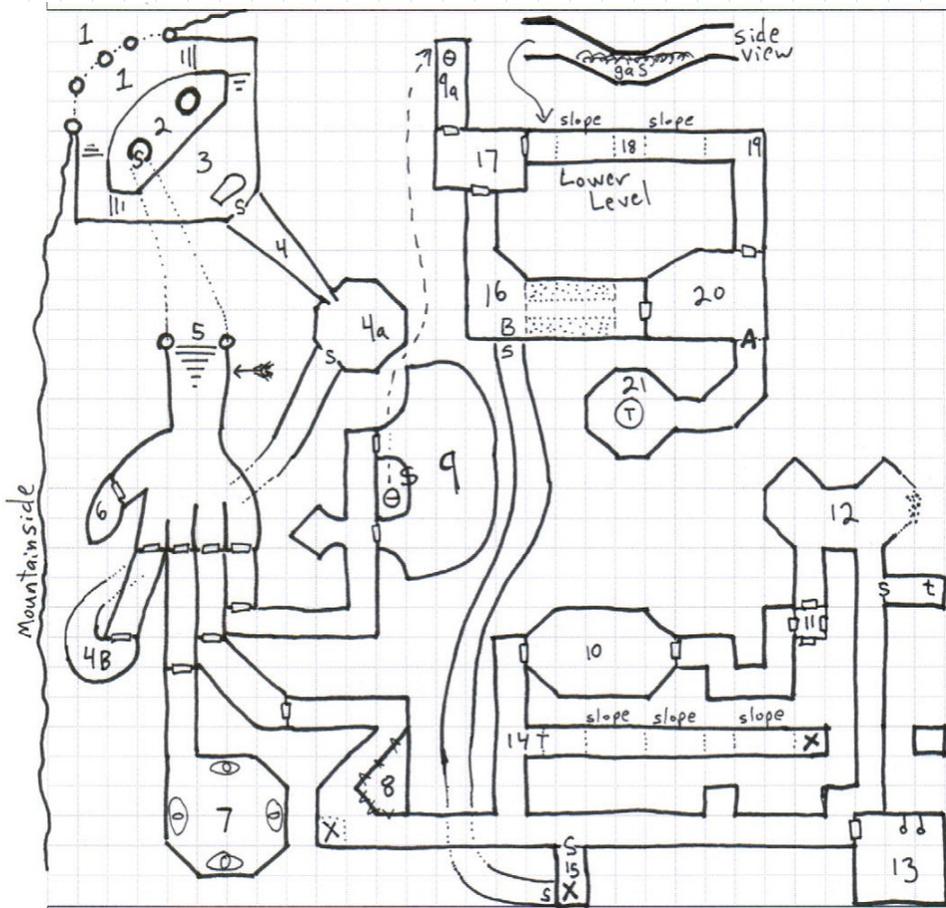


# The Mad Architect's Tomb

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## Background

Ar'Goriath, feared and respected in equal measure, was a wizard of great power known for designing and building the grandest and most dangerous monuments, tombs and dungeons for the mightiest of kings and emperors the world over. Rumors swirled that his renown was so great that even beings of other planes commissioned his works. In his later years, he went mad, again fueling rumors of his congress with Those Men Should Not Meet. His power remained, however, and he foresaw his own death. Desiring to keep his riches from other mortals, whom he detested as inferior beings he had surpassed, he built his final dungeon; a grandiose tomb to hide away the worldly treasures he left behind. Legends say his spell books and artifacts of mighty magic are sealed away in the innermost secret chamber of his tomb, though none have yet found them.

## Wandering Monsters: roll 2d4

- (2) 1d6 Giant Rats, 50% chance rats are undead
- (3) 2d6 Giant Ants
- (4) 1d6 Mighty Skeletons
- (5) 1d6+1 Zombies
- (6) 1d4+1 Giant Killer Worms
- (7) Golem
- (8) Gelatinous Cube

## Monsters Rooms 9, 13, 17, 20: roll 1d4

- (1) 1d2 Mummies
- (2) 2d4 Mighty Skeletons
- (3) Golem
- (4) 1d4 Giant Killer Worms

## Legend

- S – Secret Door
- X – Pit in floor
- t – Treasure, small
- T – Treasure, large
- A – Magically protected Portcullis
- Θ – Spiral Staircase

- 1. Entry:** The alcove is open to the outside and ornate columns hold up the roof. Two stairways lead up to Area 2, about 6 feet above area 1.
- 2. Perpetual Flame Platform:** This raised area has two large pedestals topped with perpetual flames. The one to the south conceals a secret door that reveals a narrow shaft leading down to the true entrance to the Tomb. Two more stairways lead to the top-most platform, another 6 feet above area 2.
- 3. Sarcophagus/Mourning area:** at the rear of this level is found Ar'Goriath's sarcophagus, surrounded in perpetual torches and benches for mourners. This sarcophagus is false, of course, but it does contain a human skeleton if the PCs open it. Hidden behind it is a secret door leading to deadly traps
- 4. Slide Trap:** Upon Stepping through the secret door, PCs must immediately navigate a greased floor leading to a steep chute that trails away into the darkness and drops them in room 4A.
- 4A.** Room contains a Metal Golem which immediately attacks, or for low-level characters, perhaps it has been previously defeated and its wreckage is found here with a couple decaying corpses. A secret door reveals a narrow tunnel that connects to area 4B.
- 4B.** This hallway narrows and descends below the other halls of this level to connect to the pit room 4A.
- 5. Main Entrance:** An ornate marble staircase rises up to the dungeon complex. The middle stair is trapped, and if stepped on releases arrows to strike for 1d6 damage.
- 6. "Thumb":** 4 Skeletons are trapped here and immediately attack if this door is opened.
- 7. Hall of Statues:** Four marble statues of Ar'Goriath line the walls here. They are of the finest artistry and ornately decorated with inset jewels. If any of the statues are touched, 1d4 of them animate and attack.
- 8. Archer Chamber:** This triangular room has many arrow slits that allow the three undead archers trapped inside to fire arrows at any character in the hallways surrounding the chamber. If the PCs smash through the wall, they will find the undead have bows +1 and Ever-full quivers that create arrows.
- 9. "The Axe":** This oddly shaped chamber hides a secret door that reveals a spiral staircase leading to the lower level. The staircase ends at area 9A.
- 10.** The ceiling in this room is only five feet high. Roll 1d4 for monsters (1) Centipedes 1d4, (2) 1d6 giant scorpions, (3 or 4) 2d6 Kobold treasure-seekers.
- 11.** The South and East doors in this chamber are false and cannot be opened. Optionally, they may also be trapped.
- 12. Oddy Shaped Chamber:** This chamber is moist and dank, full of slime and mold, and potentially, disease-causing filth. The eastern wall has crumbled slightly, allowing Giant Killer Worms and other subterranean vermin entry to the complex.
- 13. Cubic Room:** This room is a cube 30 feet on a side, with two levers protruding from the North wall. Pulling either one, or both, will open the Portcullis marked "A" in room 20 with an intimidating and very loud grinding noise.
- 14. Roller Trap:** Pulling the trip wire releases a solid stone cylinder from the ceiling which is only 1 inch narrower than the hallway. It rolls down the sloped hallway to land with a crash in the pit at the end.
- 15.** At the bottom of this pit trap is a secret door that leads to the area marked "B" in room 16. The secret door is not visible from room 16.
- 16. Pit Chamber:** This oddly shaped chamber has two platforms above a huge pit 20' wide by 30' long and 20' deep that is filled with foot long spikes. The bridge across the middle is an illusion, so woe to those who try to run across it.
- 17.** This room appears pedestrian compared to many of the others. Ideally, the players will be paranoid about this. Check for monsters on the table above.
- 18. Gas Cove:** The sunken middle of this hallway is filled with dense poisonous gas that will knock out any characters who succumb to it.
- 19. Magic Hole:** There is a hole about 10" in diameter in this corner. Anything placed in the hole will glow like a torch for 1d4 days.
- 20. Guardian Room:** The Portcullis labeled "A" is magical and can not be harmed or opened except by the levers in room 13. Roll on both monster tables.
- 21. Treasure Chamber:** The center 10' square of this octagonal room is made of marble, and in the middle of it stands a large chest. The chest holds a small treasure, but it is guarded by several two-foot long flying Automaton Wasps which favor attacking any glowing objects or the characters carrying them. If the chest is emptied and searched, the PCs may find the false bottom, which reveals a lever. When the lever is pulled, the center square descends about 30 feet to reveal an identical chamber filled with untold riches of all sorts, the true treasure left behind by Ar'Goriath the mad architect.