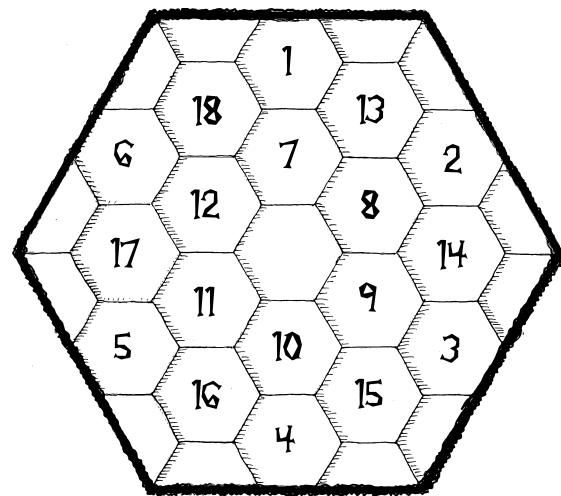


MOLOK'S MUMMIES

Dimly, folk recall grandmothers' stories about smooth stone tablets rising from farmer's fields, fetid swamps or desert sands. In the center of a 25 foot hexagon grinned the evil visage of Molok, horned devil worshiped by a forgotten race. Sages spin yarns of mummified priests slumbering amongst immense treasure deep below the dislodged crypt entrance. None who repelled down ever returned. Today, another has emerged, inspiring dread and greed.

Players gathering lore might learn **1:** The crypts sink back into the earth after seven days; **2:** The crypts harvest souls; **3:** The heart of the mummy is a valuable gem; **4:** Portals lead deeper, even downward toward greater danger; **5:** Prophecy predicts a hero will retrieve the key to banishing Molok forever; **6:** Elven wizards built these traps to besmirch the benevolent cult of Molok.



CHAMBER DIAGRAM

THE DIABOLICAL SYSTEM

Hexagonal chambers, **25' across and 25' tall**, connect to identically shaped chambers via doors in the walls, floor or ceiling. 3'x5' Iron doors swing freely on hinges pinned tightly to granite walls. Some are locked. 5' hexagon tiles stretch over the floors.

Passages between rooms, both horizontal or vertical, are 2-20' long hexagonal tubes 5' across.

Sound echoes mercilessly. Any loud noise amplifies into a cacophony requiring a save versus a confusion spell.

Threats inside the crypt intensify with depth. Count vertical shafts descended as the **depth factor [DF]**.

The soul of anyone killed inside the crypt instantly leaps from the body as a visible ghost, unable to escape. Seven days later, the crypt seals, descends back underground and thereafter remains unreachable.

THE DIRE PROCEDURE

Roll 6d6 to determine doors located in hexes 1-6. Doubles are locked doors. Triples indicate a sarcophagus protecting the terminal foe: a mummified priest of Molok! Behind each door, a **2-20' tube** extends directly to another chamber. Rooms without a ceiling entrance have a **4' round trap door 1 in 8 times** in the floor's center, below which is a 2-20' shaft open to the ceiling of another chamber. **Roll 1d6+6 to locate a trap.** Finally, **roll 1d6+12 to locate an adversary**, who waits patiently, listening as intruders approach.

GRUEL TRAPS Roll 1d6.

1: A pit opens, **10 x [DF]** feet deep. Disease-ridden filth coats 1 in 6, triggering **[DF]%** chance of infection.

2: Spikes jut up for **[DF]d6** damage, plus **poisoned 1 in 6**. Save or 1/2 movement until healed.

3: Lightning shoots up for **[DF]d6** damage then changes direction (1=N,2=NE,3=SE,4=S,5=SW,6=NW,7=UP,8=DN) for **[DF]d6** total feet.

4: **[DF]d6** (1=venomous snakes, 2=giant rats, 3=spiders, 4=rot grubs) crawl from under a crumbling tile.

5: Sleep gas puffs for **[DF]** rounds.

6: (1=water, 2=sand, 3=mud, 4=gravel) pours from a ceiling portal, filling the chamber 1/round to a depth of **[DF]d6** feet.

ZEALOUS ADVERSARIES

Trapped here for centuries, these foes wait in rage to destroy intruders. They may rashly trigger traps, perhaps harming themselves. **Sum [DF]d6 for type. Roll 1d6 for subtype. Roll 1d6+12 for location.**

Type	1-4	5-6
1	Skeleton	Skeletal Flayer
2	Zombie	Gellybone
3	Ghoul	Ghast
4	Shadow	Bone Chimera
5	Mummy	Bloodshroud
6	Wraith	Ghostcap Bloom
7	Green Slime	Black Pudding
8	Bone Golem	Flesh Golem
9	Spectre	Clay Golem
10+	Vampire	Diabolus

Slimes and puddings hang from the ceiling. Ghouls, Ghasts and Vampires are interested in escape.

THE TERMINAL FOE

A stone sarcophagus in hex **1d6+12** contains a mummified priest of Molok who wakes to consume the souls of those foolish enough to enter the crypt. Aside from usual powers of a mummy, including a **rotting touch** that causes wounds that do not heal, the gaze of these horrors trigger an irrational **fear** in even the most experienced warrior unless a save versus magic is made.

Resistant to magic, 4 in 6 spells reflect back on the caster. As former clerics, Molok bestows the following **spells:** Darkness x3, Resist Fire, Hold Person, Bestow Curse x2, Create Water (useful for dowsing flames). 3 x Day these foul priests may **vomit a stream of filth** doing 5d6 damage plus **[DF]%** chance of parasitic infection. Targets save for half damage. Anyone nearby must save or be splashed for 2d6 damage.

1D6 ordinary mummies attend the priest plus servile ghosts of any intruders who died since the crypt appeared.

Beyond all else, Molok's priests crave the sustenance of living souls. They might trade one of their treasures and let the other intruders escape.

REVERED REWARDS

Arrayed about the burial chamber are many treasures determined by **1D6 matching type A-F**. In addition, the heart of the mummified priest is a gem (1=ruby, 2=sapphire, 3=jade, 4=amber) worth **[DF] x 1,000 GP**.