south. Sixty feet down the corridor turns into stairs going down. The stairs go down ten feet turning into a landing. From there the stairs go down west twenty feet, but there is a problem. The stairs shorten to five feet wide in the middle of the corridor. On



the north and west sides the floor the floor of the corridor opens into deep pits filled with rolling lava. The heat is intense and assuredly damaging. In the glow of the lava you can see a large door twenty-five feet to the west. You suspect some type of trap.

Characters lose five hit points from the heat.

When characters try to open this door, the danger occurs. If the door is magically opened nothing happens. However, if force is used on the door, the thin path of the corridor shakes forcing everyone on the stairs to make dexterity save at +2 or fall to their deaths into the lava. If they have made special provisions to protect themselves from falling, they take no harm and need no saves.

The lock has a challenge rating of 8.

**3 MAN-ORC ASSASSIN** (*5th level, these chaotic evil fighters have vital stats of HP 55, 49, 45, AC 17. Their primary attributes are strength, dexterity, and wisdom. Their significant attribute is strength 20. Their special abilities include: darkvision 100 ft., the power to have the chance to strike the same foe three times in a combat round with the first strike being at +3 over and above any weapon pluses they use and the other two strikes with no minuses. They wear studded leather of the finest quality, using a +3 combat fork. It is a +3 weapon doing 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork, doing maximum damage of 10, on a 1d10, causes the victim to make a save or flee the battle for ten combat rounds as the Fear spell. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. XP 510 each.*)

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**TREASURE:** Each of these Man-orcs has a +3 combat fork and 4 interdimensional amethysts (9,500 gp each).

In melee the three guardians stay in the circular chamber and fight. If the characters start to use ranged attacks, the guardians charge into melee.

This round chamber has a door in the middle of the east wall and an opening in the middle of the north wall. The chamber is forty feet in diameter. At the center is a two foot raised dais. The image of the parade grounds in the middle of Castle Halcyon can be seen from any side of the dais. At the north, south, east, and west edges of the dais are large obsidian black faceted fist-sized gems (worth 10,000 gp mainly because they display transdimensional magic when tested for magic.) It would seem a dimensional portal to the inside of the castle has been made by the Amdromodons.

Taking two of the black gems away from the dais breaks the connection to Castle Halcyon. Taking all four gems and bringing them back to the MageKing makes him unusually happy and he gives the characters double what the gems are worth.

## 6 – FROG STATUE GUARDIANS

You stand in the southwest corner opening of a chamber. Looking around you see three large statues in the shape of odd giant frogs. The chamber looks to be twenty feet by twenty feet with a thirty foot tall ceiling. There is another opening in the northwest corner of the chamber. The three statues are probably there for a nasty reason.

**3 FROG STONE GUARDIANS** (*This set of neutral monster's vital stats are HD 4d10, HP 35 x3, AC 18. Their primary attributes are physical. They attack with a bite doing 1d10 +3 each. Their special abilities are immunity to poison, immunity to mind control, see invisible, resistant to weapons [edged weapons do ¼ damage, missile weapons do no damage, wooden shafted weapons have a 25% chance to break on impact, magical edged weapons inflict ¼ plus any magic bonus, magic missile weapons do their magical bonus.] They strike last in a round. XP: 515 each.*)



The statues are not slow, but they won't follow the characters in or out of this chamber. They are intelligent enough to position themselves to not make themselves easy targets from the doors. There is no way to go north until these guardians are taken care of through battle.

## 7 – SHAMAN IN TROUBLE

((Hand out #33, shaman behind fire with shadow monsters))

This is designed as a trap for the incautious. The man by the fire appears to be a powerful shaman, but his mind is destroyed and he dies as soon as the magical circle is broken around him and the fire. There are visible shadow monsters on the walls, but they are only illusions and can't do anything but put a freight into the characters. The real problem is the circle of dangerous spells around the shaman where the characters can't help but trip over as they try and save the man.

The shaman continually screams, "Help me! Help me! They have my brain on fire!" He's a pitiful sight.

Even if the characters rush into the chamber, the spell effects surrounding the circle go off, striking the characters before they can break the circle surrounding the Shaman. There are 3,000 gp worth of silver dust making the circle.

**CLOUDKILL** — With the first effort to enter the chamber a Cloudkill fog of poison comes from the circle and fills the southern chamber below area seven. Characters of 6 HD or higher take 1d10 points of poison damage a round.

**DARK CHAOS** — A pair of smoky tendrils comes out of the circle and slams into the first character entering the chamber. They automatically strike for 6 points of damage each and strike again in the next combat round and then vanish.

**ENERGY DRAIN** — Not usually a stationary spell, this one drains one level from any character coming within ten feet of the protective circle around the shaman. They are allowed a constitution save to resist the energy of the spell.



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**BLAST GLYPH OF WARDING** – The spell does 10d4 points of damage to anyone trying to disrupt the protective circle around the shaman. This damage extends to any character within five feet of the victim. A successful Wisdom save reduces the damage by one-half. This spell goes off before the victim has a chance to disrupt the circle.

**CURSE** – The body of the shaman is cursed. Touching him with anything throws a curse on the touchier. If they do not make their Wisdom save they are turned into a one inch long red ant. All of their equipment doesn't turn with them.

### 8 – GUARIAN AT THE PORTAL

The guardian uses its invisibility ring at its guard post. It only appears to surprise and attack the characters from the middle of the group.

**PSI AMDROMODON WARRIOR** (*This chaotic evil creature's stats are HD 14d8, HP 108, AC 25. Its primary attributes are physical. Its primary attribute is Strength 25. Its attacks are 2 Claw (1d10 +6/1d10 +6) or the Warrior Amdromodon sword. It doesn't draw the sword until it is down to one-half its hit points as it enjoys feeling the blood of its foes and it always tries to fight the spell casters first. Its special abilities are dark vision 100 ft., see sword, see cloak, and all other species glow bright strawberry when lying to an Amdromodon. Treasure in use by warrior: Black Cloak, Ring of invisibility, Sword of the Warrior, pouch of planar emeralds (7 at 9,000 gp each). XP 6,512.*)

### SWORD OF THE WARRIOR AMDROMODON

These swords are crafted of the metal of the plane the Amdromodons plan to invade. Nothing is done about the invasion until there are 1,000 of these swords made by the combined effort of all four different types of Amdromodons. The weapon is ten feet long and three feet wide. There are hooks located in central areas of the blade and the handle. A successful strike gives the warrior a 25% chance of pulling away the weapon of a foe. The blade also acts as a shield and has a 30% chance with each successful missile strike, by a foe, to block that shot. The weapon itself does 1d10 + 10. One requires at least a strength of 20 to use the blade.

**BLACK CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy black cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Dexterity attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. The cloak has a 50% chance to snag any successful strike from a missile weapon or a magic missile.

### 9 – WIZARD'S SECTION

As the characters come down this corridor, the shadow mastiffs

come out of two of the chambers and rush to do battle. While this is happening, Delta is summoning three kobolds and a faithful hound. Then it tries to cast protective spells on itself. Successful with that, the Amdromodon begins using its polymorph wand on the characters trying to turn them into fish.

**8 SHADOW MASTIFFS** (This set of neutral evil monster's vital stats are HD 4d4 +4, HP 20 x8, AC 17. Their primary attributes are physical. They attack with a bite doing 2d4. Their special abilities are partial invisibility, affinity for shadows, darkvision 120 ft.)

**DELTA GREATER CRIMSON AMDROMODON** (This chaotic evil creature's stats are HD 7d8, HP 53, AC 25. Its primary attribute is mental. Its significant attribute is Intelligence 19. Its attacks are with talons at 1d4+3/1d4 +3 and the use of spells. Its special abilities are a permanent protection from normal missiles. When struck with missile weapons, fist-sized sparks blast from its body; darkvision 100 ft. and all beings turn strawberry colored when lying to an Amdromodon. XP: 707.

**Attacking:** Delta uses an 85 charge wand of polymorph in battle and tries to turn characters into fish.

#### Spells:

Spells up and running—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

**Combat:** Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

**FAITHFUL HOUND** (This chaotic evil creature's vital stats are HD 10d8, HP 50, AC 18. The hound's special ability is a howl forcing a save versus Fear and failing that, the victim is a -2 in attacking and morale. The creature has a magical bite 2d6 +10. XP: 370.)

**SUMMONED KOBOLDS X3** (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. XP: 20 each.)

Delta's Crimson cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wear-



er. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

All of the ten by ten chambers in this area are filled with a jumble of clerical furniture and items needed for temples. There are benches, tapestries, many cabinets filled with robes, and several chests filled with scrolls on the faith of the Amdromodons. Several casts hold wine poisonous to beings on this plane. The very last chamber is filled with shelf after shelf of magic ingredients.

At the bottom of one of the shelves are several large jars filled with useful treasure: a jar of 10 diamonds (each worth 2,000 gp), a jar of 12 odd shaped pieces of amber with trapped bugs (each worth 500 gp) and a jar filled with silver dust (worth 300 gp). Otherwise the chamber has ingredients like demon eyes, devil tongues, mummy wrapping, witches hair, and other things common to a wizard's supply pantry.

As the characters go in and start moving chamber items there are five of the twenty baskets in the middle of the chamber erupting in giant snakes.

**5 VENOMOUS SNAKES** (These chaotic evil creatures vital stats are HD 6d8, HP 40 x5, AC 18. Their primary attributes are physical. Each is 15 feet long, 4 inches wide, and has a head 8 inches wide with fangs shooting poisonous venom. The

venom is shot up to 20 feet away if the characters try to keep their distance. In melee the snakes attack by biting for 1d6 + poison. A save versus constitution to half poison damage does 10 points and the victim is slowed for ten combat rounds. Their special abilities include darkvision 100 ft., they are from another dimension and phase out every other combat round so they cannot be touched and cannot touch others, and their flesh glows in the dark in rainbow colors. XP: 450.)

These snakes chase the characters out into the hall and into other chambers.

## 10 – COME JOIN THE FAMILY

These two hatchlings have bright blue scales. Looking very much like blue dragons without the wings, they are ten feet long, and stand five feet tall at the shoulders. They have human-like heads with a huge forked tongue constantly darting out, testing the air for scents the tongue can detect on the breeze.

**2 AMDROMODON HATCHLING** (These chaotic evil creatures have vital stats of HD 6d8, HP 45, 40, AC 15. Their saves are physical. Their primary attribute is Strength 25. Their attack is a bite 1d10 +6 and the wounds are diseased. The wounds immediately swell up and begin dripping greenish fluids until some type of cure disease is used. Until cured the wound does 2 hit points of damage every hour. Their special skills are scent, darkvision 100 ft., immunity to all types of hold or control spells, and magical attacks inflict double damage on the hatchling. XP: 520 each.)

These guardians stay in this spot and do not come to help encounters eight or nine.

## 11 – SWORD MAKING 101

Characters coming into this area take 5 hit points of heat damage every five minutes. Such damage begins as they enter the area.

**IMPORTANT NOTE:** Make the combat situation very clear to your players that all of the beings in this chamber are striking to subdue the characters. It is their intention to chain them up in chamber 13 and use their bodies to temper the metal. The horror of this is supposed to sink in and make an impact on your players.

The first impression you take note of in this large chamber are the many giant black swords hanging along the walls. There must be hundreds of them (in fact there are 951) and each is exactly alike.

Then you notice there are four different forges worked by four different Amdromodons: one purple, one black, one green, and one scarlet. At this point you are attacked by 3 kobolds, a faithful hound, and two man-orcs. The four Amdromodons all begin doing something looking suspiciously like spell casting.

This is the deadliest portion of all four adventures. At this point you should feel free to let the characters run for their lives, chased by the littler beings summoned as cannon fodder by the Amdromodons. Among the Amdromodons the spell casters cast as many protective spells as they have time for before they are attacked. All four enter battle using what magic they have and the Black Amdromodon starts the battle using his sword.

## 8 CASTLES & CRUSADES

The red and green ones guard the southern doorway so no one escapes. The purple and black ones guard the eastern doorway so no one escapes.

**FAITHFUL HOUND** (This creature's vital stats are HD 10d8, hp 80, AC 18. The creature attacks for a bite of 2d6 + 10. The special ability of the hound is a howl forcing a save versus Fear or the victim is a -2 in attacking and morale. XP: 370.)

**3 SUMMONED KOBOLDS** (These chaotic evil creature's vital stats are HD 1d4 +1, HP 5 x3, AC 15. Their attacks are by Morning Star inflicting 2d4. Their special ability is dark vision 100 ft. XP: 20 each.)

**2 MAN-ORC ASSASSIN** (5th level, these chaotic evil fighters have vital stats of HP 57, 55, AC 17. Their primary attributes are strength, dexterity, and constitution. Their significant attribute is constitution 20. Their special abilities include: darkvision 100 ft., the power to have the chance to strike the same foe three times in a combat round with the first strike being at +3 over and above any weapon pluses they use and the other two strikes with no minuses. They wear studded leather of the finest quality, using a +3 combat fork. It is a +3 weapon doing 1d10 points of damage in the hands of an orc and 1d8 +1 in any other creature's hands. A successful strike of the fork, doing maximum damage of 10, on a 1d10, causes the victim to make a save or flee the battle for ten combat rounds as the Fear spell. If the victim is trapped in a dead end or escape is blocked by characters, the victim goes unconscious for the rounds. XP 510 each.)

**TREASURE:** Each of these Man-orcs has a +3 combat fork and 2 interdimensional azurite gems (7,500 gp each).

**10 GREEN ZOMBIES**, be sure and mention the green skin of the zombies and each dressed in a green toga. (These chaotic evil undead have vital stats of HD 2d8 +2, HP 14 x10, AC 12. In attacking they each Slam (1d8 +2) and Bite (1d4 +2). Their saves are physical. Their special abilities include: always attacking last in every combat round, immune to sleep, charm, and cold-based attacks, and holy water inflicts 2d4 to their flesh. XP: 71 each.)

**PI AMDROMODON EBONY WARRIOR** (This chaotic evil creature's stats are HD 14d8, HP 108, AC 25. Its primary attributes are physical. Its primary attribute is Strength 25. Its attacks are 2 Claw (1d10 +6/1d10 +6) or the Warrior Amdromodon sword. It doesn't draw the sword until it is down to one-half its hit points as it enjoys feeling the blood of its foes and it always tries to fight the spell casters first. Its special abilities are dark vision 100 ft., see sword, see cloak, and all other species glow bright strawberry when lying to an Amdromodon.

**TREASURE IN USE BY WARRIOR:** Ring of mind shielding, Sword of the Warrior, Black Cloak of the Amdromodon, pouch of planar ruby-onsite (4 at 6,000 gp each). XP 6,512.)

**LAMBDA GREATER CRIMSON AMDROMODON** (This chaotic evil creature's stats are HD 10d8, HP 76, AC 25. Its primary attribute is mental. Its significant attribute is Intelligence 19. Its attacks are with talons at 1d4+3/1d4 +3 and the use of spells. Its special abilities are a permanent protection from normal missiles, when struck with missile weapons, fist-sized sparks blast from its body; darkvision 100 ft. and all beings turn strawberry colored when lying to an Amdromodon. XP: 860. Spells:

**Spells up and running**—Protection from Good, Shield, Mirror Image, See Invisibility, Faithful Hound

6 Charm Person, 3 x Magic Missile, Pro from Good, Shield

5 Mirror Image, 2 x Ray of Enfeeblement, See Invisibility, Web

4 Hold Person, Lightning Bolt, 2 x Suggestion

2 Confusion, Polymorph

1 Faithful Hound

**Combat:** Greater Amdromodons enjoy attacking with dangerous magical spells. Their flesh, including their cloaks can absorb the splash of blood from prey as highly favored food.

Lambda's Crimson cloak grants him +1 on intelligence and allows him to summon 3 kobolds. He summons the kobolds before the characters can attack.

When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy red cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Intelligence attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch. Once in every 48 hours the wearer can summon Kobolds as the Amdromodon spell.

*Iota Amdromodon Purple Master (This Chaotic Evil creature's vital stats are HD 12d8, HP 87, AC 23. Its saves are mental. Its primary attribute is Wisdom 20. Unfortunately for the characters each shines bright strawberry when each lies to this Amdromodon. Its attacks are 2 Claw (1d8 +3/1d8 +3) and Clerical Spells. It begins battles using a Staff of Evocation (39 charges) and its first spell is Chain Lightning.)*

6 Command, Pro from Good, Sanctuary, Missing You, Sound Burst x2

5 Darkness, Dragon Talk, Hold Person x2, Silence, Spiritual Weapon

4 Animate Dead, Dispel Magic, Invisible Glow, Clever Thought

2 Dismissal, Neutralize Poison

1 Flame Strike (7d6), XP: 3,530

**Treasure in use by Zeta:** Purple cloak, Ring of the Ram, Bracers of Controlling Air Elementals, and 11 Purple Zerlateens (11,000 gp each).

**PURPLE CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy purple cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +1 in their Wisdom attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human

touching the cloak has a distinct creepy feeling from the touch. Once in every 30 days the wearer gains the knowledge to summon an elemental of any type.

**EPSILON LESSER AMDROMODON** (*This Chaotic Evil creature's vital stats are HD 12d8, HP 96, AC 20. Its saves are mental. Its primary attribute is intelligence 20. It attacks with 2 claws 2d4 +3/2d4 +3. Its special abilities include Darkvision 100 ft., and the ability to turn any freshly made dead humanoid into an undead zombie. Treasure: 10 green dimensional orbs (12,000 gp each), and a ring of regeneration 3 points per round.*) XP: 650.

**EMERALD CLOAK OF THE AMDROMODON:** When one of these creatures dies, their flesh instantly turns to a mush, making it impossible to identify them. Only their fleshy cloak is left behind. This cloak has two magical properties. Wearing the cloak gives the character +2 in their Strength attribute. The cloak slowly turns a character's alignment from whatever it was to Chaotic Evil. Those who depend on their alignment, in a month lose those alignment powers. The cloak only works if most of the cloak is touching the flesh of the wearer. The material feels like the flesh of a snake and is always cool to the touch and feels moist even when it isn't. Any human touching the cloak has a distinct creepy feeling from the touch.

The rest of the chamber is 80 feet east and west and 100 feet north and south. There is an opening 35 feet in the south wall from the west side and an opening in the east wall five feet from the south wall.

There is the smell of roasted meat filling the air of the chamber.

There are four forges placed evenly around the center of the chamber. Each of them is filled with rolling lava, giving off tremendous heat. Each of them has a half completed sword on an anvil. There are many types of hammers and tongs attached to each of the forges. It's clear the Amdromodons were making swords for their black warriors.

The first forge in the northwest corner has a large crucible filled with molten gold. This was used to etch magical symbols on the swords. There is 10,000 worth of white hot gold in the container.

The second forge in the northeast corner has a large crucible filled with molten silver. This was used to etch magical symbols in the swords as well. There is 6,000 worth of white hot silver in this large crucible.

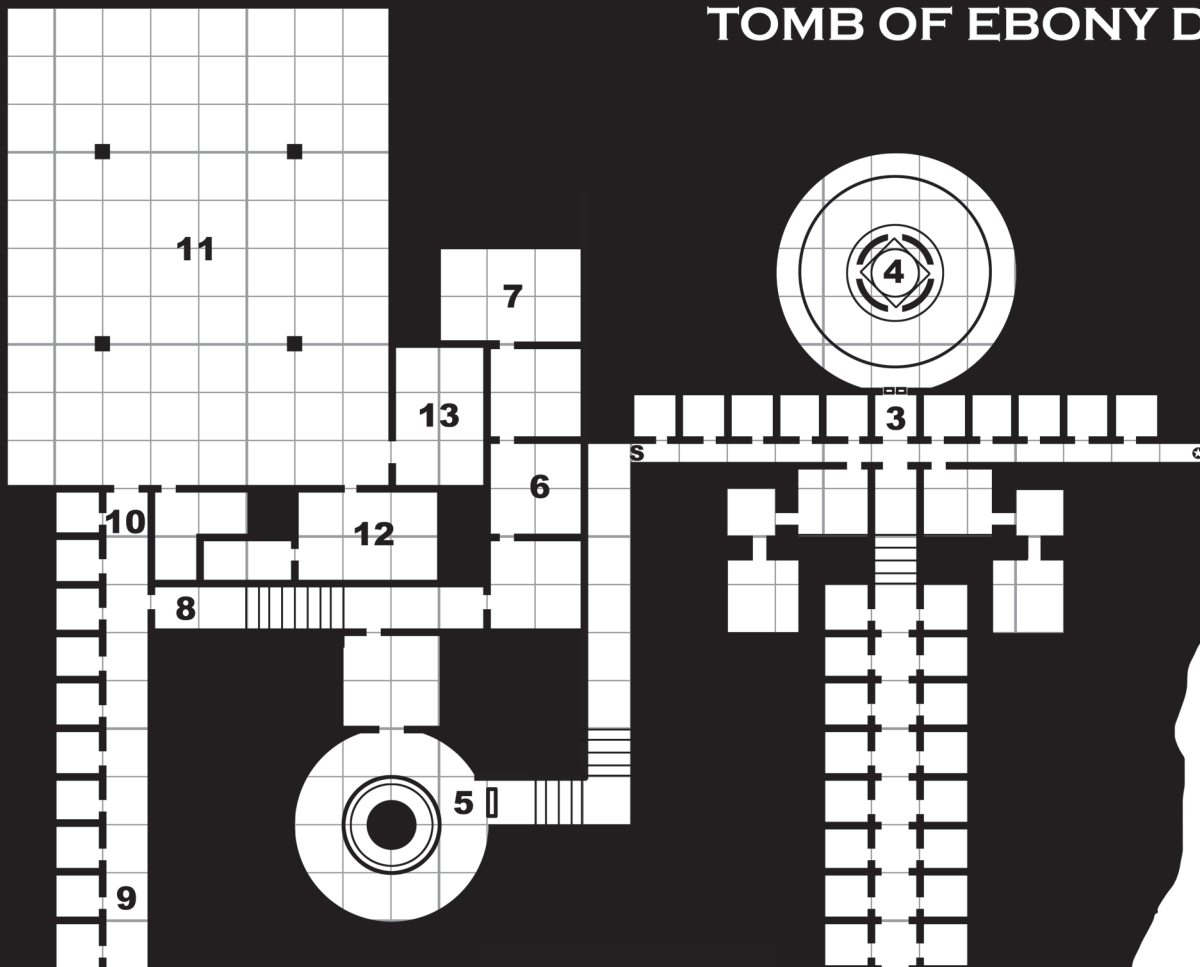
The third forge in the southwest corner has a large crucible of a glowing white metal (the characters have no chance in the world of ever finding out what type of metal this is as it comes from the home plane of the Amdromodons. It is a bit brittle when it cools down.) used on each of the handles of the swords.

The fourth forge in the southeast corner has a large crucible filled with steel for the making of the main part of the sword.

## 12 – MAGICAL SUPPLIES

The chamber is thirty feet east and west and twenty feet north and south. The opening is in the middle of the north wall.

# TOMB OF EBONY DEATH



1 SQUARE = 10'

The chamber is divided into three sections. Section one is on the west side and is shelf after shelf of white quartz crystal and glows with transdimensional magic. It seems these are used for the pommels of the warrior swords. Section two is in the middle of the chamber and it is filled with glowing sharpening stones. It would appear they go through a lot of these to sharpen the swords. Section three fills the east side of the chamber and is three barrels.

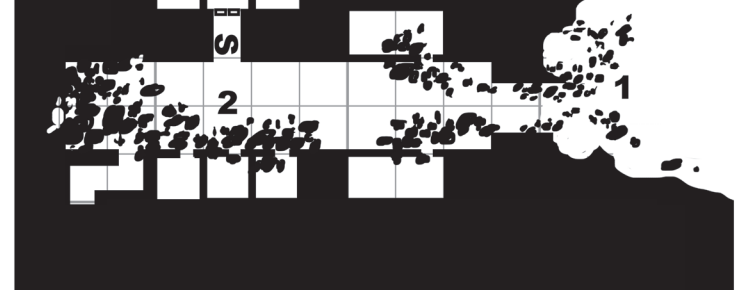
They barrels are filled with a special green sap used to cool the lava hot metal and help temper the blades to razor sharpness. The fluid is extremely painful to the touch and does seven points of damage even to just a touch by the tip of a finger.

## 13 – NEED A LITTLE HELP HERE

The chamber is twenty feet wide east and west and thirty feet wide north and south. The open portal is in the southwest corner of the west wall.

The chamber is filled with humans, elves, and dwarves all chained to the walls. They are all dying of thirst and there must be thirty of them along the walls.

## 10 CASTLES & CRUSADES



Freed and given water, these beings reveal their bodies are being used to quench the red hot metal of the swords. A body is taken, stabbed at least three times and then tossed on the forge fires to turn to ash in the lava.