

TWO SAMPLE LAIRS FOR USE WITH RACES OF FAERÙN

TOWER OF LIFE AND TOMB OF DEATH



our PCs may find themselves in one or both of these sample lairs for two of the races detailed in *Races of Faerûn*. The first details the ancient fortress tower of Tiru Tel-Quessir, an elven creation that was originally meant to serve as a place where ambassadors of the various elf subraces could meet in a friendly environment and discuss the state of their empires. The tower was abandoned at one time, though it now serves as a bastion of defense in a hostile land. The second lair details a Netherese tomb that has been discovered recently and partially settled by a tribe of unruly orcs.

Each lair provides a history and a description of the major areas of interest within, along with abbreviated statistics for the denizens of the lair. You can develop these barebones nonplayer characters (NPCs) as you see fit, molding and changing them to fit your campaign, no matter what world it takes place in. You can also adapt the areas for any levels, swapping out creatures as needed to suit the level of your player characters (PCs).

preparation

You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *DUNGEON MASTER's Guide*, and the *Monster Manual* to use this material. Some of the elements in these two lairs draw upon the *Epic Level Handbook* or *Faiths and Pantheons*, but these links are fairly minor and simple to adjust if you don't have access to these books.

Tiru Tel-Quessir

Tiru Tel-Quessir, translated into the Common tongue, means "Tower of the People." This impressive structure was built during the height of Cormanthyr, the Empire of the Elves, as a neutral site where representatives of the seven elf subraces could meet and discuss political and social matters of the time. Although representatives of the avariel were present at these meetings only once, and

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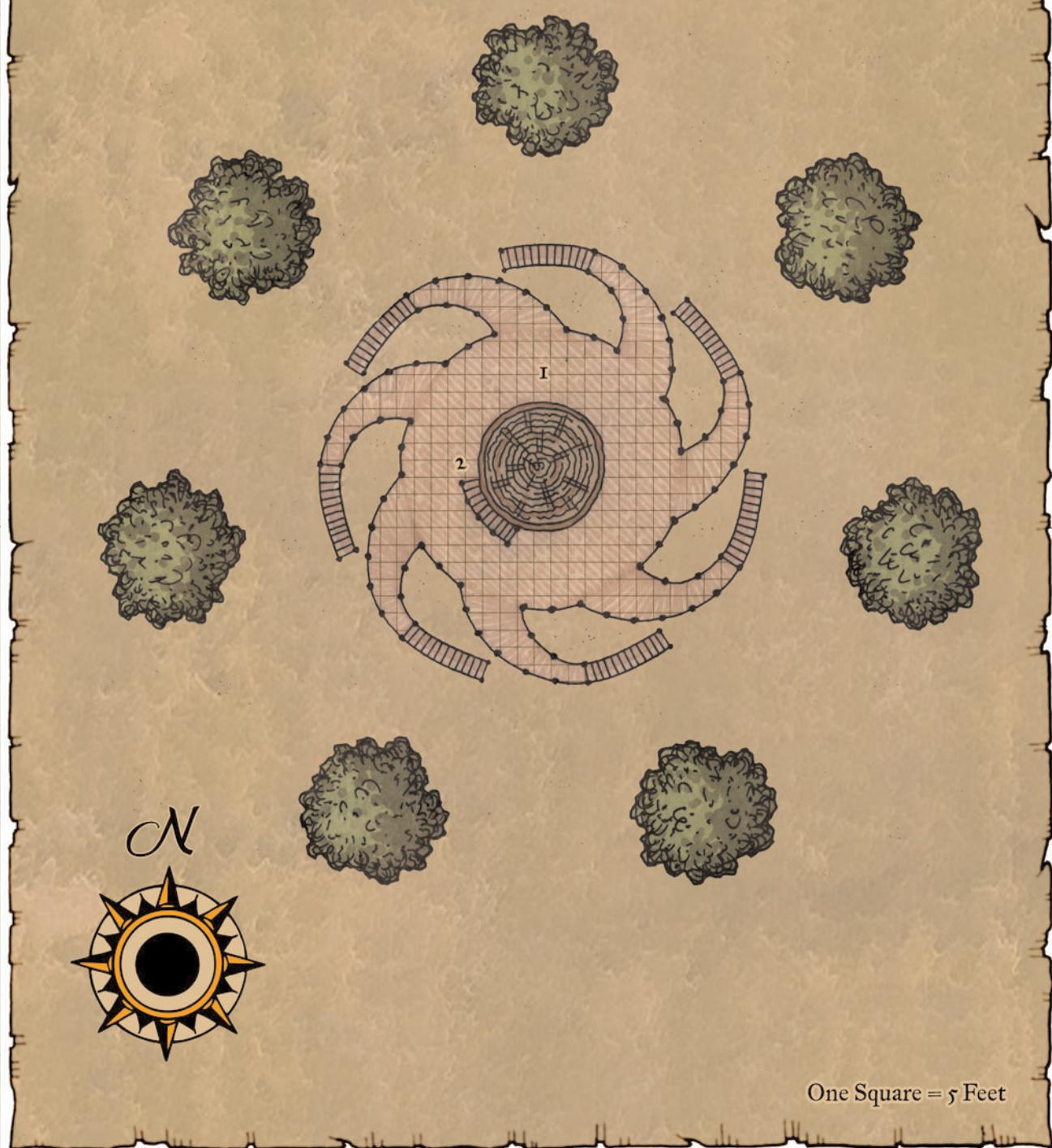
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TIRU TEL-QUESSIR

Upper Floor



One Square = 5 Feet

though the drow never saw fit to visit Tiru Tel-Quessir, all seven subraces were welcome in the tower.

The building was created with powerful elven High Magic from eight ancient shadowtop trees deep in the woodlands of Cormanthor, far from any other elven communities and hidden by a small but quite powerful *mythal*. The tower consists of one central structure surrounded by seven smaller ones. The seven smaller structures are circular platforms placed 70 feet off the ground around the trunk of an ancient shadowtop tree. Each of these small houses served as a private retreat for one of the elven diplomats, and each was connected to a circular platform atop the central structure. This saucer-shaped central structure was formed out of the largest shadowtop tree in the region, and it straddled the trunk of the giant at a point 70 feet off the ground. A narrow staircase wound down the trunk to provide ground access to the tower.

Since the fall of Myth Drannor, Tiru Tel-Quessir has stood abandoned for hundreds of years, until recently when a small band of elves discovered it and chose to make it a base of operations while they gather intelligence on the drow that are rapidly infiltrating the area. These elves are slowly learning how to use the magic of the fading *mythal* to aid their efforts, and they spend much of their time studying the ancient texts they discovered within the tower libraries. Tiru Tel-Quessir would make an excellent base of operations for adventurers operating in the Cormanthor region, provided they can prove their good intentions to the five elves who have moved in.

USING THE TOWER

As mentioned above, several elves are currently at Tiru Tel-Quessir, and you may want to send your PCs there so that they can assist in some manner. Here are some ideas to get you started:

- The PCs are sent to Tiru Tel-Quessir at the behest of Shyansylar's leader to see how the elves progress and to give them an item to aid the elves in their work. Once there, do the PCs assist Shyansylar in her quest to find a traitor?
- A band of drow that the PCs have been following end up near the tower and set up camp there. Perhaps one of the scouts of the PCs overhears a conversation that details the fact that someone is going to betray the elves inside the tower to the drow. What do the PCs do?
- Shyansylar sends out a request for aid that is brief and not very clear. The PCs are sent to find out what happened and if they can help out in any way. When they get to the tower, they find that the drow have taken it over.

TOWER LAYOUT

All of the doors in Tiru Tel-Quessir are cleverly hidden and should be treated as secret doors. A Spot check (DC 20) is required to locate them. Windows are made of *glassteel* (glass that is as hard and strong as steel) and magically bonded to their frames. An elf on the inside can cause any of these windows to become ethereal by touching the window and willing it to vanish for 1 hour if fresh air is desired.

Glassteel Window: 1/8 in. thick; hardness 10; hp 10; AC 5; break DC 20.

The *mythal* that cloaks Tiru Tel-Quessir was once quite powerful, but now many of its powers have faded to a shadow of their former glory. It affects everything within the radius of the seven shadowtop trees that surround the tower and has the following effects, all of which were created by epic-level casters and function at the 30th level of ability. A successful *dispel magic* can negate one effect of the *mythal* for a number of minutes equal to the level of the caster.

- It generates a permanent *screen* on the area, making it appear to observers from outside the ring that it is nothing more than a ring of large but otherwise unremarkable shadowtop trees.
- All vegetation (including the shadowtop trees) within the *mythal* is impervious to aging, diseases, and fire. The structures of Tell-Quessir, including walls floors, ceilings, and roofs, are impervious to fire. These walls are wood, but they have hardness 50 and spell resistance 35, and the enhanced hardness and hit points extend to floors, ceilings, and roof, too.
- Anyone who passes into the *mythal* must make a Will saving throw (DC 24) or his mind becomes clouded and he continues moving until he exits the *mythal* on the opposite side. Once he exits, his mind clears and he has no memories that anything unusual just happened to him. Once a person makes this Will save, he can see Tiru Tel-Quessir as it truly is and can enter and exit the *mythal* with ease.
- All creatures within the area of the *mythal* are constantly affected by a *feather fall* spell.
- Each time an elf willingly harms another elf while the attacker is in the *mythal*, he must make a Will saving throw (DC 24) or be affected with a *feeblemind* spell.
- Many magic tools and items in Tiru Tel-Quessir have been enhanced to grant a +2 sacred bonus to anyone of non-evil alignment who uses them. If these items are removed from the room in which they were found, they lose their magical properties until they are returned to their proper chamber.

1. UPPER PLATFORM

The large, upper platform is open to the elements, but it has a thin roof of tightly interwoven branches and leaves to provide shelter against rain. The elven diplomats used to gather here to watch the woods, sunrises, sunsets, and similar displays of nature. Seven sloping ramps arch down over the slanting roof of the main structure below to connect to balconies (area 23).

2. STAIRS DOWN

The stairs are exposed to the open air and sky, and they lead down to area 3 of the main level.

3. ENTRANCE

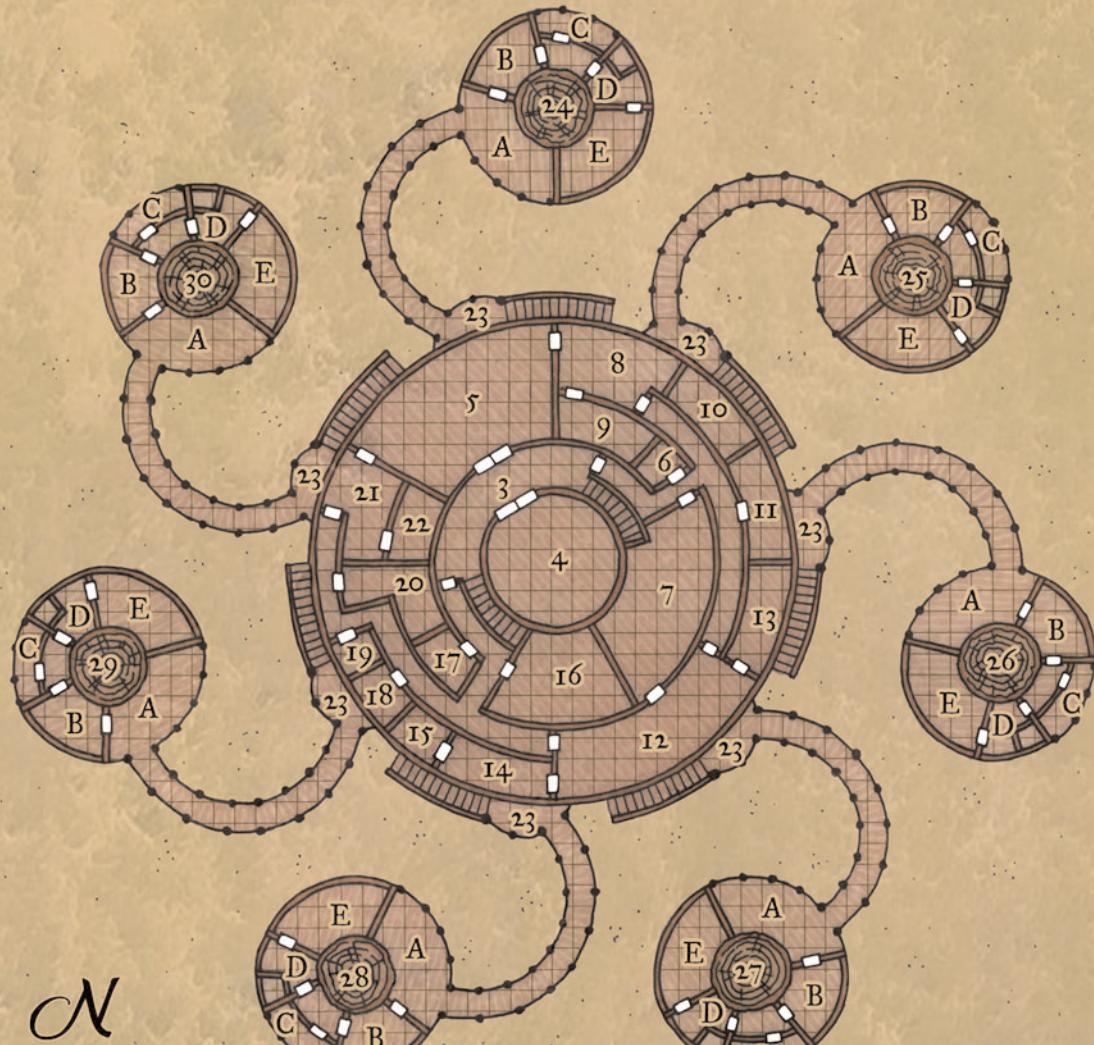
In the time of Myth Drannor, a trumpet archon who served as a receptionist, a guide, and a caretaker for Tiru Tel-Quessir guarded the entrance. The archon has long since left, and this room now stands silent and empty.

4. CONFERENCE CHAMBER

The doors to the conference chamber are very cleverly hidden and require a Spot check (DC 40) to discover; none of the elves who have moved into the Tiru Tel-Quessir have discovered this chamber yet and they believe it is the trunk of the tree the building is built around. Those who discover the doors can open them by touching them and willing the doors to become ethereal (but only if the person has elven blood, which includes half-elves), or by making a Use Magic Device check (DC 25 to emulate race).

TIRU TEL-QUESSIR

Main Floor



One Square = 5 Feet

Inside, the heart of the tree's trunk has a permanent *tree stride* effect upon it; the potent magic of the *mythal* allows beings to enter the tree in a manner similar to the *tree stride* effect, but those entering the area cannot go into other trees.

Today, all that remains in this chamber are seven comfortable chairs arranged in a semicircle around a low platform in the center of the room. This is where the elven diplomats retreated to talk about matters that affected all of their races. Each of the seven chairs is tailored to provide the most comfort to one of the seven subraces. A Search check (DC 25) reveals that all of the chairs but two have signs of wear (fraying of the upholstery). Of the other two chairs, one shows only a little bit of wear, while the other looks unused in comparison.

Anyone who sits in one of these chairs gains a +4 sacred bonus to her Wisdom score for 24 hours as they become infused with the ancient spirits of the elves who debated long and hard within this room. The chairs lose their magic permanently if they are removed from the room, and they temporarily deactivate (for 24 hours) whenever they grant their sacred bonus.

5. LIBRARY

The elves who live often work in the large room that serves as the main library of Tiru Tel-Qessir. They spend their time poring through the ancient texts and studying the ways of their ancestors; Nerissus and Shyansylar are most commonly found here. No magic texts exist here, but anyone who wishes to research something about elven history or any location within Cormanthor gains a +4 circumstance bonus to a Knowledge check to find the appropriate information.

An arcane spellcaster who prepares spells in this room may prepare one additional spell of any spell level the caster normally has access to if he or she possesses elven blood. Additionally, the auras in this room grant a +2 sacred bonus to any Craft checks used to generate written works of art, and scrolls created in here cost 10% less than their normal XP cost.

6. CLOSET

Nothing remains in this tiny closet.

7. BANQUET HALL

The banquet hall contains a large table around which sit seven comfortable chairs. When someone sits in one of the chairs, a set of clean utensils and plates is created magically, along with a scented candle and a bouquet of fresh flowers. These objects are only partially real, and they vanish (along with any food residue left on them) if taken from the room. The five elves often take their meals in this room, though they don't always do so. Very rarely do they do so together.

8. CONSERVATORY

The conservatory contains several ancient elven instruments, each of which magically keeps its tune and grants a +4 sacred bonus to any Perform check made with them. Liriealan often relaxes by playing music in this room.

9. INSTRUMENT CRAFTING ROOM

The instrument crafting room contains a large number of tools used to build musical instruments; if used, they grant a +2 sacred bonus to all Craft checks made to build or repair instruments. Magic instruments crafted in this room have their XP cost required to create the item reduced by 10%.

10. SEALED CHAMBER

The sealed chamber originally served as a recreational alchemist lab until a tragic mistake made by a careless wizard resulted in a magically enhanced strain of mindfire that requires a Fortitude save (DC 25) to resist. The incubation of this virulent strain of the inhaled disease is only 1 minute, and those infected must continue to make a Fortitude saving throw each minute to avoid suffering 1d4 points of temporary Intelligence damage. The elf who created this disease quickly used his magic to seal the room apart and informed his brethren of the doom he had brought upon himself before he grew too unintelligent to use his magic to escape. The elf took his own life before he grew mindless, and the room remained sealed as a memorial.

If the walls of the room are breached, anyone who enters the room must resist the effects of the enhanced mindfire. The elves who have moved into this tower discovered the danger inside with divination magic and have avoided opening the room. If the enhanced mindfire is released, the disease becomes harmless once it leaves the confines of the *mythal* but quickly contaminates everything within. A *dispel magic* or *break enchantment* cast against the disease (it has a caster level of 18) defeats it.

The body of the dead elf still lies in the middle of the room (preserved by the *mythal*), along with his +3 dagger of spell storing, a robe of the archmagi (good), a staff of fire (25 charges left), and a ring of wizardry III.

11. ALCHEMY LAB

This alchemy lab was set up to replace the lost lab in area 10. Anyone using the equipment in this room gains a +2 sacred bonus on any Alchemy checks, and potions made in this room cost 10% less than the regular XP cost to brew.

12. KITCHEN

In ages past, a large group of talented cooks staffed this large and well-stocked kitchen. It now lies dormant and quiet. Anyone using the equipment in here gains a +2 sacred bonus on any Craft (cooking) checks.

13. WINE STORAGE

The wine storage room's temperature is magically moderated to make it a perfect place to store wine. Unfortunately, all of the wine was taken or consumed long ago.

14. FOOD STORAGE

The walls of the food storage room contain several magic bins that can *create food* once a day. Each bin is labeled in Elven as to what kind of food it can create, and it can create only one type of food. Even then, it creates only 1 cubic foot of the food per day. Nevertheless, the sheer number of creation bins mean that a cook could feed a group of several dozen people with ease on a daily basis.

15. WATER ROOM

The small water room contains several large empty tubs and basins. A pair of *decanters of endless water* sit on a shelf on the opposite wall from the door.

16. CHAPEL TO THE SELDARINE

The tiny chapel contains a single padded cushion surrounded by small statues of the Seldarine. Each statue is crafted from rare wood

and stone and is mounted on a low pedestal. A single statue weighs 500 pounds, but if removed from this room, the statue immediately teleports back to its proper pedestal. One pedestal is empty, and the plaque at its base indicates it is reserved for Eilistræe should she ever deign to return to the Seldarine.

A divine spellcaster who prepares spells in this room may prepare one additional spell of any spell level the caster normally has access to if, provided he is a worshiper of one of the Seldarine or of Eilistræe. Alauniira often worships in here or works on her statue of Eilistræe.

17. ARCHON'S CHAMBER

The trumpet archon used this small chamber to relax; it is now devoid of anything of interest but a lingering aura of good can be detected within still.

18. LAVATORY

This small room contains magic facilities that automatically dispose of waste products by *disintegrating* such matter upon deposit. Only waste can be *disintegrated* in this manner.

19. DEACTIVATED PORTAL

The deactivated *portal* room once contained a *portal* that led to the heart of Myth Drannor, but it was deactivated at the time of Myth Drannor's fall.

20. MAGIC FORGE

Several magic tools used to craft arms and armor, including a magic forge, are in the room. The air in this room is magically ventilated to prevent smoke from building up. Craft checks used to create armor or weapons gain a +2 sacred bonus in this room, and any magic arms or armor built in here cost 10% less the standard experience point cost.

21. MAGIC WORKSHOP

The magic workshop contains a large number of tools and devices used to create miscellaneous magic items such as rings, wands, staffs, rods, and wondrous items. Any such item created in this room costs 10% less than the normal XP cost for crafting the item.

22. IDENTIFICATION CHAMBER

The chamber contains a wide variety of lenses, scales, calipers, and reference books, and all of these items are organized upon a sturdy worktable or upon shelves lining the walls. Anyone using the tools or books in here can cast one of the following spells each day upon items within the room as if an 18th-level caster: *identify*, *analyze dweomer*, or *legend lore*.

23. BALCONY

The seven balconies overlook the grounds of the Tiru Tel-Quessir. A graceful hanging bridge connects each balcony to a separate platform on one of the surrounding shadowtop trees.

24-30. chambers of the ambassadors

The seven buildings have identical layouts; the ambassadors of the

seven elf subraces lived in these buildings while they served their duties in the Tiru Tel-Quessir. Each building was outfitted to make its particular elf inhabitant as comfortable as possible.

Area A is an open balcony used to relax and watch the world go by.

Area B is a lounge where an ambassador could meet with guests. A single shield guardian watched over each of these chambers and served the ambassador for the duration of the elf's stay. These guardians are all long since destroyed, save for the one in the drow building (area 28B).

Area C is a private balcony that provided a view of the woodlands uninterrupted by the Tiru Tel-Quessir. Long ago, a lantern archon stood on each of these balconies to provide illumination and to guard against approaching troublemakers; the lantern archons are all long since gone.

Area D contains a particularly well-hidden secret door (Spot DC 35) that opens to reveal a functional portal that could be attuned to the current ambassador, allowing her to travel between the Tiru Tel-Quessir and her hometown, wherever that may be. You can have any number of these portals remain active if you wish to provide access to certain elven home towns; the only portal that is always deactivated is the drow portal, since it was never used.

Area E is where the ambassador could retire to relax in peace after a busy day.

Five of these buildings are currently inhabited by the five elves who have recently discovered Tiru Tel-Quessir and are now using it as a base of operations to observe the drow in the region.

24. MOON ELF CHAMBERS

The moon elf chambers are currently inhabited by Nerissus Kriankaria (NG female moon elf Wiz12/Brd2), the friendliest of the five elves and the most welcoming to outsiders. She has an owl familiar named Kirilan.

25. SUN ELF CHAMBERS

Shyansylar Aalantrilu (CG female sun elf Wiz13/Acín2), the leader of the group of elves located here, currently inhabits the former sun elf chambers. She spends most of her free time studying the history books in the library or keeping an eye on her fellow elves. Shyansylar is somewhat brisk and difficult to get along with unless her orders are followed to the letter. She suspects that one of her companions is a traitor working for the drow, and her current suspect is Alauniira. Shyansylar believes Alauniira to be a priestess of Vhaeraun who is greatly skilled at hiding her true nature. Shyansylar is right about the fact that one of her companions is a traitor, but she is completely mistaken about Alauniira being the one.

26. WOOD ELF CHAMBERS

Liriealan Talidinorku (CG male wood elf Brd14) stays in the wood elf chambers; he thinks of this assignment as a grand adventure and his light-hearted attitude is starting to grate on his companions.

27. AVARIEL CHAMBERS

The avariel building is unique in that its walls are enchanted so that they are completely transparent from the inside, giving the place an open feeling. It has been used only once or twice; a search of area E easily procures several large remarkably well-preserved black feathers from an unknown bird (they are, in fact, from the one avariel who stayed here ages ago).

28. DROW CHAMBERS

Although this chamber was never used during the Tiru Tel-Quessir's heyday, it is now the home of Alauniira Mlezziir (NG female drow Clr7/Brd1/Sword Dancer6), a kind-hearted drow who nevertheless barely convinced Shyansylar to let her come along; she is doing her best to see that any drow the group encounters are treated fairly and kindly. The sword dancer prestige class is detailed in *Faiths and Pantheons*.

29. GREEN ELF CHAMBERS

The green elf chambers are currently inhabited by Yiruikar Zis-tialakus (NE male wild elf Rgr7/Drd7), who has long been an ally of the drow who are invading Cormanthor. He uses magic items to hide his true nature and is simply waiting for a chance to strike to cripple his "allies" so he can lead the drow to this amazing location.

30. AQUATIC ELF CHAMBERS

The aquatic elf chambers are the most unique of the seven, for areas B, D, and E are filled completely with cool saltwater. The water is magically contained in these rooms, and one can pass easily through the vertical walls that delineate its boundaries.

The Lost Tomb of Amarak

Many powerful spellcasters lived and died in ancient Netheril. A somewhat morbid game that gained popularity in the final days of the nation was an informal contest among the wizards of the realm as to who could build the most dangerous and most theft-proof tomb for their eventual internment. Many wizards used slaves or captured prisoners to test out their tombs, and they often placed bets on how long their latest victim would survive. One of the cannier of these wizards was a master of the element of air: Amarak the Vaporous.

Amarak built his tomb underground in the Nether Mountains nearly fifteen miles directly north of what would eventually become the location for Hellgate Keep. Unfortunately, he made his dungeon a little *too* clever, and while he was inspecting the final product, he accidentally imprisoned himself alive. His minions, glad to be free of his sadistic dominion, quickly finished sealing the tomb and burned all maps of its location and moved on to more pleasant lives.

Centuries later, a group of orcs known as the Skullcleavers stumbled upon the entrance to Amarak's Lost Tomb. A large nest of ankhegs had burrowed out a tangled network of tunnels and caves near the tomb, and they had actually broken through its walls in some places. The Skullcleavers thought the location of the ankheg burrows were in a perfect spot to recuperate after their latest tangle with the Tornface orcs, and they decided to hole up in the burrows once their leader, a tanarukk barbarian/sorcerer named Gristlegape, charmed the ankhegs. Since then, the Skullcleavers have befriended the burrowing beasts and have been mounting increasingly bold forays into the halls of Amarak's tomb in search of treasure. Gristlegape believes (correctly) that a large stash of powerful magic items lies hidden somewhere in the ancient tomb, but he is unsure where to look.

The Lost Tomb of Amarak and the lair of the Skullcleavers serves as a classic example of how a tribe of orcs often moves into an ancient ruin and uses the traps and guardians found therein to their advantage.

using the tomb

If you need some ideas to get the PCs to the tomb, here are some to get you going:

- A seeker of lore sends the PCs out to find the tomb of Amarak. She believes that if they find the tomb, they'll find a journal that Amarak had kept.
- A local ranger (or leader) is wondering why the Skullcleavers are being so quiet, and he worries that the Tornface orcs may have destroyed them or are gaining too much time to rebuild their own forces while the Skullcleavers leave them alone. To find out what is going on, the ranger requests that the PCs look into where the Skullcleavers have gone while he seeks out the Tornface orcs and gets an idea of how their forces are doing.

Tomb layout

The tomb consists of two main sections: the orc/ankheg warrens and the tomb itself. So far, the orcs have explored up to area 22 of the tomb and have discovered many potent and useful magic items (all of which have been claimed by Gristlegape). They haven't found the secret stone slab in area 15A yet, and they have not dealt with the guardian of room 22. Suggested guardians of the tomb are indicated in the text, but you should place treasures appropriate to your campaign and party's level.

The warrens are dusty, dirty, and reinforced with thick resins exuded by the ankhegs. The Skullcleaver Tribe consists of several orcs, a few ogres, a troll, and Gristlegape himself.

The tomb itself is much cleaner, drier, and quite stale. Several sections of the tomb contain large slabs of rock in lieu of doors. Each of these slabs weighs about 1,500 pounds; a couple of orcs have no problem moving these slabs aside but they may prove a problem to player characters without a high enough Strength to move such massive blocks. Some of these slabs (the light orange ones) are cleverly hidden and pass for dead ends unless found by a Search check (DC 21).

1. ENTRANCE

The main entrance to the Tomb of Amarak is a 50-foot-deep shaft plugged by a 5,000 pound boulder. This shaft leads down into this room, the walls of which bear intricate bas-relief carvings depicting the works of Amarak in ancient Netheril.

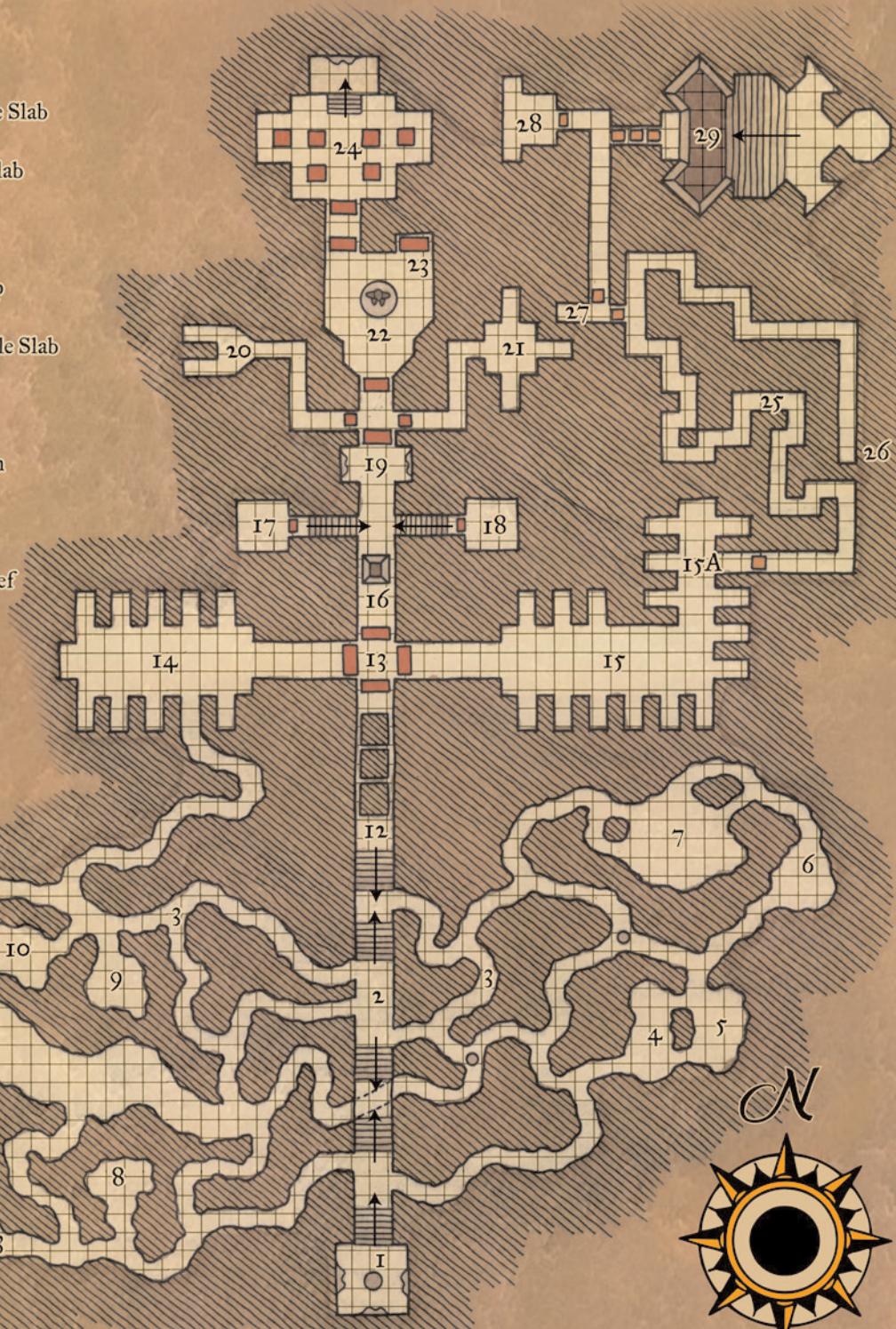
2. HALLWAY

The stairs leading up and down in this hallway were introduced to make it difficult to move the three stone blocks at area 12 very far, which prevents easy entrance into the tomb proper.

3. WARRENS

The winding warren tunnels are often infested with orcs moving from one cave to another. At several points, steep (but not vertical) shafts lead up and out of the warren; climbing up or down one of these shafts requires a Climb check (DC 10). Four ankhegs wander in these warrens. Gristlegape has charmed them all, so they do little to bother the orcs.

THE LOST TOMB OF AMARAK



One Square = 5 Feet

4. WESTERN GARDEN

The western garden is a cave filled with glistening mounds of fungi, in which several shriekers and three violet fungi have sprouted. The orcs found out about the dangerous fungi the hard way, and they now avoid this chamber.

5. EASTERN GARDEN

Like the cave to the west, the eastern garden chamber is filled with nasty fungi. The fungi in here are mostly harmless, and the orcs are actually starting to develop a taste for the stuff.

6. NORTHERN GARDEN

Yet another fungus-choked cavern, this cave has several large patches of red spotted pale yellow mushrooms known as poxcaps growing on the walls. Pjulak the orc alchemist has discovered a way to distill the dangerous sap exuded from the caps of these mushrooms into a fairly potent poison.

Poxcap Sweat: Type Injury DC 15; Initial Damage 1d4 Str; Secondary Damage 2d4 Str plus nausea for 6d6 minutes; Price 200 gp.

7. SLIME PIT

The slime pit is a large, sunken cavern that contains a small lake of green slime. The orcs have been using this room to torture prisoners and get rid of particularly foul-smelling garbage; when the slime grows too big Pjulak simply trims it back with a few *remove disease* spells.

8. WATER SUPPLY

A large pool of brackish water fills the water supply cave.

9. FOOD STORAGE

The orcs store what food they catch in the mountains above in the food storage cave and typically allow it to ripen a bit before eating it.

10. ARMORY

The Skullcleavers have stashed a large pile of weapons and armor looted from their recent victims in this cave. These items are in fairly poor condition; all of the really good weapons and armor are being used. (Dungeon Masters should come up with a list that suits their needs.)

11. ANKHEG LAIR

This large cave is the main lair of the four ankheg that dwell in the warrens.

12. STONE BLOCKS

The stone blocks were transported into place magically to seal Amarak in his tomb. Each block weighs well over 10,000 pounds.

13. JUNCTION

The Skullcleaver orcs penetrated the tomb via the tunnel that breached area 14. They have taken advantage of these four stone blocks and rigged them so that if they are pushed incorrectly, the block overbalances and topples onto the pusher, causing 4d6 points of damage. A falling block also serves to alert the Skullcleavers of an intrusion if the trespassers have made it this far unnoticed.

↗**Falling Block Trap:** CR 3; mechanical; touch trigger; repair reset; Reflex save (DC 20) avoids; push correctly to bypass (Search [DC 25]); Atk +15 melee (4d6, stone block); Search DC 20; Disable Device DC 20. Market Price: —.

14. WESTERN BURIAL CHAMBER

The western burial chamber possesses the interred bodies of Amarak's favorite warriors and guards. Gristlegape has had Pjulak animate the ten skeletons here as undead guardians; they do not interfere with any orcs passing through the room.

15. EASTERN BURIAL CHAMBER

Amarak interred his favorite servants and lesser minions in the eastern burial chamber. Now, it serves as the primary barracks for the bulk of the Skullcleaver Tribe. The bodies have been pulled from their biers and stacked in the northern end of the room, and the tougher orcs use the niches in the walls as beds after they pad them with piles of dirt brought in from the warrens. No less than 27 orcs are in this room: 4 orc ragers (CE male northern orc Bar1), 8 orc mashers (CE male northern orc War2), 15 orc thugs (CE male northern orc War1).

16. GOLEM PIT

The junction to the south was originally guarded by a stone golem. Unable to harm it with their weapons, Gristlegape earned the admiration of his fellows by bull rushing the golem into the open pit in this location. This pit is 40 feet deep and the golem wasn't damaged by the fall, but it certainly can't get out of the pit. Anyone unlucky enough to fall in is in dire trouble.

17. TROLL BARRACKS

Amarak's favorite pets were interred in this crypt. It now serves as the lair of Lerakshalakus (CE female troll Bbn1), the single troll allied with the Skullcleavers.

18. OGRE BARRACKS

This crypt houses the remains of Amarak's favorite mount, a large wyvern. It has been all but pulverized by the two ogres that live here now.

19. SWARM TRAP

The floor of this room is a tangled mess of flagstones that possess a variety of shapes. The east and west walls of this room depict the scowling visage of a terrible monster. A successful Knowledge (religion) check or Knowledge (the Planes) check (DC 25) identifies it as a depiction of the demon prince Pazuzu, patron of ancient Amarak. Crossing between these two leering faces triggers an ancient trap that unleashes an *insect plague* spell that fills the room and the southern hallway to area 13; the *insect plague* manifests at caster level 20 with the exception of the much smaller area of effect. The Skullcleavers lost two orcs to this trap and have since learned how to bypass it by stepping on only the diamond-shaped stones in the floor (which follow a path around the proximity of the trap). This trap makes an incredible din, and if it is triggered, the denizens of the nearby rooms quickly converge on the hall to prevent those in the hall from escaping to shelter in the side passages.

↗**Insect Plague Trap:** CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (*insect plague*, 20th-level cleric, DC 17 Will save negates for creatures of 3 to 5 HD); Search DC 30; Disable Device DC 30. Cost: 50,500 gp, 4,040 XP.

20. CRYPT OF THE DAUGHTERS

Amarak interred his two daughters in this crypt. Now, the place is the lair of the Skullcleaver tribe's only spellcaster, Pjulak the Ripe (NE male northern orc Adept9).

21. CRYPT OF THE SONS

Amarak interred his three sons within this crypt. More importantly now, Gristlegape (CE male tanarukk Bbn4/Sor8), the leader of the Skullcleavers, has chosen this location as his lair. He often stays here along with his two wives (CE female northern orc War 2) and his loyal group of six barbarian bodyguards (CE male northern orc Bbn4). All of his bodyguards have weapons poisoned with poxcap sweat, as do Gristlegape's weapons.

22. THE INNER GUARDIAN

This large room is as far as the Skullcleaver orcs have penetrated. A large stone statue of Pazuzu dominates it, though this statue is in fact a half-fiend stone golem. The terrible monster attacks anyone who dares to enter the room with a great fury, but it does not pursue the attack beyond the limits of the room.

23. TRAPPED SLAB

This appears to be another large slab blocking a tunnel, but in truth it is merely a cruel trap that teleports anyone who touches it a mile straight up. Those who cannot fly probably fall to their death.

→**Teleport Above Trap:** CR 10; spell; spell trigger; automatic reset; spell effect (*teleportation circle*, 20th-level cleric, DC 24 Will save negates); Search DC 34; Disable Device DC 34. Cost: 680 gp to hire NPC spellcaster.

24. FALSE CRYPT

This appears to be an opulent crypt of a powerful wizard. Mounds of jewels, gems, and magic items are strewn about haphazardly on pedestals, and a golden sarcophagus sits on a dais to the north before a leering bas-relief of Pazuzu. In fact, this is a false crypt built by Amarak to destroy unwary raiders. The jewelry and gems in this room are all fake, and the apparently numerous magic items are actually just regular items with permanent *Nystul's magic aura*. In addition, the room is guarded by a deadly trap. A minute after the entrance to the room is breached, a *wall of force* cast at the 20th level of the caster manifests to the south, blocking off the only exit. Then, the bas-relief of Pazuzu on the north wall begins to exhale air at an alarming rate into the room. Every minute, the air pressure increases enough to cause pressure damage as if those inside were 100 feet deeper underwater until an effective pressure of 1,000 feet underwater is reached. After an hour, the air pressure returns to normal and the *wall of force* vanishes.

The increasing pressure can be halted by dispelling the 20th-level magic on the Pazuzu bas-relief (though the area directly in front of the bas-relief is also trapped by the falling block trap, which does not hamper the air exhalation if triggered), or by a rogue making a Disable Device check (DC 32). Destroying the bas-relief also works. Unfortunately, if the bas-relief is targeted with magic or touched in any way, it summons a pair of Huge half-fiend air elementals that immediately attack any intruders.

→**Pazuzu Bas Relief:** 2 in. thick; hardness 8; hp 60; AC 5; break DC 27.

→**Falling Block Trap:** CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6, stone block); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 20. Market Price: 10,000 gp.

25. SECRET PASSAGEWAY

The secret entrance to this long winding passageway has not been discovered by the orcs yet. The air in the hall is tainted by the unholy fumes issuing from the portal in area 28; anyone breathing these fumes must make a Fortitude saving throw every 10 minutes or suffer 1d4 points of temporary Strength damage.

26. DEAD END

Amarak originally intended to build a complex maze in this area of his tomb, but he ran out of time and interest. The passageway ends here in an unworked stone wall.

27. SECOND FALSE CRYPT

This small room appears to be the humble crypt of a wizard, but it is actually just another false crypt. Amarak hoped to trick would be robbers that discovered the first crypt into thinking that this second humble crypt was the true crypt of the tomb. To further enhance the illusion, the stone sarcophagus contains an ancient body (one of Amarak's favored apprentices) along with a moderate amount of magic, wizardly treasure (a treasure of Encounter Level 10 in value; magic items only). There are no traps here.

28. PORTAL CHAMBER

The western wall of the *portal* chamber is a swirling vortex of reeking black smoke. This is a one-way *portal* that leads to Pazuzu's lair on the Abyss; Amarak enjoyed getting rid of his enemies by tossing them through this *portal*. Two vrock barbarians (CE vrock male Bbn3) are bound to this room; they attack anyone who enters.

29. TRUE CRYPT

The true crypt of Amarak is a large and well-decorated chamber. This crypt has three main defenses. The first is the 150 foot deep pit in the western portion of the room. Hurricane-force winds blow from the ceiling down into the pit, shunted here via *portals* to the Elemental Plane of Air that allow only air to pass through.

The second defense is the steps in the middle of the room; they are coated with magically preserved *sovereign glue* that holds anything that touches them in place.

The third defense is Amyrisu (CE half-fiend/half-invisible stalker male Rog8/Asn3), who Amarak eternally bound to this chamber; this creature uses the wind pit and the glue stairs to its full advantage when it attacks intruders.

Adventurers who overcome the trials of this room are greatly rewarded; Amarak's treasure consists of his magic gear (he was a 23rd-level epic wizard).

About the author

James Jacobs lives in Seattle, WA, and splits his work days between the Sales department and the Online Media department at Wizards of the Coast. In addition to co-designing *Races of Faerun*, he designed about two dozen monsters for the upcoming *Fiend Folio*. He also writes the monthly feature "Far Corners of the World" for the Wizards website and has written numerous articles for *DRAGON Magazine* and *DUNGEON Magazine*. He spends his free time devising new ways to forget his dice and character sheets for the five different campaigns he's currently playing in.

TOWER OF LIFE AND TOMB OF DEATH

LECDIE + IE + TEREFOHE + IE + ENIM YENEFENV + DE LIGEFE + TE+DE