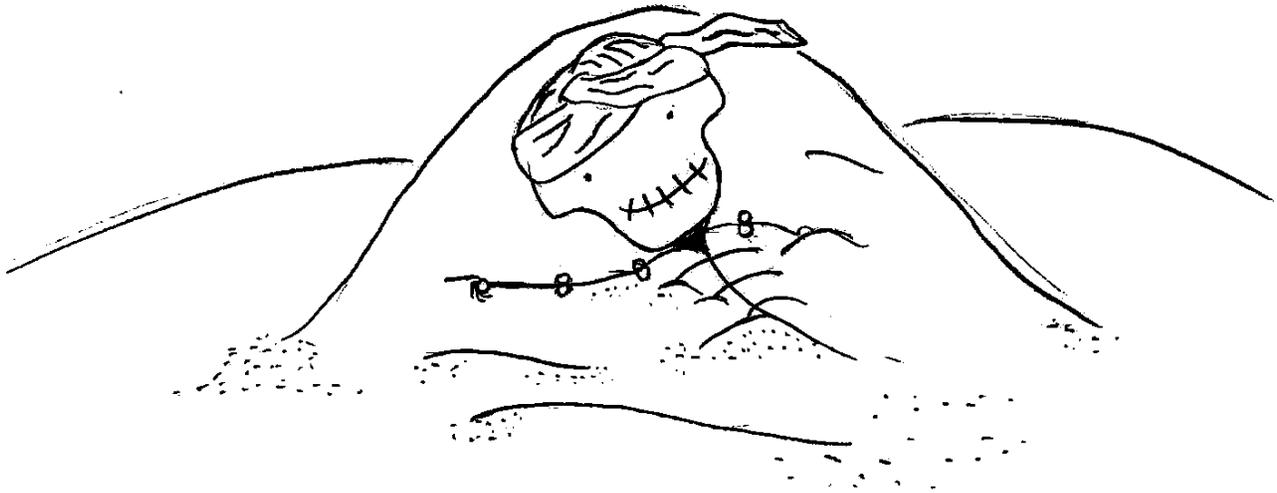


# Dungeon Module Z3

## *The Tomb of Rassanotep*

By Jeff Simpson

A SEVEN VOYAGES OF ZYLARTHEN ADVENTURE  
FOR CHARACTER LEVELS 2-3



A biting sandstorm uncovers an ancient tomb in the rocky badlands. Ancient traps and restless spirits haunt its halls. What treasure will you find in the Tomb of Rassanotep?

Originally released for the **Coldlight Press** December 2023 **Adventure Site Contest**. It has been expanded and edited in this edition. You may find **Coldlight Press** at [coldlightrpgpress.weebly.com](http://coldlightrpgpress.weebly.com)

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Proudly made without the use of intelligence; artificial or otherwise.

Thank-you to Strizius, Abdul, and Arashk.

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*There is considerable information contained herein which is descriptive and informative with respect to what players see and do. Note that this does not mean that you, as Dungeon Master must surrender your creativity and become a mere script reader. You must supply considerable amounts of additional material. You will have to make up certain details of areas. There will be actions which are not allowed for here, and you will have to judge whether or not you will permit them. Finally, you can amend and alter monsters and treasures as you see fit, hopefully within the parameters of this module, and with an eye towards the whole, but to suit your particular players.*

*-Ernest Gary Gygax, Rest in Peace*

# Zylarthen Module 3: The Tomb of Rassanotep

## Introduction

In the steppe-studded badlands is a small oasis commanded by the enigmatic nomad known only as the Blue Dove. It is not large nor opulent, lacking the dancing girls frolicking in its pool, but it is nonetheless necessary to pass through if travel through the desert wastes is to be successful. The oasis is mysteriously quiet upon the party's arrival with only their host present though if the party is in dire need of hirelings, consider placing a torch-bearer, a desert guide, and a thief waiting to rob the party at the nearest possible convenience.

As you sleep in the caravanserai, a dread wind howls and travel outside the building is prevented by a raging sandstorm. The next morning, your host is found mostly-buried under the sand, the tatters of his turban blowing lazily. As he is uncovered, it is seen that only his skeleton remains, his skin flayed by sand and his left hand outstretched, pointing with a bony finger. If this heading is followed, it will lead to a cliff face where aeons ago, Rassanotep the Mogul, a minor noble of a long-dead line, was interred.

The below adventure was originally written for the author to ease himself into the **Seven Voyages of Zylarthen** by **Oakes Spalding** and has been repurposed for the December 2023 **Adventure Site Contest** by **Coldlight Press** in which submissions are encouraged to be minor locations suitable for coming across during a hexcrawl. It has again been edited and expanded, now without the restraint of a two-page limit, for its official release. Regard this as the *complete* edition of **The Tomb of Rassanotep**. This dungeon can be placed in any desert or desert-adjacent terrain as a stand-alone location, or the dungeon can be fully inserted into a larger mega-structure such as pyramid that contains the many individual tombs of an entire royal family. All monsters used will be given statistics in the key. If further rules are required, complete rules for many of these monsters will be found in **Seven Voyages of Zylarthen Volume 2: Book of Monsters**. They may require adjustment for use in your own campaign milieu.

The map uses a 5-foot scale and will be provided at the end of this booklet. No new items or monsters are given and any creatures with a \* following their Armour Class can only be hit by magical weapons. As such, a party lacking at least 1 magical weapon will find great difficulty in this adventure - consider placing such a weapon on the corpse of the Blue Dove. There are no wandering monsters in the **Tomb of Rassanotep** due to it being sealed for millennia, but if players tarry, a second adventuring party, detailed alongside the map, should be sent into the dungeon to loot its treasures and slay the lazy explorers.

## The Oasis of the Blue Dove

**The Yurt of the Blue Dove** As mysterious as its owner is the tent belonging to him. It is decorated with maps of the night sky, though observation will reveal constellations alien to this world. The maps are worth 900sp as a curiosity. Any guests are invited to have their meals in this tent, sat at comfortable but homely pillows, where their meals will be supplemented with a bowl of mashed berries and honeyed oak-clusters. The Blue Dove says little during these meals, claiming that there are those in the vast desert sands who listen and collect conversations as if they were grains of sand to fill an hourglass. He will not elaborate on this.

**Caravanserai** This is the only permanent structure at the oasis. It contains space for 13 cots, hooks to hang lamps, and an attached stable. If in need of a location to seed future adventure hooks, consider placing a lost journal under one of the cots for the players to find, leading them to further journeys once they finish their current task.

**Tent of Ablution** A small tent with a granite font of clean water for performing the *wudu*, a ritual cleansing before meals and intercourse. Next to this are 4 silk hand towels, worth 100sp each, and a cheap shaving kit and mirror.

# The Tomb of Rasanotep

**1 Entry** Doors of thick stone are carved with a warning in an ancient language. There is a 1-in-6 chance of being able to decipher it or 3-in-6 if the reader's Intelligence is 14 or higher. The message reads *All Rivers of Life will meet the Ocean of Death.*

The room beyond features a wall of hieroglyphs and a dusty wooden door, leading to a closet that contains nothing but a trapped floor, dropping the target 10' (1-6). The hieroglyphs in the main room read *The rivers Opened up on the Thirteenth Day and flooded the Village.* Reading this requires a similar roll to above though if the previous check was successful, the chance increases to 5-in-6. If a secret doors check is succeeded or if the hieroglyph *Opened* is pressed, a passage will open in the northern wall leading deeper into the tomb.

**2 Trapped Hallway** The western wing of this T-shaped hallway features a 10' deep spiked pit trap (2-12).

**3 Drafting Room** A decaying skeletal architect sits slumped over a worktable. If approached, the skull will rattle before a spider crawls out of its eye-socket. There are 16 normal spiders nesting in these ancient bones. A sheet of papyrus on the table reveals that 9 rooms were planned for this tomb. A thin slate sheet hanging on the north wall, covered in calculations hides a secret passage.

**Normal Spider:** HD 0 (1hp); AC 9, Mv 3; Atk 1bite (nausea)

**4 Idol to Ailuros** The door is painted with a scene depicting a man pouring a reddish milk out of a golden chalice to a cat. Within is a statue of a regal-looking cat, painted with cheap gold paint to give it the appearance of value. This statue will animate to attack any who do not bear the blood of Rasanotep, though its process of awakening takes 2-12 turns.

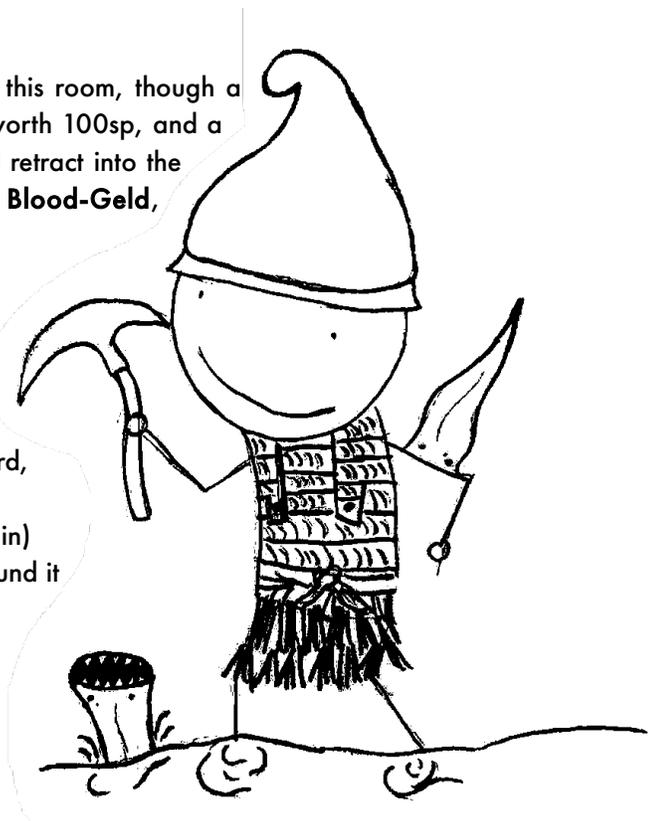
**Living Statue:** HD 3; AC 2\*; Mv5; Atk 1 bite (1-6)  
HP (8)

**5 False Throne Room** Mundane treasures of rotted wood litter this room, though a silver tea service worth 1,000sp, a set of gold-handled cutlery worth 100sp, and a throne stand out from the clutter. If the throne is sat upon, it will retract into the wall and dump the occupant down a slide into **The Pool of the Blood-Geld**, where they will be left in a prone position.

**6 Pool of the Blood-Geld** This room is flooded to a depth of 3' and contains 3 giant leeches swimming about. If a character is dumped into the room from above, each leech has a 1-in-4 chance of being able to make a free attack against the individual.

A sunken body bears a golden ring worth 1,000sp, a rusted sword, and a brick of solid naphtha that contains 10 doses of lantern oil.

**Giant Leech** HD 2; AC 8; Mv 6; Atk 1 Ex-Sanguination (level drain)  
Hp (6, 3, 8) The leech's level drain only applies on the second round it is attached.

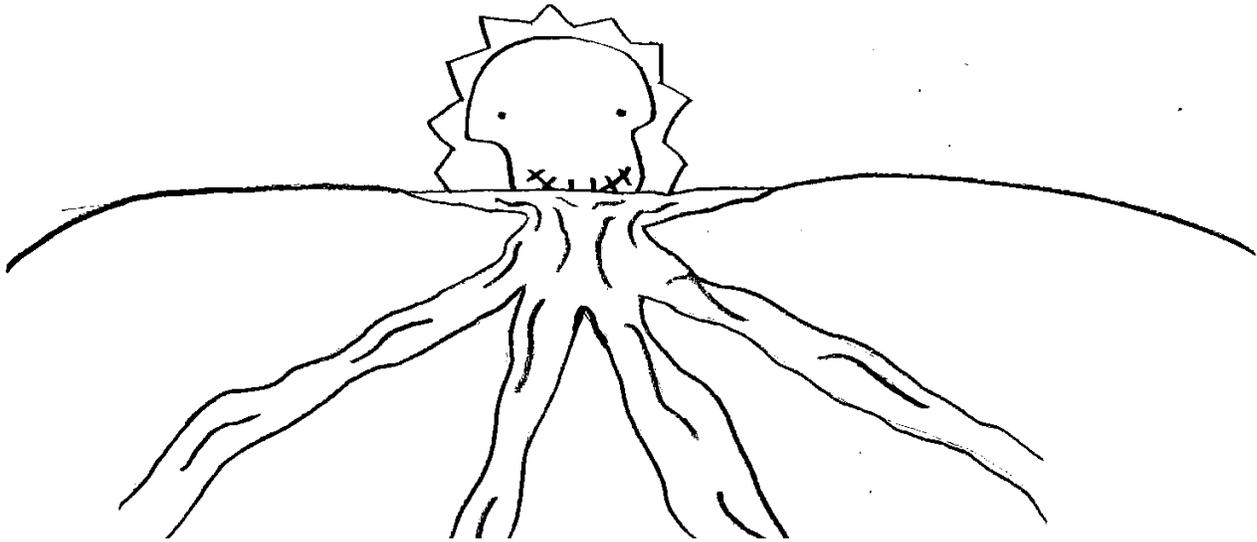


**7 Barracks** Standing in eternal vigil along the east and west walls are 6 skeletons (3 along each). As long as Rasanotep's spirit has not been vanquished, they will animate and attack any intruders. While their helmets are salvageable, their shields and spears are rusted beyond use.

**Skeleton Guards:** HD 1/4 d12; AC 7; Mv 6; Atk 1 spear (1-6)

HP (4, 2, 1, 2, 4, 3)

**8 False Treasure Room** A beggar's ransom of 5,000cp is kept neatly in 5 amphorae. The north wall features tempera art of several rivers flowing to a central point on the horizon, a skull rising in the place of a sun. It is a false wall and searches for secret doors will uncover nothing. Hitting or striking the wall however, will reveal a hollow ring. If the wall is torn down, a process taking 10 minutes to make a hole large enough for ingress, The **Hidden Treasure Room** will be uncovered.



**9 Hidden Treasure Room** A single chest of persea wood is all that will be found in this chamber hinted at in the **Drafting Room**. It carries within it 6,000sp, but is trapped with a scything razor blade that will sever a finger (roll on a d10 to determine which). This reduces the character to 5 hit-points or to 15% of their normal hit-point total, whichever is the lower total result.

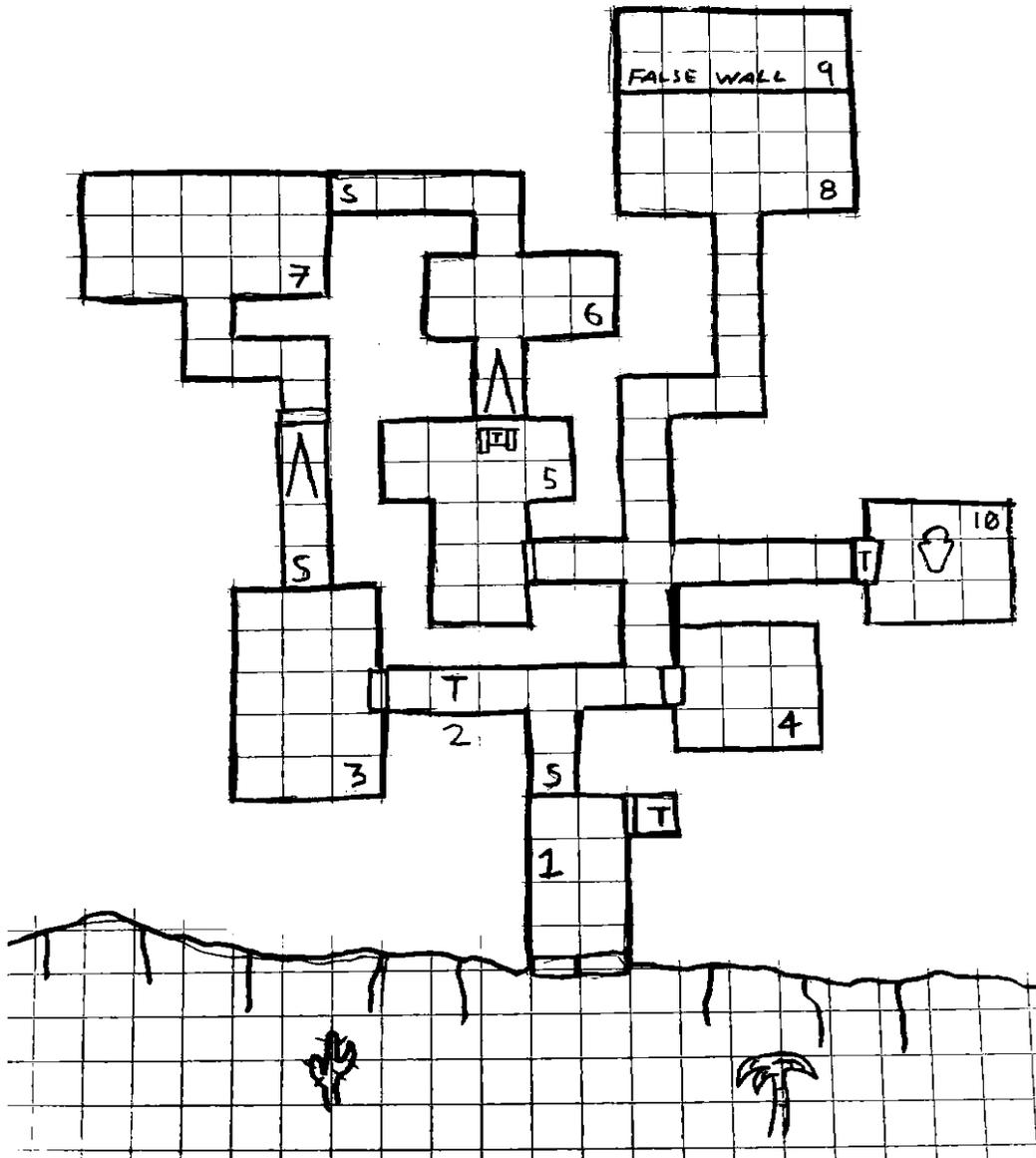
**10 Rasanotep's Tomb** The door to this resting chamber is both locked and trapped; a poison needle will shoot out at anyone turning the door's heavy stone opening-lever.

Within, a plain stone sarcophagus sealed in black wax dominates the chamber. Breaking the wax requires a save vs Death Ray from all within the room to avoid sickening fumes (1-4 damage). The body within bears a bejewelled sceptre and crook (worth 4,000sp for the pair) both grasped in one hand, and a Sword +1 (Lawful, Intelligence 5, Ego 12) in the other. If the sword is removed, Rasanotep will raise as a thoblin and attack the grave-robbers.

Rasanotep's sword is incapable of communication but is never-the-less a proud and jealous blade who seeks to be used. A contest of ego should be made whenever this blade's wielder wishes to use another weapon.

**Rasanotep's Haunt:** HD 3 d12; AC 6; Mv 9; Atk 1 claw (1-6, paralysis)

HP (24) Rasanotep regenerates 1hp every round, cannot be harmed by holy water, and his paralysis lasts 2-8 rounds. He is turned as a wraith.



**Rival Adventuring Party: The Twilight Sun** A trio of sinister rogues with two nervous servants in their employ.

**Nargie, Malefic Filcher** HD 3 (9hp); AC 9; Mv 13; Atk 1 Dagger (2-7), Ventriloquism  
**Gear** Dagger +1, Deadly Nightshade (1), Thieves' Tools, 1 Ching Divinatory Rods (300sp)

**Dazunya, Evil Priest** HD 2 (10hp); AC 5; Mv 6; Atk 1 Morning Star (1-6)  
**Gear** Morning Star, Symbol of Baba of the Desert, Helmet, Maille, 1, 100sp

**Ghazi "The Wall" Aasir, Duellist** HD 3 (11hp); AC 4; Mv 6; Atk 1 Falchion (1-6)  
**Gear** Magic Shield, Falchion (as Battle Axe), Maille, 400sp

**Whol, Fighter** HD 1 (6hp); AC 7; Mv 9; Atk 1 Spear (1-6)  
**Gear** Leather, Spear (3), Torch (6), Rope 20', Crowbar, 76sp

**Arkazz, Fighter** HD 1 (7hp); AC 7; Mv 9; Atk 1 Spear (1-6)  
**Gear** Leather, Spear (4), Torch (4), Iron Spikes (3), 100sp