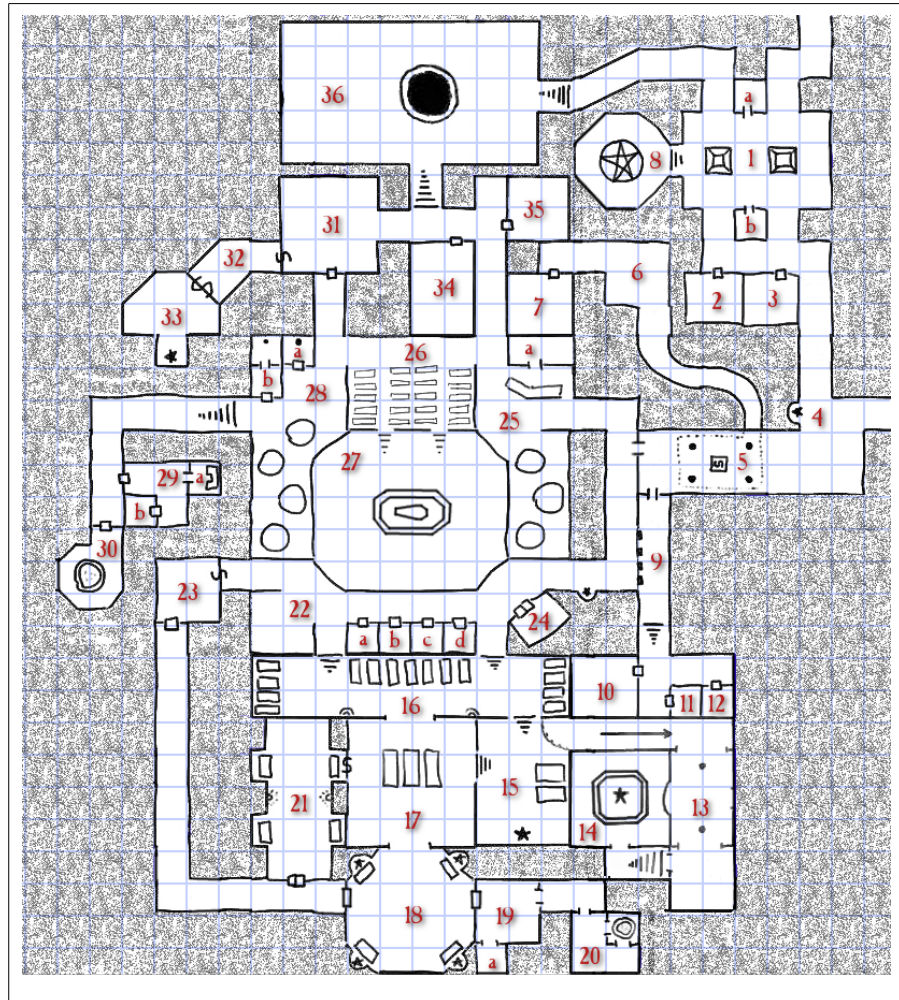


Vile Crypt of the Reawakened Sisterhood

A forgotten tomb of an ancient tribe of gnolls devoted to Yeenoghu. Thieves have reawakened the undead residents, who seek sustenance once more.

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Wandering Monsters

Roll	Encounter
1	Acolyte of Yeenoghu with 1d6 spectral jackals
2	2d6 ghouls and 50% chance 1d4 ghasts
3	1d6 carrion crawlers
4	2d12 giant centipedes
5	3d6 giant fire beetles
6	1d8 wights
7	1d4 giant scorpions
8	1 umberhulk

damage and must save vs. death or lose 1d6 points of Wisdom. Each point dealt sustains Massika or an acolyte for 1 day. Their gaze also causes paralysis, which they will use to capture victims whom they will torture for many days to continue feeding off their pain.

Key

1. Two large stone blocks covered in hieroglyphs which detail this as the crypt of King Tsekani. Those who wish to pay their respects should enter the north west passage, only priests may enter the south, and thieves will be put to immediate death. In 'a' and 'b' can be seen glowing scimitars suspended in the air. They are actually +2 weapons held by spectral gnolls, who will attack anyone attempting to seize the weapon or entering the southern passage.

2, 3: Stone benches and hooks in the walls are all that remains in these rooms.

4. Clay golem in niche will attack anyone passing this point not in priests robes. Eastern corridor leads to secret priest's door near main entrance.

5. Above, pillars decorated with images of priests being servile to Yeenoghu and being blessed, others being cast down into pits of dead. Any walking between the pillars instead of along the wall will fall through trap door. Below, 8 ghouls picking amongst bones, one wears a golden torque (3,000 sp). 3' diameter hand-dug tunnel winds to the north west.

6. Ghoulish pit – tunnel opens into room just above knee deep murky water and floating humanoid remains. Water deepens to 10' at north west corner, where relatively dry passage leads to door. 22 more ghouls pick among the remains. Under the water is an iron chest containing 200 gp and 5 pieces of jewelry (3,000 sp each).

7. Two large chests in an otherwise empty room. Opening the first causes a massive stone block to fall right in front of the door, sealing the exit. Opening the second launches dozens of arrows from small holes in the east and west walls.

Chest 1: 3,000 sp, 3 gems (100 sp each), 8 pieces of jewelry (2,000 sp each)

Chest 2: 6,000 sp, 4 gems (100 sp each)

Intro

Many thousands of years ago, the deserts were ruled by an ancient race of gnolls known as the Txakur-buru. Little remains of this race save for their elaborate tombs where their dead were meticulously prepared for their journey to the Abyss where they might serve their god Yeenoghu for eternity. It is said that a priestess of Yeenoghu would be sealed into each of these crypts to forever watch over the remains of those interred and exact deadly vengeance on any who might disturb their holy rest.

The location of one of these tombs was recently discovered, and while a band or two of fortune seekers have ventured forth to plumb it for lost riches, none have yet returned to boast of their success.

The Sisterhood

The temple is indeed inhabited by a priestess of Yeenoghu, Massika, and her acolytes, who appear as a ghostly female gnolls in ornamental robes. Massika and her acolytes act as vampires, with 8 and 5 HD respectively. Instead of calling forth vermin they can summon swarms of beetles

or animated skeletons from nearby crypts, and can command any other undead residents of this dungeon. They revert into swirling sand dervishes when killed and return to their sarcophagi to reform in 8 hours. They cannot leave the crypt, and will perish if forced to do so. They can also be killed by physically destroying their sarcophagi.

Massika has six total acolytes, subtract any killed in various rooms or as wandering monsters from that total. They sometimes appear with their pet spectral jackals, which have the same stats and abilities as displacer beasts, but with a single bite attack for 1d8 damage. The jackals will follow simple commands issued by their masters.

The Sisterhood feeds off of the pain of others. When attacked in melee, victims take 1d6+4



8. Murals depict the life of King Tsekani. Center of room contains massive statue of a scorpion, which is in fact a petrified giant scorpion.

9. Hieroglyphs on the walls depict the process of preparing King Tsekani for burial, including the live entombment of the Sisterhood of Yeenoghu.

10. Former priest quarters now contains only wrecked furniture (bunks, tables, etc.). 7 ghouls and 3 ghouls gnaw on a few dusty old bones.

11. Shelves of embalming supplies, now inhabited by 12 giant centipedes. Some stoppered jars of spices if collected are worth 1,000 sp.

12. Room full of torturous looking tools and implements. A sole acolyte of Yeenoghu sorts through them. It will call forth the ghouls in 10 to aid it in combat.

13. Steep sloping passage leads to a large room with a small shrine to Yeenoghu in the west wall. The pillars, carved to look like large gnolls holding up the vaulted ceiling, will animate and attack as gargoyles if anyone other than Massika enters.

14. Home to Massika. The large statue of Yeenoghu in this room acts as her sarcophagus. In a hidden compartment in the dais it stands on is Massika's treasure: 7 pieces of jewelry (8,000 sp each), a ring of fire resistance, and a scroll with 5 spells on it.

15. Sarcophagi of the two Acolytes of Yeenoghu who work at 31. Inside their mortal remains are each bedecked with 3 pieces of jewelry, worth 1,000 sp each. A clay golem stands guardian over their resting place on the south wall.

16. Rotting wooden coffins filled with skeletal remains. There is little of value here, though the Sisterhood may animate these skeletons if attacked near here.

17. Sarcophagi of three Acolytes of Yeenoghu. There will be d3 present here at any time, with a 50% chance of 1d6 spectral jackals as well. Each sarcophagi contains the mortal remains of the acolyte, wearing 1,000 sp worth of jewelry.

18. Each corner contains a statue of an ancient gnollish god standing behind a stone slab. Strapped to each slab is a thief who recently broke into the crypt and was captured by Massika (see 14). While technically still alive, the thieves have been severely tortured and have gone quite mad.

19. Spectral jackal pen contains at least 4 spectral jackals at any time. One of the bones heaped in a pile at (a) is actually a bone scroll tube containing a scroll of 3 spells.

20. Small 2' statue of a female gnoll holding a tipped jar stands at the center of a dried up fountain. Statue is made of silver and worth 2,500 sp, but covered in dust it appears to be made of the same sandstone as the basin in which it stands.

21. Crypts containing normal remains and fine jewelry worth 4,000 sp. A large hole in the north west corner of the room admits a giant spitting cobra which has made this room its den.

22. Small private tombs for the family of King Tsekani. They contain:

- Empty except for a large hole in the ceiling, which is now the nest of a carrion crawler.
- Skeletal remains rapped in once fine clothing.
- A wight wearing a golden jeweled necklace worth 2,500 sp.
- Spear launching trap.

23. 20' ceiling, ringed near top with 8 gargoyles on ledge, 4 of which are normal stone and 4 are monsters. Behind one gargoyle is secret door to 22. Room contains 3 trapped chests:

- Chest 1: 1000 cp, 8400 sp, 42 gems (100 sp each), 5 pieces of jewelry (4,000 sp each).
- Chest 2: 3400 sp, 5000 sp, 26 gems (500 sp each)
- Chest 3: Filled with sand, buried deep at the bottom are 3 potions of healing.

24. Tomb of the mummified remains of King Tsekani's prized hippogriff mount. The creature attacks as a 5 HD undead hippogriff whose attacks cause mummy rot. Inside the tomb is also its preserved golden harness, worth 6,500 sp.

25. Burial pits filled with bones. Preparation table with supplies (linen, embalming fluids, etc.) in closet A.

26. Rows of coffins, narrow aisles lead to low arches over stairs down. Coffins contain 12 ghouls, 6 wights, and 2 wraiths, who will emerge only if their coffins or that of King Tsekani (area 27) are disturbed.

27. Stone outer coffin contains gem-encrusted wooden coffin of King Tsekani. Rises as mummy if disturbed. Wears elaborate jewelry worth 35,000 sp and carries a +2 shield. Inner coffin has 12 gems worth 100 sp each.

28. Burial pits filled with bones. Rooms (a) and (b) have wax sealed doors, inside each are six stoppered canopic jars filled with dust, and a single gem worth 1000 sp at the bottom. Each room is guarded by the specter of the priest whose remains these represent.

29. Offering preparation - (a) is a small stone table with inset blood letting channels, while (b) is filled with animal bones and horns.

30. On top of the well water a black pudding patiently awaits its next meal. At the bottom of the well under 20 feet of water is a skeletal arm weighed down by the heavy rings still on its fingers. Four rings are purely ornamental (1,500 sp each), while the fifth is a ring of human control.

31. Walls lined with cubby holes many which contain rolled up scrolls with lists of names. Two acolytes of Yeenoghu work here recording names and will attempt to use their gaze attacks to bring intruders to their mistress.

32. Secret passage lined with hieroglyphic prayers to Yeenoghu, which are marred with signs of a recent fight.

33. Sealed in this room is the corpse of the last thief to break into these crypts. Rubble from a desecrated statue is littered about the room, and the niche in the south where it once stood is now a makeshift shrine to a good god which has kept the undead out. Heaped next to it is the thief's spoils taken from other parts of the crypt: 600 gp, a Mace +2, a Potion of Speed, and a cursed scroll in a sealed scroll tube.

34. Hieroglyphs on the ornate gold painted door to this room indicate this is Tsekani's treasury. This is a trap, the chests at the south end of the room are full of sand. After entering the room the door will swing closed and lock itself, and hundreds of normal poisonous scorpions will stream into the room from small holes in the wall. Each player must saves vs. poison every round from the repeated stings until they find a way of exiting the chamber.

35. Lair of a gynosphinx that knows much of the history of this place. It will gladly sell its knowledge for expensive gems, or bet them against lives in riddle contests. In its nest is 400 gp, 4 gems (1,000 sp each), boots of levitation, a potion of speed, and a potion of animal control.

36. Huge vaulted room covered in murals depicting the reign of King Tsekani. Large shallow pool in middle of room with carved hieroglyphs instructing visitors to wash their feet. Stacks of sandals are nearby, and the pool is full of crystal clear water inhabited by tiny fish that will nibble at any flesh placed in the water.

