

Level 12B: Tiamat's Puzzle

This dungeon level contains a series of puzzles culminating in an epic encounter in a temple to the dragon goddess Tiamat. The area is shown on **Map RA-12B**.

Level 12B

Equivalent Dungeon Level: 8

Entrances: Tunnel from Level 12-A

Exits: Chute to **Level 13C, Area 1** in area **12B-13**.

Wandering Monsters: Check once per hour on 1d20:

- | | |
|------|--|
| 1 | Patch of green slime on ceiling |
| 2 | Phasma (if killed deduct from Area 12B-4) |
| 3 | 3d6 giant rats |
| 4 | 1d2 mustard jelly |
| 5 | Slithering Tracker |
| 6 | Patch of purple moss |
| 7 | 2d6 wraiths (any killed deduct from Area 12B-5) |
| 8 | 1d6 crimson basilisks |
| 9-20 | No encounter |

Detections: Faint evil radiates from each door to **Area 12B-8**

Shielding: **Area 12B-8** is shielded by lead, and its doors each have the equivalent of an *anti-magic shell* in a 2-ft. radius around them.

Standard Features: The floors and ceilings are carved and smooth. Doors (except those to **Area 12B-8**) require standard checks to open and are unlocked.

Green Slime: Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a *Cure Disease* spell.

Phasma: HD 7; AC 3 [16]; Atk 1 incorporeal touch (1d6); Move 6 (Fly 9); Save 9; AL C; CL/XP 8/800; Special: Spells (at will—*detect good*; 2/day—*phantasmal force*; 3/day—*dispel magic*).

Giant Rat: HD 1d4 hp; AC 7 [12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

Mustard Jelly: HD 7; AC 2 [17]; Atk 1 slam (2d4 + 1d4 acid); Move 12; Save 9; AL N; CL/XP 12/2000; Special: Acid, constriction, poison aura, +1 or better weapon to hit, divide, energy absorption, resistance to cold (50%), magic resistance (15%).

Slithering Tracker: HD 5; AC 4 [15]; Atk 1 strike (1d4 + paralysis); Move 6 (Climb 6); Save 12; AL N; CL/XP 8/800; Special: Engulf, paralysis, plasma drain, sealed mind,

transparent, surprise on 1-3 on 1d6.

Purple Moss: This plant is a distant cousin of yellow mold. It feeds on moisture, so any area in which it grows is always extremely dry. Purple moss emits a sweet smell to a range of 10 ft. that has the same effect as a *sleep* spell (save negates). A victim that falls asleep is quickly covered by the moss. It takes 1 full round to cover a halfling-sized creature, 2 rounds for a human-sized creature and 3 rounds for ogre-sized creatures. A creature so covered takes 1d6 points of suffocation damage per round. Slain victims are digested in 1d2 hours by acidic secretions from the moss. Purple moss can be destroyed by fire.

Wraith: HD 4; AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

Crimson Basilisk: HD 6; AC 4 [15]; Atk 1 bite (1d8 + acid); Move 6; Save 11; AL N; CL/XP 7/600; Special: Acid bite, blood frenzy, wounding gaze, camouflage.

12B-1. Entrance

Staircase leading from **Level 12A, Area 12A-3B**.

12B-2. Empty Rooms

Self explanatory; although this is a good time to roll for wandering monsters. The Referee should also fill these areas with whatever dungeon dressing he feels is appropriate, perhaps noting the abundance of stalactites (setup for a later roper or piercer encounter) an inside-out rat corpse, or the presence of evil-looking green pools of water (all harmless of course).

12B-3. The Spinning Room

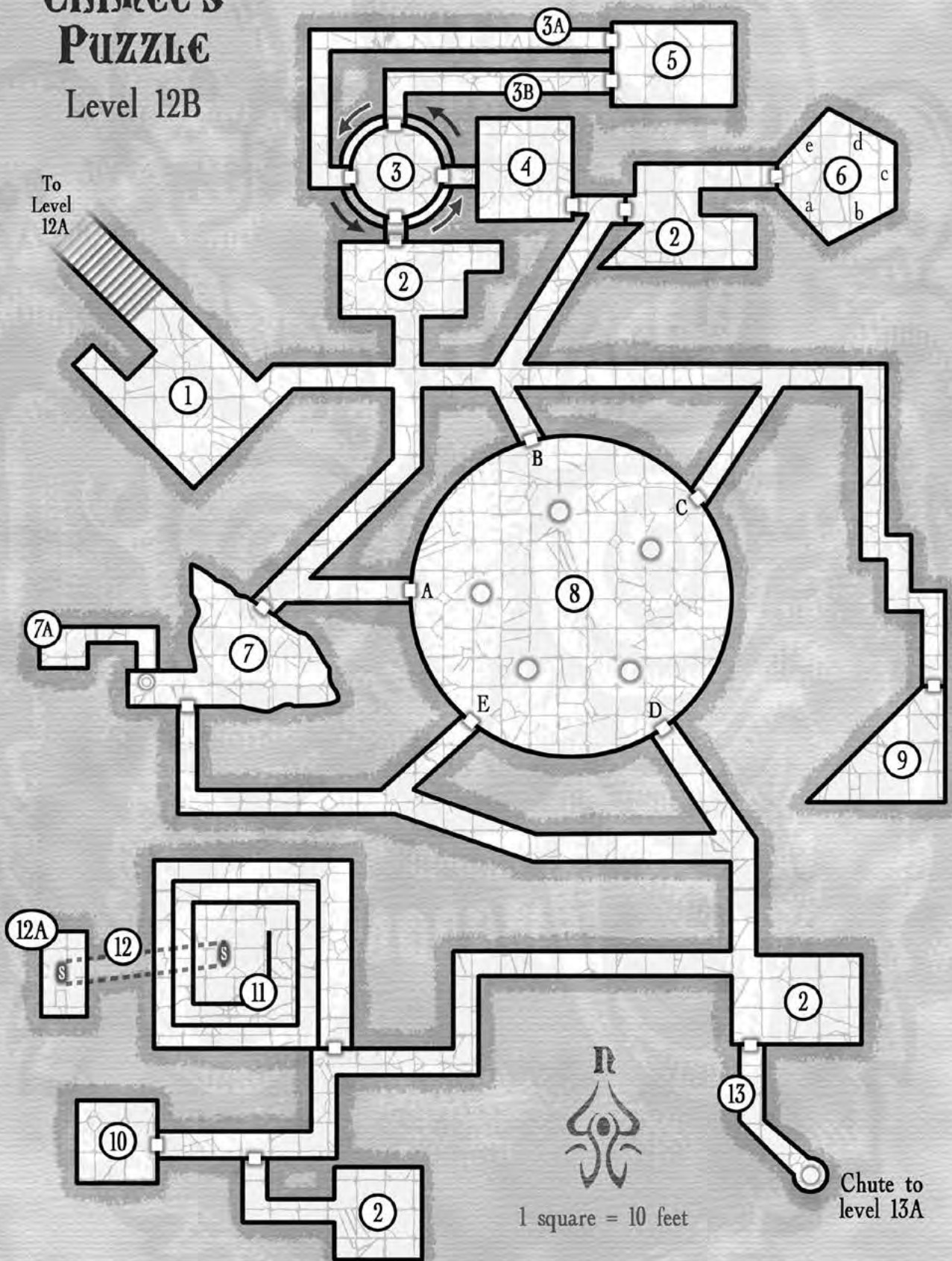
This room is circular with walls of rough masonry into which four iron-banded doors have been set, equidistant from each other. Starting at knee height and extending to the top of the doors are five bands of colored stone running the entire circumference of the room. Each is 6 inches wide and separated from the next by an hand's span of normal gray masonry and has been chiseled into the shape of large, draconic scales. The bands are—in order from bottom to top—chalky-colored limestone, green hornblende, gritty bluestone, red jasper, and polished onyx.

When the room is entered, any open doors slam shut after 1 round (anyone standing in the doorway must make a saving throw to avoid being struck by a slamming door or take 1d6 damage) and seal shut. They cannot be opened for 1 round by any means, during which time the room suddenly lurches and spins rapidly counterclockwise. After 1 round, the room comes to a halt, but the doors have moved 1d3 positions counterclockwise from their starting positions. Once the room has come to a stop, the doors can be opened as normal. If the room is left and then entered again, the process repeats itself.

TIAMAT'S PUZZLE

Level 12B

To
Level
12A



LEVEL 12B

Trap: The colored bands of stone along the wall are trapped to channel the energy of the type of dragon they represent. Touching one of the bands deals 4d6 points of the appropriate energy damage (cold, acid, electricity, fire, and acid, respectively) per round of contact with no save. They are easily avoided, except when the room begins to spin. When that occurs, everyone in the room must make a saving throw or be thrown against the wall by centrifugal force. Anyone coming into contact with the wall in this way touches 1d3 of the colored bands (roll d10 to determine: 1–2 white, 3–4 green, 5–6 blue, 7–8 red, 9–10 black; subtract 2 for each size smaller than Medium).

12B–3A. Corridor of Fiery Torment

Around the second turn in this corridor (from **Area 3**), the walls are painted with scenes of a fiery, parched desert land with jagged mountains of sharp-edged obsidian. A blood-red sun looks down from above where thousands of naked figures, stooped with heat and fatigue work to construct immense stepped ziggurats of the knife-edged stone. A cleric or someone who has studied religions may recognize this as a depiction of the underworld where souls condemned to an eternity of torment toil for the dragon goddess Tiamat.

Anyone walking into the east-west portion of the corridor that leads into **Area 5** finds that the baking sun and parched winds become all too real—the hall becomes sweltering with waves of heat rising from the baking stone. Every 10 ft. that an individual proceeds forward in the last 50 ft. requires a saving throw. On the first failed save, the victim becomes fatigued. On the next failed save, he takes 1d6 fire damage. This damage doubles with each failed save until the individual either turns back or makes it into **Area 5**. Once the damage stops accruing, the fatigue and any damage already suffers remains until recovered from naturally or by magic. The most insidious aspect of this corridor is that if it is entered from the eastern end at **Area 5** then the damage starts at 8d6 as if the individual had proceeded all the way from the west and failed his save every 10 ft. However, in this case, on advancement down the corridor east to west the damage diminishes as the inverse of how it is accrued when traveling from west to east. Old damage is not healed, it just uses half of the damage dice with each 10 ft. of advancement where a save is failed.

12B–3B. Corridor of Cold Condemnation

Around the turn towards **Area 5**, this corridor is painted in blacks and grays to resemble an underground corridor descending into the unknown depths. Painted stalactites and stalagmites along the walls give the appearance of many fanged maws waiting to devour anyone daring to make their way down its length, and glowing pairs of inhuman eyes can be seen peering from behind them. The figures of countless naked beings make their way through this dank labyrinth under constant assault from unseen shadowy things. A cleric or someone who has studied religion may recognize this as a depiction of the underworld where souls found wanting are sent before the subterranean court of the dragon goddess Tiamat for judgment.

Anyone walking into the east-west portion of the corridor that leads into **Area 5** finds that the dank cold and airless claustrophobia become all too real—the hall chilled with the bitter cold of the underworld. This functions exactly the same as **12B–3A** above, except the damage dealt is cold damage rather than fire damage.

12B–4. Consequence of Illusion

This large room is empty for the seven desiccated bodies that lie, wrapped in gray robes, in a rough circle on the floor. Their feet all point inward, and their empty eye sockets stare sightlessly at the ceiling above where the faint remains of some runic inscription can just barely be detected.

A group of adventuring clerics calling themselves the Gray Pilgrims made it to this room in the dungeon. Here they all fell to a *phantasmal*

killer trap magically inscribed into the ceiling that has long since deteriorated to nothing (the faint runes). Some helpful dungeon denizen looted their corpses and arranged them in their current position. No one has molested them since as two have now risen as **2 phasmas**, translucent robed figures sheathed in a pulsing white light. They arise when anyone enters and immediately attack with their *phantasmagoria* ability.

Phasmas (2): HD 7; AC 3 [16]; Atk 1 incorporeal touch (1d6); Move 6 (Fly 9); Save 9; AL C; CL/XP 8/800; Special: Spells (at will—*detect good*; 2/day—*phantasmal force*; 3/day—*dispel magic*).

Treasure: Though they have been looted, one still has a necklace of ancient bronze coins strung together on a silver chain hidden in the heel of boot. It is worth 155 gp.

12B–5. King E-Head Redux

The interior of this chamber is decorated like a royal tomb. Two gilded doors enter from the east, and the walls are covered with mosaics depicting regal dragons in flight and in rulership over lesser creatures. Engaged columns line the walls and have been carved to resemble palm tree with their fronds extending out over the 40-ft. ceiling as vaulting supports. At the far end of the room is a gilded sarcophagus, its top open to reveal the desiccated, perfectly preserved body of a slender boy in his early teens. He wears only a simple loin cloth of white silk. Atop his head is a golden headdress cast with five dragon heads extending above it. The top of the sarcophagus is covered by a single sheet of thick glass. Arrayed around the edges of the sarcophagus and attached to its sides are the preserved heads of five actual young dragons in colors of red, green, blue, black, and white. These are all in sad shape, having lost many scales and more than a small amount of the sand with which they have been filled.

The boy in the sarcophagus was once a powerful prophet of Tiamat and was interred in this temple at some point in ages past. He now exists as a **greater mummy**, sealed within his tomb. The spirits of his advisors were then captured in the dragon heads as **5 wraiths** to serve him in the afterlife and protect his tomb.

Wraiths (5): HD 4; AC 3 [16]; Atk 1 touch (1d6 + level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 6/400; Special: Drain 1 level with hit.

Naphthra-Tep, Mummy: HD 6+4; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 11; CL/XP 9/1100; Special: Mummy rot, hit only by magic weapons, spells as 9th level magic-user, he can cast each of these spells 1/day—(1st—*detect magic*, *magic missile*, *read magic*, *shield*; 2nd—*strength*, *wizard lock*; 3rd—*dispel magic*, *fly*, *lightning bolt*; 4th—*confusion*, *fear*, *ice storm*; 5th—*animate dead*).

Tactics: As soon as intruders enter the tomb, the wraiths arise from the dragon heads, taking the shape of shadowy dragons in flight, and attack, their incorporeal touch attacks appearing to be close range uses of their breath weapons. They fight until destroyed and are immune to the turn undead attempts as long as the sheet of glass over the sarcophagus is intact, as is the mummy. The boy-mummy within the sarcophagus is actually rather frail and does not make any motions or give any signs that it is animate. Only indication that it is casting spells is from a glow that encompasses the corpse as the spell is cast. The spell itself manifests from one of the stuffed dragon heads, though even if these heads are destroyed the spells continue to manifest. To get to the mummy, the sheet of glass sealing it within its tomb must be destroyed (AC 1 [18], hp 60). If this happens, the mummy arises to cast spells normally and enter melee if necessary.

Treasure: The mummy's golden diadem is worth 3,500 gp. A secret compartment lies in the hollow sarcophagus below where the mummy reclined. If it is discovered, it can be opened to reveal a hoard of 12,800 sp, 3,400 gp, and three clay urns overflowing with jewels (2,500 gp per urn).

12B—6. Wall Murals

This pentagonal room has a large mural painted in the center of each wall. As follows:

- An overgrown swamp filled with black pools, and the barest glimpse of stony ruins through the foliage.
- Mountainous terrain with knife-edged cliffs and bottomless chasms beneath a brilliant blue sky.
- A vast desert of rolling dunes and salt flats. A brazen sun burns overhead in a sky white with heat.
- A thick forest of ancient trees with great, twisted boles and a canopy of green stretching for miles in all direction.
- Ice caverns in a glacier hanging above a Northern fjord.

As soon as the door is opened a magic mouth announces the cryptic clues (below) to the door order to enter area 8—this is a riddle that indicates the order of the colored doors to be entered in **12B—8** white before green, green before blue, blue before red, and red before black.

“The wise traveler leaves the forest for the desert before he braves the mountains. He remembers where he began his journey, in the glacial palace, and dreads the end of his journey, in the foul swamps.”

12B—7. False Room

This oddly shaped room is heaped with broke stone and debris that is smeared with dried blood stains. The air bears the stink of sulfur and blood. The entire chamber is considered difficult terrain. A small pool near the back of the room is fed by a spring. The chamber is inhabited by **4 crimson basilisks** that hide among the stony ruin. The pool at the back of the chamber is actually a *permanent image*. In reality it is a 15-foot-deep pool of fuming sulfuric acid that deals 3d6 acid damage to anyone who touches it or 10d6 acid damage per round of immersion. The basilisks know better than to try and drink from this pool. If anyone is able to dive to the bottom of the pool, he finds a stone trapdoor that opens onto a tunnel leading to **Room 7A**. It can only be located if someone braves swimming to the bottom of the muck. If opened, it floods **Room 7A** to a depth of 1 ft., but leaves the pit drained.

Crimson Basilisks (4): HD 6; AC 4 [15]; Atk 1 bite (1d8 + acid); Move 6; Save 11; AL N; CL/XP 7/600; Special: Acid bite, blood frenzy, wounding gaze, camouflage.

12B—7A. True Room

This low-ceilinged chamber (5-ft. high) contains a massive stack of silver bars. Each bar weighs 20 lbs. and is worth 100 gp. There are a total of 150 of the bars, but they should prove extremely difficult to move from their hiding place in order to sell.

12B—8. Tiamet’s Cathedral

Each door to this chamber is made of an unidentifiable metal of a single color: A—white, B—green, C—blue, D—red, and E—black. The doors radiate faint evil and conjuration magic. In addition, each door has the equivalent of an *anti-magic shell* extending out from them for 2-ft. As each door is opened, it reveals only solid stone beyond and unleashes a blast of energy into the 10-ft. in front of the door dealing 6d6 damage as if from the breath weapon of a dragon of the corresponding color. This occurs each time a door is opened in the wrong order (see below).

In fact, the room beyond exists out of phase with the rest of the dungeon complex. To successfully enter the room beyond, the doors must be opened in the proper order as described in **Room 6** (white, green, blue, red, and black). If this is done, then when the black door is opened, it reveals **Room 8** beyond. Once inside the room, any of the doors can be used as an exit, but once the door has closed the room can only be re-

entered by opening them in the proper sequence again.

Beyond the door is a vast cathedral chamber supported by vaulting pillars. Its walls are lined with lead sheets. Above each of the colored doors is a massive sculpture of the neck and head of the corresponding type of dragon, its mouth agape as if firing its breath weapon towards the center of the room. In the center of the room is a massive pile of glittering gold and silver coins with a number of weapons and other items protruding from it—a true dragons hoard. This hoard is guarded, though. If anyone touches it, **5 young dragons** are instantly summoned—one for each color. These dragons immediately attack anyone in the room.

Young Black Dragon: HD 6 (18 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 11; AL C; CL/XP 8/800; Special: Spits acid (60 ft. long).

Young Blue Dragon: HD 8 (24 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (3d8); Move 9 (Fly 24); Save 8; CL/XP 10/1400; Special: Spits lightning (100 ft. long).

Young Green Dragon: HD 7 (21 hp); AC 2 [17]; Atk 2 claws (1d6), 1 bite (2d10); Move 9 (Fly 24); Save 9; AL C; CL/XP 9/1100; Special: Breathes poison gas (50 ft. in diameter).

Young Red Dragon: HD 9 (27 hp); AC 2 [17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; AL C; CL/XP 11/1700; Special: Breathes fire (90 ft. long, 30 ft. at base).

Young White Dragon: HD 5 (15 hp); AC 2 [17]; Atk 2 claws (1d4), 1 bite (2d8); Move 9 (Fly 24); Save 12; AL C; CL/XP 7/600; Special: Breathes frost (70 ft. long, 30 ft. wide at base).

Tactics: The dragons appear in front of their respective doors, and immediately take flight to perch high upon the pillars in order to catch the PCs with their breath weapons. If anyone takes flight or seeks to climb a pillar, the dragons concentrate their attacks on that individual. They fight to the death to protect their queen’s hoard.

Treasure: The hoard contains 3,800 gp, 5,500 sp, 19,345 cp, a torc of twisted gold and silver (worth 1,200 gp), a brass ring with a large ruby (550 gp), a suit of +1 *platemail*, a silver longsword, a *spear +1/+3 vs. dragons*, and a *staff of the snake*.

12B—9. Far From Home

The door to the chamber is locked. This chamber is largely isolated from the rest of the complex, which is for the best considering it is inhabited by a massive abyssal apelike creature with red fur, twisted horns, and a fanged maw in the center of its chest called a **baregara**. How the creature came to be here is a mystery, but it is tasked with guarding the room’s **treasure**, and never leaves its post.

Baregara: HD 16 (80 hp); AC -2 [21]; Atk 2 claws (1d10), bite (1d8) and gore (1d8); Move 12 (Climb 15); Save 3; AL C; CL/XP 20/4400; Special: Creatures struck by both claw attacks must make a save or be hugged, the baregara’s chest mouth biting them for 2d8 points of damage per round, immune to electricity, +1 or better weapon to hit, spells (at will—*dispel magic*, *teleport*; 3/day—*hold person*, 1/day—*summon 1d4 carnivorous apes*; see are **8B-10**).

Tactics: As soon as the baregara hears intruders at the door, it begins summoning 1d4 dire apes followed by a *hold person* once the door opens. Once the apes appear in front of the PCs, the baregara teleports behind the party and uses another *hold person*. It then proceeds to attack the rear ranks of the party while the apes deal with the front.

Treasure: Hidden beneath a loose flagstone is a velvet lined cavity. Within this cavity lies *The Sword of Princes and Princesses* (see sidebar).

The Sword of Princes and Princesses

This sword is the “child” sword of the Sword of Kings and Queens, which can be found on **Level 12C, area 9**. The relationship of the two swords is explained fully in that location. This **+3 short sword** is only usable by a halfling or child. This sword has a blade of a bluish metal with nursery rhymes engraved on it. It otherwise functions as a **-2 cursed short sword** for anyone else (though it retains its other abilities and its curse). This sword has the ability to cast *locate object* (for the **Sword of Kings and Queens** only) 1/hour. It can cast *light* 1/day, and can cast *control temperature* 10' radius and *anti-magic shell*, each 1/week. The wielder of this sword has a continuous effect of *water walk* while the sword is drawn. It has an intelligence of 12.

Like its parent sword, this sword initially carries a curse. This curse can only be removed by a *wish* or by the prescribed method. The effect of the curse is two-fold. First, it causes *fear* on its wielder whenever he enters combat (save avoids). If the wielder saves, the sword falls out of the characters hand every other round of combat, quivering on the ground (the sword itself trembles with fear). This curse can be lifted permanently by striking it with the blade of the un-cursed parent sword (spanking it).

each rung has a 50% chance of breaking if any weight is put on it and dumping a climber into the slime below). Moving through this tunnel will require either the ability to pass through the green slime and survive or the destruction of the accumulated patches. Area spells will only affect the top layer patches within their area of effect, since the ones below are shielded by the ones above. Each 5-ft. by 5-ft. patch is 6 inches thick.

12B-12A. The Hidden Crypt

Beyond the green tunnel is a small airless crypt. Here on a stone bier rests **Magerly**, a **lich necromancer** interred here centuries ago who then cultivated the green slime to protect the entrance to his lair. Since the room is airless, unless the PCs destroyed the green slime and created a way for air to flow here, they are considered to be suffocating every round spent here. If an airway has been opened to this room, once the trapdoor is opened, it will still take at least an hour before the chamber is sufficiently oxygenated. Until then a saving throw is required for any living creatures in the chamber or they will become fatigued until receiving sufficient breathable air.

Magerly, Lich: HD 12 (50 hp); AC 0 [19]; Atk 1 hand (1d10 + automatic paralysis); Move 6; Save 3; AL C; CL/XP 15/2900; Special: Appearance causes paralytic fear, touch causes automatic paralysis, spells as 12th level magic-user.

Tactics: Magerly is, of course, unaffected by the lack of air and attacks as creatures attempt to enter through the trapdoor. He first attempts to clear it out with a *cloudkill* and then, if he is able to cast down the length of the tunnel, he will cast a *fireball* towards the far end followed by a *magic missile* at any close threats. If engaged in melee he adds *shield*.

Magerly's phylactery is currently being held by the ogre mage on **Level 13B, Area 4** as a trophy, though that creature has no idea what it actually is.

12B-13. Chutes and Ladders (well, Chutes)

A *permanent image* on this corridor makes it appear to stretch another 60 ft. before making a sharp turn to the left. In reality it dead ends with a **pit trap** in the floor directly before the blank stone wall. The pit trap is covered by the illusion, so it can only be discovered if the illusion is first disbelieved. Anyone falling through the pit finds themselves on a chute that deposits them (no damage) in **Level 13C, Area 1**. Climbing back up the chute is quite difficult.

12B-10. The Sword in the Stone

A sword is embedded in the center of this room's stone floor. It's golden hilt and 2 ft. of shining steel blade are visible. This chamber is a **trap**. The sword is actually just part of a gilded and painted longsword that was broken and set into the floor. It is valueless and can only be removed with a successful open doors check. The real purpose of the room is as a trap. When anyone steps foot more than 5 ft. into the room, the entire floor electrifies and shocks anyone standing on it (per spell *lightning bolt* - 1d6 electricity damage, no save). Flying above the floor does not set off the trap and avoids damage if the trap is activated. Once the trap has been activated, it does not reset until someone touches the hilt of the sword. This immediately resets the trap and activates it if anyone still stands on the floor. This can occur multiple times.

12B-11. The Distorted Maze

This maze is under a powerful magical effect (*distance distortion*) that distorts the distances traveled so that it seems to be approximately 2 miles long and takes the time and resources necessary to cover such a distance in order to reach the middle. As a result, wandering monsters frequently become trapped in here. Double the frequency of random encounters occurring in this area. The magical distortion can be removed with a *wish*. The secret door in the floor at its center can be found normally, though there is a large pile of bloody crimson basilisk dung that lies one the center of it and will need to be removed to avoid getting it on the PCs in a bloody mess.

12B-12. The Green Tunnel

The trapdoor in **Room 11** drops 5-ft. into a 5-ft.-high tunnel that extends to another trapdoor 5-ft. above leading into **Room 12**. The entire tunnel is completely filled with a massive colony of **green slime** (the equivalent of 280 patches). Rusted iron rungs are secured to the stone just above the level of the slime to allow the two trapdoors to be reached (though