

## The Tomb of Vecna Arch Lich

The sword of Kas, discovered in the previous adventure The Desert of Kas has led the party through a vast wilderness near the caverns of the Drow, to a great open plane. Evenings near dusk the horizon is filled with clouds of smoke billowing from the earth.

These clouds are actually vast bat colonies. The direction the sword leads is to the only swarm mixed with dragons and demons.

The trail seems to end when the sword leads the party to the edge of a vast ravine one afternoon. Light will not reach the bottom, but will reveal a winding stone stair case. The other side of the circular abyss cannot be seen, it is slightly over 20 miles away. The circular stair winds up to the surface and is met at a large arch of stone. Its appearance is a simple lintel spanning above two massive pillars.

It was hewn and placed there by the titans eons ago.

The top of the stairs is about five miles away. Upon stepping through the arch and heading down the stair led by the sword, the characters notice that the sky has turned from blue to a bright cloudy orange. The stairs are as wide as the base of the arch, nearly thirty feet. The hewn stone stairs are cluttered from place to place with fallen rock. Water seepage is clearly seen in dark brown or gray patches on the walls of the abyss, in the shaded areas it has turned to ice.

As the party nears a sharp bend in the trail, beautiful music can be heard just ahead.

Characters must save vs magic or wander towards the music helplessly. There is an old withered tree growing from a crack in the wall and two Harpies sit on its branches. The stone under the tree is littered with bones and rotting corpses spotted with dung.

2 Harpies CE AC 7 HD 03  
Hp 18 Xp 199 Hp 13 Xp 184 Total Xp 383

Later that day the party discovers a small niche in the wall reveals a small cave entrance, the cave is roughly 30 feet in diameter and the entrance is 5 feet high and 8 feet wide the ceiling of the cave is 12 feet at its highest point.

3 Red Dragons CE AC 1 HD 911  
HD 10 Age 2 Hp 20 Xp 1500  
Awake, Magic Using Firewater, Charm Person  
Languages Goblin, Brass Dragon

HD 9 Age 6 Hp 54 Xp 8640 .  
Awake, Non Magic Using  
Languages Gnome, Ogrish, Dwarvish, Common

HD 10 Age 1 Hp 10 Xp 800  
Sleeping, Non Magic Using  
Languages Green Dragon

Total Xp 10940

Treasure is in Metal Urns  
45gp Chrysoprase                    1100gp Jacinth                    100gp Peridot  
20Gp Carnelian                    Total 1265 gp  
1400Gp Gilded Wooden Deity Symbol 3ft

As the party continues down the circular stair three flying demons spot the party on the trail and swoop in for the attack. They are very hungry and cannot be scared away.

3 Type I Demons CE AC 0 HD 8  
Hp 33 Xp 1605 Hp 36 Xp 1635 Hp 27 Xp 1545 Total Xp 4785

1 Imp LE AC 2 HD 02 Hp 7 Xp 296

Similarly, the party is spotted by a flock of gargoyles.

7 Gargoyle CE AC 5 HD 04  
Hp 22 Xp 275 Hp 18 Xp 255 Hp 17 Xp 250 Hp 26 Xp 295 Hp 20 Xp 265 .  
Hp 18 Xp 255 Hp 23 Xp 280 .Total Xp 1875

In the night a visitor enters the area;

3 AM 60 ft away, 1 O'clock, Direction of travel 2 O'clock 1  
Basilisk N AC 4 HD 06  
Hp 25 Xp 1200 .Total Xp 1200  
Treasure is in Pottery Jars 10 Gold

The stairs end abruptly and the sword leads the party into a great opening in the wall. There is cold water flowing from the vast entrance. It comes from a large glacier that the party must scale to enter the first plane of the abyss.

The party encounters their first demons in their native habitat;

9 PM 70 ft away, 1 O'clock, Direction of travel 8 O'clock 4  
Rutterkin CE AC 1 HD 05  
Hp 23 Xp 563 Hp 18 Xp 533 Hp 26 Xp 581 Hp 28 Xp 593 .Total Xp 2270  
Treasure is in Small Coffers 70 Electrum 40 Gold

Some other visitors are ahead of the party;

3 Mammoths N AC 5 HD 13  
Hp 60 Xp 4080 Hp 72 Xp 4296 Hp 54 Xp 3972 .Total Xp ,48

The party is awakened by tumbling ice blocks and a small avalanche, above them is;

6 AM 70 ft away, 3 O'clock, Direction of travel 8 O'clock 1  
Fomorian Giant NE AC 3 HD 13  
Hp 63 Xp 3884 .Total Xp 3884

Treasure is in Stone Containers 70 Electrum 40 Gold

A small cave is discovered near by. A perfect place to stop and rest for an hour. The sword is reluctant to allow such a stop. The floor of the cave is littered with bones. Deeper in the cave are;

3 Meazels CE AC 8 HD 04  
Hp 18 Hp 21 Hp 12  
Xp 157 Xp 169 Xp 133 Total Xp 459

Treasure is scattered within the bones at the entrance; 200 Electrum

2000Gp Diamond 100gp Red Coral 600gp Black Opal  
50Gp Star Rose Quartz 10gp Broken Glass 100gp Jet

500Gp Pearl

Total 3360 gp

9 PM

A ravine is visible from the top of the glacier, from its edge the characters see the tower which the sword has led them to. The ego of the sword edges the wielder onward in spite of his need for sleep. As the party picks their way down the ravine they fail to notice the perfectly camouflaged monsters. The sword needs energy and will lead the wielder into combat. The sword will berserk in attacking the monsters or characters until it has killed and drained a life force. After which the sword may be sheathed. It may still maintain control over the Character but cannot use all of its powers.

5 Large Snow Scorpions Demonic N AC 5 HD 08

They appear to be white, crystallized, ice like creatures possibly magically animated, with human faces. They grow up to 35 feet in length and 12 feet in height. Their tail excretes pure alcohol as a poison. Save vs Poison 40 Hp/Death.

Hp 56	Hp 44	Hp 28	Hp 66	Hp 24	
Xp 528	Xp 492	Xp 444	Xp 552	Xp 432	Total Xp 2448

Treasure is in Pottery Jars 200 Electrum

1000Gp Ivory Scroll with Carvings	1800gp Platinum with Gems Brooch
1000Gp Silver with Gems Clasp	Total 3800 gp

An ancient 8 story tower built of stone from the plane of Maladomini from the 7th plane of the Nine Hells sets on a limestone ledge over looking a vast ravine a glacier avalanche has missed the tower but heaped snow and ice about its base and buried the first floor. There are no doors, windows, or other entrance points, the party must break in! (probably to the 2<sup>nd</sup> level)

ROOM 1 LEV 9  
 FLOOR Rubble over Limestone TRAPS NONE  
 WALLS Chains set in Hard Dirt SPECIAL NONE  
 ROOF Mosaic

As the door is opened the sight of a giant with one arm larger than the other will overwhelm the opener. The giant demon will immediately attack. A second identical demon stands at the foot of the stair leading upward.

It will not attack until the other is destroyed and the party enters the small room.

2 Yagnodaemons NE AC 1 HD 13  
 Hp 83, Xp 8544 Hp 86, Xp 8598 Total Xp 17142

Upon the demise of the second, characters may notice moving lights down a corridor next to the stair.

The passage around the circular wall is passable only by one character at a time. The end result will be the original rooms monster and the treasure listed below.

1 Will-O-Wisp CE AC 8 HD 9 Hp 36, Xp 1632

Treasure is in Bags 20 Copper, 30 Silver, 31 Platinum  
 50gp Sardonyx 10gp Broken Glass 300gp Spinel

Magical 300gp Spinel - Speak With Animals Spell, Charges 3  
 Total 360 gp

420gp Wooden Statue of Knight, 3ft tall, Potion Philiter of Glibness

ROOM 2 LEV 9  
 FLOOR Limestone TRAPS Fire Trap  
 WALLS Chains set in Grate or bars SPECIAL NONE  
 ROOF Murals over plaster

A young adult Nabassu Demon has returned to the abyss after killing and looting the prime material plane to find that his hoard of treasure has mysteriously disappeared. No doubt due to the magic of Vecna. The Nabassu has finished cursing his guardians and believes their claims that a thief is at fault when the characters enter the room. The result is that the Type III Demons charge the party followed by the Nabassu.

4 Type III Demon AC 4 HD 10  
 Hp 44, Xp 3016 Hp 43, Xp 3002 Hp 43, Xp 3002 Hp 35, Xp 2890

1 Nabassu Demon AC 2 HD 5 Hp 43, Xp 3816

Treasure is in a Chest; 570 Silver 300 Electrum 3100 Gold 27 Platinum  
 50gp Blood Stone 50gp Chrysoprase 600gp Opal  
 10gp Turquoise 400gp Alexandrite Total 1110 gp

220gp Gold Box 800gp Platinum with Gems Medal  
 80gp Ivory Arm Band 320gp Marble Statue of Vecna, 10ft tall  
 20gp Ivory Earring 60gp Fox Furs, 10

40gp Ivory Necklace                      200gp Gold Ring  
 600gp Gold with Gems Medallion      1200gp Brass Deity Symbol, 3ft  
 Total 3540 gp

+4 Chain Mail, +1 Short Sword +3 vs Lycanthropes, Horn of Fog

ROOM 3      LEV 9

FLOOR Ice                                      TRAPS Reverse Gravity  
 WALLS Persian rugs over Granite          SPECIAL NONE  
 ROOF Ice

There is no door to this room, only an eight foot circular ornate stone of granite carved with glyphs and artistic human and animal effigies embedded into the wall.

The stone is wizard locked, covered with Explosive Runes, and trapped with a Symbol of Death if touched. The portal requires four characters and pry-bars to open once the wizard lock is knocked and a total strength of 65 points.

Once the portal seal falls to the floor the room is revealed. It is pitch black with a continual darkness spell.

Vecna has a perpetual Wizard Eye within the room. If the darkness is dispelled the room can be seen.

Against all of the walls are piled treasure of the best sort, ancient and in abundance. A large glowing gem can be noticed on top of a pile of coins, gems, and jewelry. In the center of the room lie scattered bones and dust, a skull with gems can barely be noticed. the room is still and quiet.

The 10x10 foot area immediately within the door has an anti gravity spell and anyone stepping within will fall to the ceiling covered with 2 foot spikes 6 8HD attacks at 2d42. If the sword of Kas is present the Lich cannot be ignored the ego of the sword will churn the dust into a furry and force the bearer to touch the skull. The skull has 10gems in which to trap souls.

The Arch Lich Vecna    NE   AC 5   HD 16   Hp 90, Xp 23000

If the Lich is not provoked by the sword of Kas treat as a Demi- Lich (FF 32) with powers of an 18th level magic user the soul is magic jarred within a gem in the room the gem and demi-lich function as separate monsters

If the Lich is provoked by the sword of Kas it will function as above until the demi-lich reaches 51 strength points the sword forces the bearer to berserk in attack giving the demi-lich strength Then the sword will bestow a prime power upon the demi-lich restore youth at which point the gem is vacated and the dust cloud becomes a 20 year old male magic-user with 29th level plus abilities. look out!

Treasure is Loose 5700 Silver, 2600 Electrum, 3500 Gold

500gp Jade	10gp Malachite	50gp Jasper
70gp Tourmaline	10gp Banded Agate	120gp Garnet
50gp Citrine	45gp Star Rose Quartz	10gp Moss Agate
100gp Peridot	5gp Tiger Eye	1000gp Sapphire
100gp Tourmaline	500gp Garnet	10gp Moss Agate
10gp Moss Agate	50gp Moonstone	1000gp Diamond
50gp Star Rose Quartz	45gp Chalcedony	500gp Topaz
450gp Topaz	1500gp Sapphire	1000gp Sapphire
50gp Star Rose Quartz	100gp Spinel	500gp Spinel
20gp Onyx	600gp Sapphire	100gp Amethyst
50gp Blood Stone	500gp Jet	20gp Sardonyx
10gp Tiger Eye	1000gp Ruby	45gp Smoky Quartz
65gp Tourmaline	10gp Lapis Lazuli	100gp Alexandrite
10gp Azurite	800gp Oriental Topaz	10gp Hematite
7gp Turquoise	100gp Peridot	100gp Alexandrite
45gp Rock Crystal	50gp Chalcedony	50gp Chrysoprase

60gp Chrysoberyl	10gp Rhodochrosite	70gp Pearl
500gp Jet	10gp Tiger Eye	100gp Garnet
1000gp Emerald	1000gp Star Ruby	50gp Carnelian
100gp Amethyst	4gp Obsidian	500gp Peridot
1000gp Fire Opal	40gp Zircon	5gp Hematite
50gp Citrine	160gp Garnet	10gp Malachite
1000gp Oriental Emerald	10gp Blue Quartz	200gp Pearl
50gp Smoky Quartz	50gp Carnelian	80gp Pearl
700gp Black Opal	1000gp Sapphire	10gp Banded Agate
10gp Banded Agate	100gp Peridot	50gp Moonstone
50gp Zircon	10gp Hematite	500gp Pearl
500gp Garnet	500gp Jade	100gp Amethyst
160gp Peridot	45gp Citrine	500gp Garnet
500gp Garnet	100gp Peridot	50gp Moonstone
50gp Zircon	10gp Hematite	500gp Pearl
500gp Garnet	500gp Jade	100gp Amethyst
160gp Pearl	15gp Moonstone	10gp Turquoise
50gp Chrysoprase	7500gp Star Ruby	20gp Sardonyx
10gp Obsidian	100gp Alexandrite	100gp Topaz
50gp Onyx	16gp Jasper	100gp Aquamarine
120gp Amethyst	500gp Topaz	550gp Oriental Topaz

Magical 1000gp Diamond - Massmorph Spell, Charges 8  
Magical 100gp Spinel - Resist Cold Spell, Charges 2  
Magical 1000gp Ruby - Neutralize Poison Spell, Charges 7  
Magical 1000gp Emerald - Repel Insects Spell, Charges 9  
Magical 1000gp Oriental Emerald - Vacancy Spell, Charges 7  
Magical 120gp Amethyst - Command Spell, Charges 3  
Magical 30000gp Oriental Emerald - Soul Gem of the Arch Lich  
Protected with a Glassteel spell

Total 67202 gp

1000gp Gold with Gems Royal Seal	220gp Silver and Gold Brooch
1200gp Silver with Gems Medallion	180gp Silver Medallion
1600gp Painting of Maladomini	120gp Gold Ring
80gp Gold Goblet	600gp Silver with Gems Bracelet
300gp Jade Brooch	180gp Gold Medallion
1200gp Collectible Dining Set	1000gp Gold with Gems Bracelet
120gp Ivory Box	1200gp Silver with Gems Medallion
260gp Gold Goblet	80gp Silver and Gold Royal Seal
600gp Silver with Gems Ring	180gp Gold Arm Band
600gp Rare Spice Red Pepper	1200gp Gold with Gems Arm Band
160gp Gold Locket	160gp Gold Belt
1000gp Glass Bottle Amber	200gp Ivory Medal
400gp Painting of Paladin Kas	600gp Gold with Gems Clasp
160gp Silver Arm Band	300gp Gold Scepter
1400gp Platinum with Gems Arm Band	280gp Gold Goblet
100gp Silver and Gold Crown	2000gp Platinum with Gems Belt
1200gp Gold with Gems Royal Seal	320gp Jade Box
280gp Gold Royal Seal	1000gp Gold with Gems Arm Band
360gp Jade Block	320gp Oriental Vase
600gp Silver with Gems Medallion	220gp Gold Belt
1000gp Silver with Gems Anklet	600gp Platinum with Gems Ring
220gp Gold Ring	160gp Glass Bottle Green
260gp Glass Bottle Green	Total 25220 gp

+3 Black Dragon Scale Mail, +3 Leather Armor, Potion of Ventriloquism

+6 Holy Avenger Two Handed EGO 17, INT 18

LG, Detects Invisible to 10 feet, Detect Good/Evil, Teleport 1/day,  
Heal 1/day, 2d10 Damage, Speed Factor 4, Telepathic.  
50% Magic Resistance 5 radius, Dispel Magic 5 ft radius,  
10 Hp damage to CE if used by a Paladin.

Gold Scroll Tube, (400gp), Egyptian Hieroglyphics, 11th Level Effect, 287 BC

Clerical Spells

1. Golem	1500gp
2. Cure Critical Wounds	1500gp
3. Cure Blindness	900gp
4. Speak With Monsters	1800gp
5. Spike Growth	1200gp
6. Remove Paralysis	900gp

Total 7800gp

Wood Scroll Tube, Colossus Seal, 11th Level Effect, 362 BC

Clerical Spells

1. Combine	300gp
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Total 300gp

ROOM 4 a & b LEV 9

FLOOR	Moss covered Brick	TRAPS	Locking Pit, Covered
WALLS	Tapestries over Limestone	SPECIAL	NONE
ROOF	Large stones		

14a Beholder AC 0 HD 15  
Hp 71, Xp 14320

This beholder is sleeping lightly, any character activating the trap door on the stairs leading up to the room will wake him. He is behind full length mirror in the closet. The room will appear vacant unless noise wakes the beholder, if the characters are in the room he will speak claiming to be Vecna's Mirror of Mental Prowise and lure someone to take the mirror. At this point the beholder will blast a Disintegrate and Flesh to Stone spell. If the trap door on the stairs wakes him he will slowly venture out to the stairs.

14b Beholder AC 0 HD 14  
Hp 67, Xp 14240

This beholder is awake and floating about the room, if the trapped door is activated he will venture to the entrance and listen for the other beholder to react. If the characters enter the room he will attack and make a lot of noise cursing and swearing, waking the other.

Treasure is loose and piled at the top of the stairs in view of anyone coming up from below.

500gp Topaz	10gp Hematite	140gp Amethyst
50gp Onyx	10gp Blue Quartz	100gp Alexandrite
500gp Amber	100gp Jade	100gp Aquamarine
30gp Onyx	500gp Alexandrite	500gp Chrysoberyl

Total 2540 gp

1400gp Platinum with Gems Decanter	400gp Gold with Gems Clasp
260gp Gold Goblet	180gp Gold Belt

280gp Silver Statuette of Deity, 6in 1400gp Winter Wolf Hide  
120gp Ivory Ring Total 4040 gp

Jade Scroll Tube, 600gp, Mayan Glyphs, 7th Level Effect, 363 AC  
Protection Scroll  
1. Elementals 7,500gp

ROOM 5 LEV 9  
FLOOR Rough wood TRAPS Thrusting Spears  
WALLS Ice SPECIAL NONE  
ROOF Corroded Copper

5 Type IV Demon AC 1 HD 11  
Hp 44, Xp 3704 Hp 53, Xp 3848 Hp 44, Xp 3704 Hp 61, Xp 3976  
Hp 50, Xp 3800

Treasure is Loose 120 Copper, 40 Silver, 2200 Electrum, 4100 Gold

200gp Ivory Clasp 100gp Ivory Bracelet  
380gp Coral Box 280gp Oriental Vase  
800gp Gold plated wood bust, 6ft 140gp Silver and Gold Belt  
460gp Platinum Bracelet 400gp Silver with Gems Ring  
220gp Ermine Fur Cap 160gp Ivory Medallion  
1000gp Gold with Gems Medal 1200gp Gold with Gems Bracelet  
2400gp Platinum with Gems Royal Seal 240gp Painting of Orcus  
600gp Silver with Gems Earring 400gp Coral Ring  
1000gp Gold with Gems Bracelet 1400gp Gold with Gems Medallion  
1400gp Painting of Glasya 200gp Silver and Gold Clasp  
1200gp Gold with Gems Necklace 200gp Gold Locket  
1200gp Silver plated wood Statue of Cleric

1400gp Treasure Map  
Wood Map Case, Latin Markings.  
This is a map to magical treasure.  
4 Of any Magic Item rolled, one is a Ring, one is a Rod.  
The treasure is buried and unguarded far away 750 miles.

Total 16980 gp

+1 Long sword +3 vs Lycanthropes, +1 Long sword +3 vs Regenerating  
+3 White Dragon Scale Mail, +4 Cloak of Protection

ROOM 6 LEV 9  
FLOOR Dust over Crushed Quartz TRAPS Reverse Gravity  
WALLS Plaster over Frozen Dirt SPECIAL NONE  
ROOF Large stones

3 Type II Demon CE AC 2 HD 9  
Hp 38, Xp 2456 Hp 25, Xp 2300 Hp 29, Xp 2348 Total Xp 7104

Treasure is in Pottery Jars  
550 Silver, 210 Electrum, 120 Gold, 380 Platinum

1200gp Rare Bottle of Wine 200gp Glass Bottle Yellow  
140gp Silver Choker 1000gp Butterfly Collection

200gp Treasure Map

Jade Map Case, 200gp, Halfling Text.  
 This is a map to monetary treasure.  
 The treasure is buried and unguarded far away 550 miles.  
 29 Jewelry items

Total 2740 gp

+3 Plate Mail

	ROOM 7	LEV 9	
FLOOR	Pools in Limestone	TRAPS	NONE
WALLS	Limestone	SPECIAL	NONE
ROOF	Mosaic		

A large open stone crypt is visible against the opposite wall, close inspection of its contents will reveal a layer of fine dust, some treasure, a tooth, small bone fragments, and several small bits of cloth.

A Stone Tell spell will reveal that a mummy was once within the crypt. A Legend Lore spell will reveal that the dust is the remains of Kas the former paladin and owner of the sword.

3 Type II Demon CE AC 2 HD 9  
 Hp 36, Xp 2432 Hp 25, Xp 2300 Hp 32, Xp 2384 Total Xp 7116

Treasure is in sarcophagus; 80 Platinum

20gp Sardonyx	65gp Red Coral	500gp Pearl
6gp Eye Agate	10gp Malachite	10gp Eye Agate
200gp Alexandrite	50gp Rock Crystal	55gp Jade
55gp Jet	40gp Rock Crystal	60gp Chrysoberyl
2000gp Diamond	500gp Peridot	70gp Topaz
10gp Tiger Eye	12gp Moonstone	100gp Amethyst
Total 3763 gp		

440gp Coral Goblet

	ROOM 8	LEV 9	
FLOOR	Roots in loose dirt	TRAPS	Contact Poison on Treasure
WALLS	Natural stone	SPECIAL	None
ROOF	Ice over Frozen Dirt		

1 Behir NE AC 4 HD 12 Hp 51, Xp 3666

Treasure is in a Pottery Jar filled with Type C contact poison 20/40hp  
 100 Electrum, 200 Gold, 340 Platinum

160gp Silver and Gold Scepter	160gp Gold Ring
180gp Gold Ring	120gp Painting of Cleric
120gp Ivory Ring	200gp Silver with Gems Medallion
1200gp Painting of Ruined Shrine	200gp Oriental Vase
1400gp Gold with Gems Ring	800gp Silver with Gems Bracelet
380gp Coral Necklace	240gp Gold Necklace
Total 5160 gp	

	ROOM 9	LEV 9	
FLOOR	Brick	TRAPS	NONE
WALLS	Stone blocks	SPECIAL	Spectral Force

ROOF Brick

The Demons are actually one of Vecna's master illusions, they cannot be disbelieved but can be dispelled. Treat Vecna's level as 20th, Dispel Magic, Dispel Illusion, Wish, Limited Wish, or the reverse of Alter Reality can be used.

5 Type V Demons AC 7 HD 7  
Hp 37, Xp 3444 Hp 37, Xp 3444 Hp 38, Xp 3456 Hp 41, Xp 3492  
Hp 33, Xp 3396

Treasure is hidden behind a sealed wall. The only entrance is a trapped door to a locking pit on the stairs leading into rooms 4a 4b. The pit is this treasure room of the tomb. The items are contained within a large iron chest rusted to the point of being a solid object that must be broken into and not very pleasant to fall on top of.

450gp Garnet	10gp Obsidian	500gp Garnet
50gp Chalcedony	1gp Eye Agate	500gp Aquamarine
10gp Malachite	100gp Tourmaline	1000gp Oriental Amethyst
9gp Banded Agate	100gp Topaz	100gp Pearl
10gp Moss Agate	100gp Alexandrite	1000gp Star Ruby
10gp Banded Agate	1000gp Ruby	1000gp Star Sapphire
500gp Chrysoberyl	100gp Amber	100gp Jade
1000gp Oriental Amethyst	30gp Onyx	50gp Smoky Quartz
500gp Chrysoberyl	75gp Garnet	10gp Rhodochrosite
100gp Chrysoberyl	100gp Peridot	50gp Rock Crystal
500gp Spinel	45gp Smoky Quartz	100gp Chrysoberyl
10gp Rhodochrosite	650gp Fire Opal	500gp Amber

Magical 1000gp Star Sapphire - Detect Lie Spell, Charges 9  
Magical 500gp Amber - Feign Death Spell, Charges 6

Total 10370 gp

180gp Gold Arm Band	180gp Silver and Gold Scepter
1000gp Platinum with Gems Box	2400gp Platinum with Gems Medal
1200gp Painting	240gp Gold Ring
320gp Glass Bottle	1000gp Gold with Gems Ring
20gp Ivory Earring	220gp Green Silk Robe
400gp Tome of Rare Golems	100gp Bolt of Blue Silk
1000gp Painting of Barbatos Duke Hell	1200gp Platinum with Gems Box
1800gp Platinum with Gems Goblet	400gp Silver with Gems Anklet
200gp Silver with Gems Ring	800gp Silver with Gems Ring
1200gp Gold with Gems Belt	160gp Ivory Scepter

160gp Treasure Map

Platinum Map Case, 1000gp, Thern Seal.

This is a map to magical treasure.

3 Of any Magic Item rolled, no Swords or Potions.

The treasure is hidden in ruins far away 200 miles.

Total 14180 gp

+1 Ring Mail, +1 Scale Mail, +2 Shield, Mace of Disruption, +1 Dagger,  
+2 Morning Star, Phylactery of Monstrous Attention, Philosophers Stone with  
white powder inside, Hat of Difference,  
Potions of ESP, Delusion - Extra Healing

Platinum Scroll Tube, 500gp, Pel Seal, 13th Level Effect, 312 BC

Magic User Spells

- 1. Mount 400gp
- Total 400gp

Leather Scroll Tube, 1gp, Mayan Seal, 18th Level Effect, 6166 BC

Clerical Spells

- 1. Messenger 1000gp
- 2. Snake Charm 1000gp
- Total 2000gp

ROOM 10 LEV 9

FLOOR Mold in loose dirt TRAPS Thrusting Spears  
WALLS Stone blocks SPECIAL Continual Light  
ROOF Rusted Steel

4 Red Dragons CE AC 1 HD 911

The oldest dragon is sprawled out over much of the center of the room, its tail lies over the vast treasure pile, its head rests near the stairs leading down to the second level between the two pillars. The sub-adult sleeps with his head over looking the stairs leading up to the room and his body lies near the pillars opposite the treasure pile. The young dragon sleeps at the foot of the stairs leading up to the fourth level. The youngest dragon is curled up against the wall opposite the treasure pile.

HD 11, Age 8, Hp 88, Xp 23800

Sleeping, Magic Using Read Magic, Magic Missile 8d48  
Speaks Common Detect Good/Evil, Darkness 15 Radius  
Spirit Naga Lightning Bolt 8d8, Feign Death  
Lizard Man Magic Mirror, Wizard Eye  
Stone Giant  
Kobold

HD 11, Age 3, Hp 33, Xp 2475

Sleeping, Non-Magic Using, Speaks Common, Salamander

HD 10, Age 1, Hp 10, Xp 1300

Sleeping, Magic Using Read Magic, Speaks Common

HD 10, Age 2, Hp 20, Xp 1600

Sleeping, Non-Magic Using, Mute

Total Xp 24675

Treasure is Loose and in Small Coffers

1720 Silver, 600 Electrum, 2740 Gold, 494 Platinum

500gp Tourmaline	1000gp Diamond	1000gp Jacinth
5gp Rhodochrosite	100gp Amber	200gp Red Coral
75gp Amethyst	500gp Garnet	100gp Amethyst
1000gp Jacinth	20gp Jasper	150gp Amber
50gp Onyx	100gp Amethyst	5gp Rhodochrosite
10gp Hematite	10gp Malachite	650gp Oriental Emerald
13gp Sardonyx	Total 5488 gp	

200gp Silver and Gold Anklet

800gp Gold with Gems Brooch

340gp Coral Ring

180gp Rare Book of Music

200gp Gold Belt

1200gp Painting of Vecna

420gp Oriental Vase	800gp Gold with Gems Ring
340gp Painting of Tiamat	220gp Gold Bracelet
140gp Silver and Gold Arm Band	220gp Painting of a King
800gp Silver with Gems Comb	400gp Muskrat Fur Boots
80gp Silver and Gold Medal	400gp Silver with Gems Buckle
800gp Gold with Gems Arm Band	800gp Gold with Gems Medal
300gp Jade Arm Band	100gp Painting of Pazuzu
160gp Gold Anklet	Total 9000 gp

+1 Studded Leather, +2 Leather Armor, +1 Long sword, +3 Cloak of Protection,  
 Potions; Diminution, Speed, Super Heroism, Elixir of Madness,  
 Oil of Timelessness

ROOM 11 LEV 9  
 FLOOR Dark Blue colored Marble TRAPS Prismatic Wall  
 WALLS Persian rugs over Grate or bars SPECIAL NONE  
 ROOF Scarlet colored quartz

1 Derghodaemon NE AC 0 HD 11 Hp 68, Xp 6888

Treasure is in the beasts stomach

500gp Amber	100gp Red Coral	500gp Alexandrite
6000gp Oriental Topaz	100gp Topaz	50gp Smoky Quartz
7gp Blue Quartz	10gp Banded Agate	80gp Garnet
50gp Carnelian		

Magical 6000gp Oriental Topaz Drawmijs Instant Summons Spell  
 If crushed the Hand of Vecna will appear, if the gem is crushed  
 While in ones hand the hand of vecna will replace their own.

Total 7397 gp

ROOM 12 LEV 9  
 FLOOR Dust over Frozen Dirt TRAPS NONE  
 WALLS Ice SPECIAL NONE  
 ROOF Ice

2 Red Dragons in Lair CE AC 1 HD 911

HD 9, Age 4, Hp 36, Xp 5760

Awake, Non Magic User  
 Speaks Hobgoblin, Orcish, White Dragon

HD 10, Age 5, Hp 50, Xp 4000

Awake, Non Magic User, Mute

Total Xp 9760

Treasure is in Metal Urns 20 Silver, 340 Electrum, 31 Platinum

5gp Broken Glass	1400gp Emerald	3gp Azurite
50gp Chalcedony	1000gp Fire Opal	50gp Zircon
8gp Rhodochrosite	50gp Moonstone	100gp Aquamarine
100gp Red Coral		

Magical 100gp Red Coral - Wall of Fog Spell, Charges 2

Total 2766 gp

1200gp Platinum with Gems Scepter	100gp Gold Earring
1200gp Gold with Gems Earring	Total 2500 gp

+2 Buckler, +2 Morning Star, Zagyg's Flowing Flagon,  
Potions Fire Resistance, Elixir of Life

ROOM 13 LEV 10  
FLOOR Water over Brick TRAPS Acid Pit, 0  
WALLS Brown colored Marble SPECIAL NONE  
ROOF Straw colored quartz

1 Rusting Iron Dragon N AC 2 HD 16 Hp 300, Xp 19600  
Claw, Claw, Bite, Tail 1d12, 1d12, 4d10, 2d10

Treasure is in Stone Containers  
4700 Silver, 3150 Electrum, 290 Gold, 31 Platinum

6gp Turquoise	500gp Pearl	100gp Aquamarine
100gp Alexandrite	200gp Jade	55gp Chrysoberyl
100gp Amethyst	20gp Sardonyx	5000gp Sapphire
500gp Alexandrite	50gp Zircon	10gp Moss Agate
55gp Jet	5gp Hematite	600gp Sapphire
10gp Blue Quartz	1300gp Ruby	500gp Jet
50gp Smoky Quartz	70gp Chrysoberyl	45gp Smoky Quartz
70gp Aquamarine	7gp Turquoise	1000gp Diamond
10gp Eye Agate	1000gp Diamond	50gp Rock Crystal
10gp Eye Agate	35gp Smoky Quartz	10000gp Oriental Emerald
500gp Garnet	10gp Moss Agate	1gp Blue Quartz
100gp Amber	50gp Rock Crystal	500gp Pearl
100gp Peridot	50gp Sardonyx	70gp Tourmaline
600gp Oriental Emerald	600gp Jacinth	500gp Jet
55gp Alexandrite	500gp Tourmaline	500gp Garnet

Magical 500gp Pearl - Fog Cloud Spell, Charges 6  
Magical 100gp Aquamarine - Mending Spell, Charges 2  
Magical 100gp Alexandrite - Magic Stone Spell, Charges 2  
Magical 500gp Jet - Trip Spell, Charges 5  
Magical 500gp Pearl - Cure Blindness Spell, Charges 5  
Magical 600gp Jacinth - Flame Blade Spell, Charges 6  
Magical 500gp Garnet - Wyvern Watch Spell, Charges 5

Total 15594 gp

160gp Rare Book History of Vecna	140gp Marble Statuette, Boar, 6in
380gp Rare Book Vecna's Religion	1400gp Gold with Gems Medal
1000gp Rare Platinum Coin	120gp Painting of Vecna
800gp Gold with Gems Brooch	300gp Gold Box
1400gp Platinum with Gems Scepter	220gp Gold Earring
260gp Gold Box	140gp Silver and Gold Clasp
200gp Gold Ring	80gp Tapestry
600gp Silver with Gems Comb	220gp Gold Box
220gp Gold Bracelet	1600gp Gold with Gems Medal
400gp Ivory deity symbol, 3ft	160gp Silver plated wood
	Deity symbol, 6 in

Total 9800 gp

+4 Full Plate Armor, +1 Long sword, +2 Flail, +2 Hammer, +1 Leather Armor,  
+4 Plate Mail, Potion of Sweet Water, +6 Ring of Protection,  
Javelin of Lightning

ROOM 14 LEV 10  
FLOOR Hard dirt TRAPS Thrusting Spears  
WALLS Limestone SPECIAL NONE  
ROOF Wooden

1 Babau Demon CE AC -3 HD 7 Hp 43, Xp 2516  
Equipment +3 Katana with Heat Metal spell,  
+6 To hit, +10 damage, 1d8  
50% Magic Resistance, 2 Psionic Blasts

Treasure is in Bags 500 Electrum, 33 Platinum

120gp Amethyst	160gp Jet	100gp Chrysoberyl
50gp Onyx	2000gp Sapphire	500gp Chrysoberyl

Magical 100gp Chrysoberyl - Dancing Lights Spell, Charges 3

Total 2930 gp

19 +1 Bolts, +4 Quarter-staff, Necklace of Adaptation

Lead Scroll Tube, Halfling Text, 8th Level Effect, 314 AC

Magic User Spells

1. Project Image	1800gp
2. Sending	1500gp
3. Unseen Servant	300gp
4. Fire Trap	1200gp
5. Flaming Sphere	600gp

Total 5400gp