

THE BURIED PYRAMID OF THE UNDERGOD

BY JD THORNTON

1: Buried in the sands of time, recent erosions have opened passage into the long lost onyx temple of the Undergod. Boot tracks show that the PCs are not the first to approach the opening. **Taavo**, lone survivor of the party in room 3, emerges screaming, fleeing in madness. Roll encounter.

2: Massive black tourmaline sphere atop an altar etched with scrying chants in abyssal. Concealed trapdoor in almandine floor tiles hides 13 vials of ichor, 39 glass jars full of human incisors, & an anachronistically advanced tattoo kit. The rest of the room is ransacked. Roll encounter.

3: Four polished onyx slab beds with iron restraints. Bloodstone table with rusted hooks, needles, scalpels, & clamps. Vertical stretching rack, winch still operable, hiding door to room 4. Party of elvish adventurers killed by ghouls, already looted. Roll encounter.

4: When the door is opened, a repelling blast of energy as **Vladdis**, the former archpriest (and current wraith), rises from his sepulcher wielding the Blade of the Long Winter (+1d4 cold damage & enemy speed halved for one round).

6d6x100gp of gems & an unholy amulet of the Undergod lay beneath him.

5: Tomb of the Unholy (Locked; key in rm 15). Four mummified high priests on onyx plinths, with golden scarab beetle coffers atop of their folded arms. The **mummies** rise only if coffers messed with. 1d4 contents of coffers = 1: 1d4x100gp of gold dust; 2: 1d8x100gp of platinum dust; 3: 1d12x100gp of diamond dust; 4: This coffer releases a swarm of hornets under the opener's command (can use once a day).

6: Walls, ceiling, & floor constructed entirely out of humanoid skulls. One has faintly glowing flames set deep within the eye sockets, & babbles frenetically about "the bottomless hunger beyond the unseen halls" (rm 14). Roll encounter.

7: Hideous gargoyles (not animated) in upper corners of room. 1d4+1 orphaned

fennec fox pups tearing apart a chuckwalla. Not hostile unless cornered. Sand piled up in old entrance with small fox hole and den. Smell of burnt paper from stairwell. Roll encounter.

8: Ransacked storeroom. **Ezril**, the ghost of a repentant swindler (escaped from the 1d8th circle of hell through the portal in rm 14), believes demons are hunting him (they aren't). He wants company, conversation, & help getting out of here. Can warn the PCs about the portal. Roll encounter.

9: Prison cells, overcrowded with skeletons. 1d4+1 **poltergeists** hurl bones & moan melodramatically, but only fight if attacked. Two of the skeletons lay folded in an embrace, with an Amulet of Vitality (+1d4 HP to all healing spells) clutched in one of their hands (hidden). Roll encounter.

10: Bejeweled dagger (necrotic dmg, 1d4 HP gained on kills; cursed) atop a sacrificial altar of polished onyx. Anyone who takes the dagger will lose 1 HP from their max HP every night, & hear a constant voice urging the sacrifice of innocents to The Deep One (until curse removed). Roll encounter.

11: Scorched library & newly established lair of **Nethrez**, a very young azure dragon. She addresses intruders in broken common. All of the books are burned, except for a sentient but insane abyssal spellbook (full of necromantic spells). 1d4x100gp in gems & coins in loose piles, & a silvered greatsword. Nethrez will offer unfettered passage (true) & treasure (false) for the PCs to kill Ujharu (rm 12). Roll encounter (entering from 10 or 7).

12: Old entry hall with reliefs of hedonistic & profane imagery covering the walls. Large fountain basin in center of room (anything/anyone that falls in immediately falls from the center of the ceiling in room 14). **Ujharu**, a vain & ruthless lamia, seeks to lair here. She is using her **Dog-Men** minions to gradually establish dominance over the surrounding rooms. 1d4+1 Dog-Men are with her. She will offer heaps of gold & free passage (lies) for the PCs to kill Nethrez (room 11). Struggling in anti-magic manacles in the sand to the south is **Brielle**, an old sun druid hermit who was overwhelmed by Dog-Men while trying to magically seal off the pyramid. If freed, she can provide healing, druidcraft, & refuge in her nearby abode. Ujharu dons a bronze Headband of Influence (can cast Suggest 1d4-1 times daily, resets at dawn) & hoards 2d6x100gp worth of gems, coins, & ancient trinkets.

Talkative historian & well-fed monk **Bertrand O'Toole** has just learned that an opening has been found into the legendary lost onyx pyramid in the Cairnfall Desert. He is desperate to find a stalwart crew to make haste & recover as many artifacts as possible, before it is ransacked by the halfling graverobbers who set out yesterday! He will pay generously for ancient relics retrieved, & even more for a complete map of the interior.

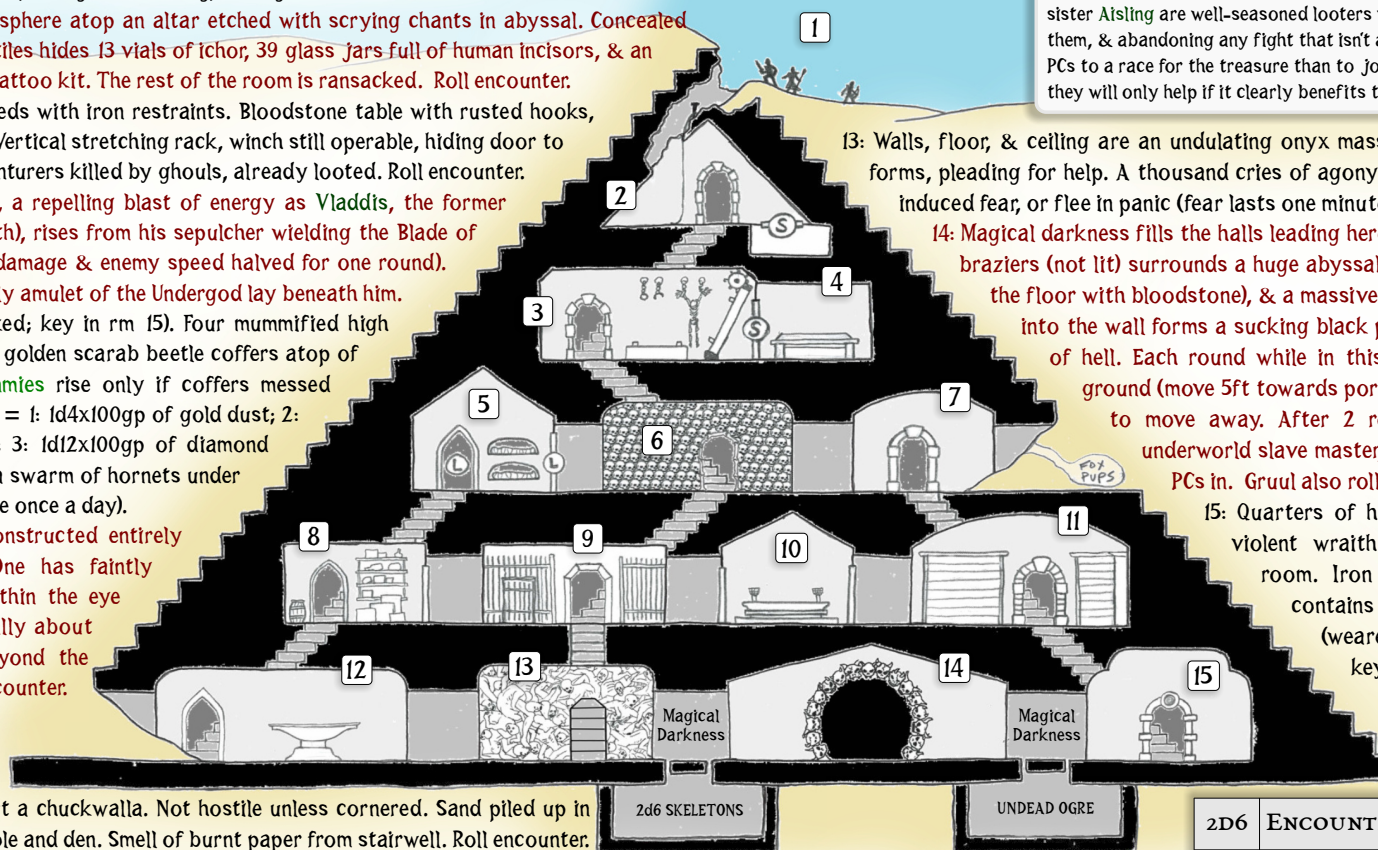
<http://creativecommons.org/licenses/by-sa/3.0>

The grave robbers: Halfling triplets **Hamish**, **Aengus**, & **Eoin** & their younger sister **Aisling** are well-seasoned looters who survive most threats by avoiding them, & abandoning any fight that isn't a sure win. More likely to challenge the PCs to a race for the treasure than to join forces, & if they find PCs in combat they will only help if it clearly benefits them. Unwilling to yield an iota of loot.

13: Walls, floor, & ceiling are an undulating onyx mass of agonized, contorted human forms, pleading for help. A thousand cries of agony fill the room. Save vs magically induced fear, or flee in panic (fear lasts one minute, repeat save at end of turns).

14: Magical darkness fills the halls leading here (see map). A circle of black iron braziers (not lit) surrounds a huge abyssal glyph of summoning (inlaid into the floor with bloodstone), & a massive circle of demon skulls embedded into the wall forms a sucking black portal leading to the 1d8th circle of hell. Each round while in this room: Strength save to stand ground (move 5ft towards portal for every fail), strength check to move away. After 2 rounds, **Gruul**, a minor devil & underworld slave master, emerges from the portal to pull PCs in. Gruul also rolls strength saves vs the vacuum.

15: Quarters of high priest **Kolis**, now an insane, violent wraith. Sulfur stench permeates the room. Iron locker (locked, but key is lost) contains 3d4x100gp, a Cape of Evasion (wearer adds 1d4 to all dex saves), a key to room 5, & a 14 inch long golden scarab beetle coffer containing infinitely smaller scarab beetle coffers.



2D6	ENCOUNTERS IN THE PYRAMID
2	ROLL TWO ENCOUNTERS
3	GIANT MIMIC (AS FLOOR)
4	HALFLING GRAVE ROBBERS (SEE ABOVE)
5	DISEMBODIED SCREAMS OF TERROR
6	1D4 GHOULS
7	2D4 DOG-MEN (SEE ROOM 12)
8	1D4 FENNEC FOX PUPS (SEE ROOM 7)
9	GIANT SCORPION
10	2D4 ASH IMPS (PRANKS!)
11	DEMONIC APPARITION (VANISHES IF HIT)
12	300 UNDEAD SCARAB BEETLES