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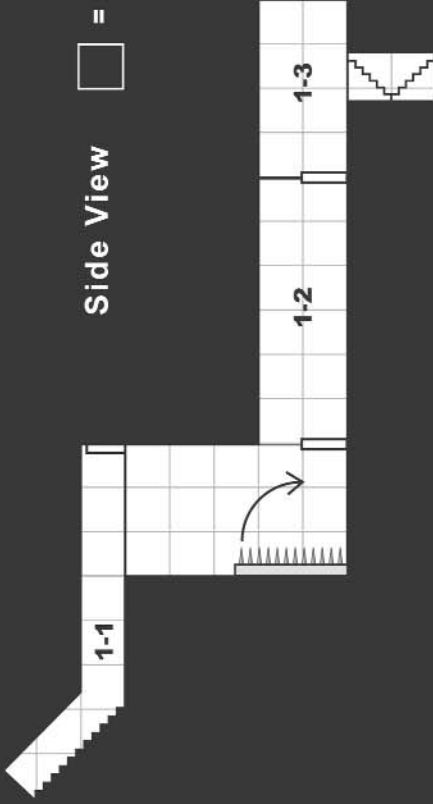
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Map 1: The Passage of the Past

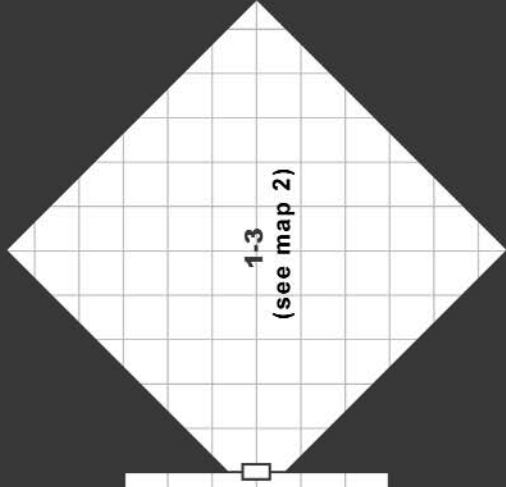
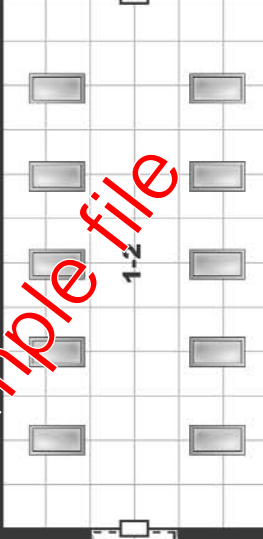
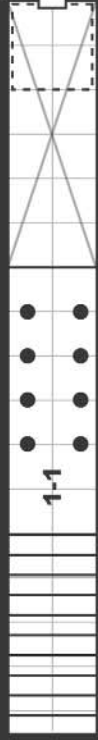


Side View  = 20 ft.

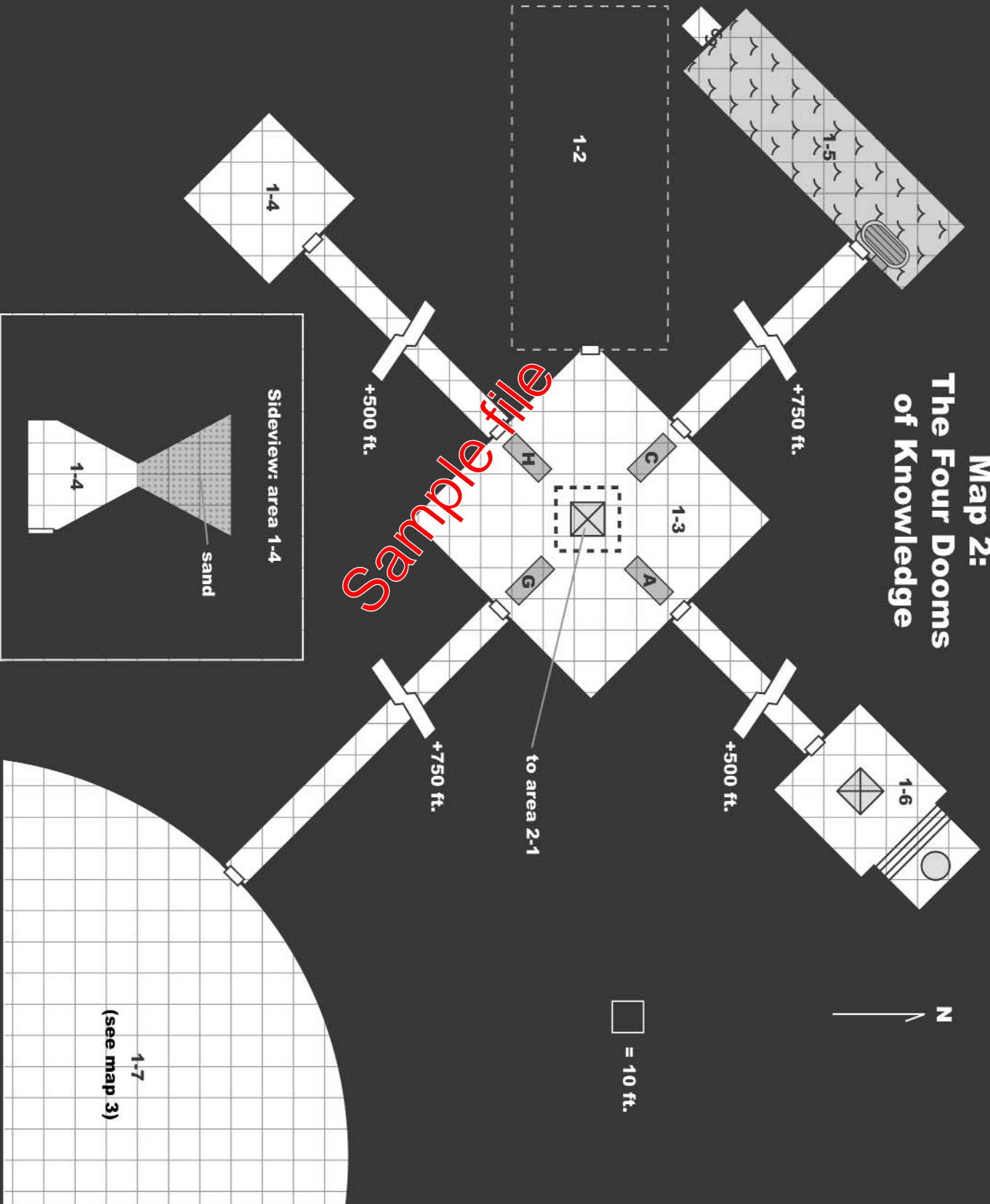


Overhead View  = 10 ft.

Sample file



Map 2: The Four Dooms of Knowledge



Dungeon Crawl Classics #15

Lost Tomb of the Sphinx Queen

by Chris Doyle and Joe Crow

AN ADVENTURE FOR CHARACTER LEVELS 14-15



Credits

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Introduction

Remember the golden days of role playing, when adventures were underground, NPCs were there to be killed, and the finale of every dungeon was the dragon on the 20th level? Well, those days are back. Dungeon Crawl Classics feature bloody combat, intriguing dungeons, and no NPCs who aren't meant to be killed. Each adventure is 100% good, solid dungeon crawl, with the monsters you know, the traps you fear, and the secret doors you know must be there somewhere.

The Lost Tomb of the Sphinx Queen is designed for four to six players of 14th through 15th level. We recommend 60-75 total character levels between the party members. While the characters can be of any basic character class, a good mix of character classes is helpful, and a party without at least one rogue will probably end up as toast. A wizard will prove quite valuable, as will several capable fighters and a cleric. See the "Scaling Information" section for ways to tailor this adventure to your group's unique style of play.

Adventure Summary

On the edge of the mysterious Barren Hills, between the mountains and the Great Desert, there is a gigantic statue of a crowned gynosphinx, ancient beyond reckoning. At its feet, a great androsphinx known as Khubsheth the Prophet has dispensed counsel and prophecy to all who come to him for longer than mortal records can tell. Legend tells of a long-dead empire of sphinxes, ruled over for millennia by a great queen named Ankharet. She fell into darkness and her empire was shattered, as her subjects rebelled and cast her down. Unable to kill her, it is said they bound her with great magic and buried her beneath the statue, to wait

for the foretold heroes who would be able to slay her and end her evil forever. Their empire in ashes, the sphinxes scattered to roam the world in bitter freedom — all but Khubsheth, who waits for his prophecy to be fulfilled.

The party has come to visit Khubsheth, whether for counsel, prophecy or out of curiosity, but as soon as he lays eyes on them, he attacks! Upon his defeat, he tells them that they are the heroes foretold. They must enter Ankharet's tomb, kill her, and destroy her cursed crown, an artifact of tremendously evil power. As he dies, a doorway opens at the base of the statue, leading down into darkness.

The labyrinth below consists of a series of guardian creatures and traps, designed both to test the party (to ensure that they're powerful enough to destroy Ankharet and her crown) and to teach them of the now-forgotten glories of the Sphinx Empire. The first encounters include a devious pit trap and the mummified remains of Ankharet's honor guard. Next, the party must either solve four riddles or defeat four constructs guarding the entrances to four chambers. These chambers contain fearsome creatures and lethal deathtraps to test the party's courage and cleverness, as well as the four magical Lesser Keys that unlock the next section of the labyrinth.

Though shorter, the next section is much more lethal, as the party must retrieve two more magical Greater Keys from a trap-filled maze surrounding a terrible hydra and a precarious series of platforms over a pit of magma, guarded by demonic gargoyles. With these keys, they can unlock the penultimate chamber, where they must defeat Ankharet's half-dragon daughter, as well as magical replicas of themselves. This opens the final chamber, where the undying Sphinx Queen awaits.

The primary treasure gained in this adventure is the six Keys, which are also powerful magic items, as well as the Sphinx Queen's *Shadowcrown*, an artifact of terrible power. Of course, the gratitude of nearly every sphinx in the world isn't too shabby either. As for future adventures, most parties will be looking for some way to destroy the *Shadowcrown*, since it is an evil artifact and too big for them to use. Of course, now that the crown is out in the world, odds are that quite a few powerful and nefarious individuals will be looking for it ...

Game Master's Section

Encounter Table

To help the GM prepare, we have included a quick reference table showing all encounters at a glance. **Loc** – the location number keyed to the map for the encounter. **Pg** – the module page number that the encounter can be found on. **Type** – this indicates if the encounter is a trap (T), puzzle (P), or combat (C). **Encounter** – the key monsters, traps, or NPCs that can be found in the encounter. Names in *italics* are classed NPCs. **EL** – the encounter level.



Loc	Pg	Type	Encounter	EL
A-1	6	C	<i>Khubsheth</i> , androsphinx	13
1-1	8	T	Corridor pit trap Crushing spiked wall trap	14
1-2	9	C	8 mummified hieracosphinxes, 2 mummified criosphinxes	15
1-3	9	P/C	4 stone kith sphinxes	16
1-4	12	T/C	Door trap Sand-filled room trap Greater earthquake leonid Earthquake leonid pride	16
1-5	14	T/C	Door trap Sinking ship trap <i>Apketh</i> , iron kith viper <i>Hrumeth</i> , conflagration raptor	16
1-6	15	T/C	Door trap Crushing ceiling trap Advanced roper	16
1-7	17	T/C	Door trap <i>Desolation's glamour</i> trap <i>Euthaskia</i> , advanced lamia <i>Euthaskia's</i> pool trap 4 hellscarab swarms	15
2-2	20	T/C	<i>Acid fog</i> hall (4) Extended <i>blade barrier</i> trap <i>Symbol of fear</i> traps (4) Stone hammer traps (4) <i>Teleportation circle</i> traps (4) Grinding blades trap Demi-gorgon hydra	18
2-3	22	T/C	Scything blades trap Slippery platform traps (4) Alpha half-fiend gargoyle 5 half-fiend gargoyles	17
2-4	23	C/T	<i>Meraph</i> , half-dragon (gold) gynosphinx <i>Meraph's globe of opposition</i> trap Replicas <i>Symbol of death</i> trap <i>Symbol of fear</i> trap	19
2-5	25	C/T	<i>Queen Ankharet</i> , ageless gynosphinx 4 greater shadows <i>Symbol of persuasion</i> trap <i>Symbol of insanity</i> trap <i>Symbol of death</i> trap <i>Symbol of pain</i> trap <i>Symbol of sleep</i> trap <i>Symbol of stunning</i> trap <i>Symbol of fear</i> trap	19

Scaling information

The Lost Tomb of the Sphinx Queen is designed for 4-6 characters of 14th-15th levels, but it can be easily modified for parties of different sizes or levels. Consider adapting the adventure using any of the following suggestions:

Weaker parties (3 or fewer characters, or lower than 14th level): The primary problem for lower level parties will be the traps. Drop the Search and Disable Device checks by 5 and lower the damage by a few dice. Increase the onset delay in area 1-4, change the acid river in area 1-5 to water, and change the magma in area 2-3 to a spiked floor. Reduce the mummified sphinxes in area 1-2 to one criosphinx and five hieracosphinxes, and lower the hit dice of the guardians in area 1-3 by 2 HD and remove their breath weapons. Remove the breath weapons from *Apketh* and *Hrumeth* in area 1-6. Remove two of the hellscarab swarms from area 1-7 and take away *Euthaskia's ring of invisibility*. Take away the hydra's breath weapon in area 2-2, and remove the half-fiend template from the gargoyles in area 2-3. Remove the half-dragon template from *Meraph*, and replace *Ankharet* with a tiny, fluffy kitten (or you can just remove the seven *symbol* traps).

Stronger parties (7 or more characters, or higher than 15th level): Increase the CR of the traps by 2 by increasing the damage inflicted or the DCs associated with locating/avoiding the traps. Convert all of the mummified hieracosphinxes in area 1-2 to mummified criosphinxes. Add four hit dice to each stone kith sphinx HD in area 1-3. Decrease the onset delay on the trap in area 1-4, and add another greater earthquake leonid. Add another iron kith viper to area 1-5. Advance the roper in area 1-6 by 6 HD. Give *Euthaskia* 6 Sorcerer levels and useful defensive and illusionary spells. Convert the demi-gorgon hydra in area 2-2 to a 12-headed demi-gorgon pyrohydra. Add three more half-fiend gargoyles to area 2-3. Give *Meraph* 4-5 class levels (fighter or cleric) and increase her magic items appropriately. The encounter with the Sphinx Queen can be deadlier by giving her more magic items and doubling the number of greater shadows the *Shadowcrown* can summon.

Getting the Players Involved

The following hooks can be used to get the players to the tomb:

- The kingdom is facing a terrible crisis, and the King seeks counsel from *Khubsheth the Prophet*. But he can't abandon his throne during the crisis, so he sends the party to the Barren Hills to ask *Khubsheth* for guidance.
- The party has traveled a long way, and stops for a brief rest at *Prophet's Leap*. While they're there, someone suggests that they visit the *Prophet* and see the great statue of the Sphinx Queen.
- The party has acquired a large treasure, but it's haunted by a vengeful ghost. Perhaps *Khubsheth the Prophet* can tell them how to break the curse.
- The party is wandering the Barren Hills when a sandstorm hits. They seek shelter at the base of a mysterious statue.