



Adventure

# CRYPT OF LYZANDRED THE MAD

## THE LOST TOMBS, VOLUME 2

### CREDITS

**Design:** Sean Reynolds  
**Editing:** Kij Johnson  
**Brand Manager:** Lisa Stevens  
**Cover Art:** Tony Szczudlo  
**Interior Art:** Sam Wood  
**Cartography:** Sam Wood  
**Typesetting:** Eric Haddock  
**Art Direction:** Ellen Buck  
**Electronic Prepress Coordination:** Larry Weiner  
**Greyhawk Sages:** Erik Mona and Steve Wilson  
**Playtesting:** Joshua C. J. Fischer, Dave Gross, Sam Wood & Jefferson M. Shelley  
**Special Thanks:** Mike Selinker & Johnathan M. Richards  
**Puzzle Sources:** *Classic Brain Puzzlers* by Philip J. Carter & Ken A. Russell; *Perplexing Puzzles and Tantalizing Teasers* by Martin Gardner; *World's Most Amazing Puzzles* by Charles Barry Townsend; *World's Most Baffling Puzzles* by Charles Barry Townsend; *Sam Loyd's Cyclopaedia of 5000 Puzzles, Tricks, and Conundrums* by Sam Loyd.

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PACIFIC & LATIN AMERICA  
Wizards of the Coast, Inc.  
P.O. Box 707  
Renton, WA 98057-0707  
800-324-6496



EUROPEAN HEADQUARTERS  
Wizards of the Coast, Belgium  
P.B. 34  
2300 Turnhout  
Belgium  
+32-14-44-30-44

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# B BACKGROUND

Most people in the Flanaess have heard of Lyzandred the Mad — a bogeyman, a never-seen threat, an undead wizard trapped in his own dungeon while he was still alive. To many, he represents the risks of becoming a lich: madness and eternal imprisonment in a cage of your own making. To others he is the embodiment of wizardly evil, a man who uses magic and treasure to lure the weak-minded and greedy into a snare where he can use them as toys in some incomprehensible game.

Lyzandred is more than all of those things. Undead, yes. Evil, possibly. Cunning, certainly. But the man who became the lich was a man with a noble purpose and an incredible mind, and he altered the course of history in the Flanaess.

## LYZANDRED THE MAN

Lyzandred was born in a small town in the ancient Baklunish lands in the year 2066 BH (approximately -594 CY). Showing spellcasting potential, he apprenticed with the local hedge wizard, learning everything she could teach him. With friends, he went in search of knowledge and treasure, eventually returning home to share the bounty of his discoveries. But one day he found his town mysteriously empty: Every man, woman and child had simply walked away. Tracking them was relatively easy, and he found that the townspeople had been taken without a struggle and sold as slaves to a Suel flesh trader. A man had used a *rod of beguiling* he'd found (or stolen) to acquire slaves cheaply. The townspeople were trapped by the *rod's* effects and went along with his requests, even putting on chains as part of his "game." By the time Lyzandred discovered this, his people had been sold to the temple of Pyremius and sacrificed.

From that day, Lyzandred swore to keep powerful magic items away from fools who would abuse them. He slew the slaver and stole the *rod*, hiding it where it would not be found. This became a pattern for the wizard — locate a powerful magic item, study its user, and take it away if he thought that person was dangerous. His discovery in 2106 BH (-555 CY) of a portal to a demiplane closely aligned with Oerth facilitated his personal quest, and he accumulated a remarkable storehouse of magical objects.

Unfortunately, through age, some side effect of the demiplane, one of his liberated items, or a combination of these, Lyzandred went slightly mad. His quest became an obsession and crossed the line into monomania. During a lucid moment he realized this, and locked himself away in the demiplane to avoid becoming the very sort of person he sought to destroy. He was not a direct threat to Oerth as long as he remained in the demiplane, so he pursued his quest through agents and remote sorceries; and he thought about what would happen to his plans after his death. He realized that the only way to ensure that his quest lived on after his death was to supervise from beyond the grave; he took up the study of how to become a lich.

## LYZANDRED THE LICH

The wizard's studies were successful — in 2126 BH (-535 CY) the last of his natural life force was stripped away and he rose as a vessel powered by negative

energy. No longer hindered by a mortal lifespan, he scaled back his frantic work on Oerth and devoted more attention to his otherworldly home. If the worst offenders were those who hungered for magic and power, why not use those things as a lure and bring potentially dangerous people to him before they became a threat? The demiplane was suitable for building a secret labyrinth intended to trap and kill the unwise and the unwary. He created a permanent entrance and made it known through word of mouth and magic, tempting greedy or ambitious adventurers to test his creation. He refined and expanded the maze many times to make it more dangerous and deadly, each time luring in more victims to test it.

When the lich again turned his attention to Oerik, he was surprised and angered by what he found. Not content with the twin cataclysms that had destroyed the Suloise and Baklunish Empires, a group of Suel wizards had constructed five underground laboratories and were using the powerful leylines there to build artifacts of war intended to destroy their old Bakluni foes. Unwilling to witness another devastation, Lyzandred studied the activities in all five of the laboratories. When the time was right, he used a potent spell to pull a great meteor from the sky. Its fiery passage across the Oljatt Sea in 198 CY caused alarm in the Great Kingdom, and the lich found it amusing that it was interpreted as an omen meaning "wealth, strife and a living death." The meteor struck the eastern Abbor-Alz and shook the bedrock hard enough for an echo to be felt in the demiplane. Lyzandred timed the impact to occur while two Suel wizards tested spells simultaneously; the spells went out of control, overlapping each other and other magics at the site. The laboratory vanished from Oerth, taking with it one piece of an unassembled Suel war artifact, the *Doomheart*. The wizards at the other laboratories abandoned their research, intending to return later when they had dealt with the swelling strife in their homeland — strife that was in part created by the lich's magic. Lyzandred sent a minion to remove magical items from the abandoned locations and to mark each site with clues to the location of his labyrinth; if the Suel wizards returned, he hoped they would come to his lair, where he could deal with them personally. The minion only got into the two upper levels of each laboratory, but the lich was satisfied.

One group of adventurers in his tomb caught his eye. In 305 CY, led by a crafty young wizard of the Landgrafdom of Selintan, they navigated his riddles and defeated many of his guardians. Intrigued by the group, Lyzandred was delighted when they actually reached the outer chamber of his inner sanctum. The lich conversed with them through a projected image before dismissing all save the wizard, whom he saw as having great potential. The mage was Zagig Yragerne. Lyzandred told Zagig of his personal quest, the construction of the labyrinth, and the wonders of the demiplane. The young mage stayed with the lich for a short time and learned much, finally asking to leave and practice what he had been taught. Over time, Lyzandred watched Zagig gather knowledge and power, use that power to build a small town into a bustling city, and construct a strange multidimensional castle on a nearby hill. Unfortunately, the demiplane had planted the seed of insanity in Zagig; his behavior became more and more erratic. Fearing the damage his student could cause, Lyzandred contacted Zagig,



implored him to examine what he was doing and understand how he was a threat to all that he created. As with Lyzandred so long before, Zagig's thoughts clarified and he saw what he was becoming. He chose to leave his city and wander the planes, and that was the last day he was seen on Oerth as a mortal man.

The mad lich continues to tinker with his maze, adding and removing puzzles, traps and lairs. Content to weed out the greedy and dangerous inhabitants of Oerth, he no longer is interested in mentoring anyone, remembering the damage that was nearly wrought by his intervention. He has remained thus for almost 200 years.

## THE DEMIPLANE

Lyzandred's demiplane is a flat realm that overlaps the Flanaess in many places. It has a yellow sun and a blue sky during the day, with Oerthly constellations at night — though they are not all where they should be. The demiplane is about 100 miles on a side and is almost entirely land, with a large lake in its center. A small chain of mountains runs near the lake, with the rest of the land covered in plains and light forest. It is populated by mundane animals, a few types of monstrous creatures, and a single intelligent race — kobold-like creatures, with deep green skin, that have the natural ability of regeneration. There are no true borders to the plane, as creatures traveling too far in any direction find themselves at the realm's opposite end; it is in fact possible (with some magical assistance) to stand at the peak of one of the demiplane's six mountains, look in one direction, and see yourself, standing on a mountain and facing away.

Certain Oerthly landmarks appear as mirage-like images in this place. Perceptive people can identify the landmark and (with the proper magic) step through to the corresponding Oerth location. This has a base chance of success equal to 30% + Int + the character's level if he or she uses a spell involving planar motion such as *teleport*, *dimension door* or *blink*; this assumes that the spellcaster intends the dimensional shift. If the caster doesn't intend a shift, the chance of its occurrence is only 15%. Of course, spells such as *plane shift*, *teleport without error* (when used to travel between planes) and magic items such as a *cubic gate* are 100% effective.

Very rarely (about once per year), the barriers between the worlds thin and the mirages become tangible, developing a purple tinge. At these times, a creature intent on crossing to Oerth can do so without magical aid. Natives to this plane avoid the purple-tinted mirages.

This overlapping effect negatively affects visitors' minds. Each day a non-native spends in this realm has a 5% (non-cumulative) chance of driving him insane (save vs. wands negates). The insanity is not readily apparent, for the disease progresses slowly and undramatically; the victim may become depressed, obsessed, paranoid, schizophrenic, or something altogether different. Persons already insane (from this effect or another source) are not subject to additional insanities, nor are undead or creatures without minds. A *restoration*, *heal*, *wish*, or similar spell cures the insanity. All native creatures are immune.

The origin and original purpose of this demiplane are unknown, though it is likely that it was created by some god now dead, forgotten or imprisoned. Lyzandred discovered it by accident and found it almost exactly as it is now, including the castle and the crystal sphere. He expanded the dungeons under the castle and recruited Crypt kobolds and monsters, but otherwise has not changed anything.

## Effects on Spells

Other than the ability to travel to Oerth, the demiplane has few differences from Oerth as far as spellcasting goes; clerics of Oerthly gods are close enough to their home plane that they suffer no level penalties and have access to all spells and abilities they normally possess. The following types of spells (whether from wizards, priests or magical items) are altered:

- Conjunction/Summoning spells that draw forth real creatures (such as

the monster summoning spells) will only summon monsters native to the demiplane (see "Natural Inhabitants," below).

- Invocation/Evocation spells that have visible effects have a green coloration, regardless of what color they normally have.
- Divination spells have double the normal range.

## NATURAL INHABITANTS

Should the adventurers escape from Lyzandred's labyrinth and explore the demiplane, use the following encounter tables for monsters:

### Plains (roll 1d10):

- 1 Giant ants (1d10)
- 2 Fire beetles (1d6)
- 3–5 Crypt kobolds (5d4)
- 6 Giant rats (3d4)
- 7 Huge spiders (1d10)
- 8 Giant wasps (1d4)
- 9–10 Wolves (2d6)

### Forest (roll 1d10):

- 1 Giant ants (1d10)
- 2 Fire beetles (1d6)
- 3–4 Crypt kobolds (5d4)
- 5 Giant rats (3d4)
- 6 Huge spiders (1d10)
- 7 Giant wasps (1d4)
- 8 Wolves (2d6)
- 9 Gorgon (1)
- 10 Owlbears (2d4)

### Mountains (roll 1d10):

- 1–5 Crypt kobolds (5d4)
- 6–8 Giant rats (3d4)
- 9 Basilisk (1)
- 10 Rust monster (1)

**Crypt kobolds:** AC 10; MV 6; HD 1/2; THAC0 20; #AT 1; Dmg 1d4 (hammer), 1d6 (hand axe) or by weapon; SD regenerate 1 hp per round; SZ S (3' tall); ML Elite (14); Int avg (8–10); AL LE; XP 25.

**Notes:** Crypt kobolds exist nowhere but on the demiplane Lyzandred has claimed for his crypt. They have grass-green, scaly skins; their eyes glow purple and their small horns are pale green. On Lyzandred's demiplane, they are as likely to be awake and doing things by day as by night (though they suffer a -1 penalty to attack rolls in bright light); if they are taken elsewhere, they become nocturnal. They have 60-foot infravision.

Lyzandred's kobolds do not often start a fight unless ordered to do so. If crypt kobolds do not outnumber their opponents by at least 8-to-1, they send runners to summon more kobolds. If crypt kobolds are reduced to a ratio of only 3-to-2 in their favor, or if their commander is killed or incapacitated, they must make a morale check.

Crypt kobolds on Lyzandred's demiplane have an unusual advantage. The lich keeps a close eye on happenings in his domain, and if more than 100 kobolds are killed by a single party of adventurers visiting the demiplane, he is likely to intervene, sending larger, more dangerous creatures to deal with the threat. In this case, the kobolds happily retreat from the battle.





# THE CRYPT

The crypt is located under a squat castle on one of the mountains. The castle was built for man-sized creatures, and already had a dungeon when Lyzandred discovered it. In that dungeon Lyzandred found the chamber of the crystal sphere, which he adopted as his main residence. The outer castle is inhabited by a force of 100 kobolds, several human and demihuman liegemen, and several minor golems created by Lyzandred to serve the inhabitants and keep the castle clean. It has a front gate of iron and its two towers each have a large ballista. The minions sleep in the castle's bedchambers, while the kobolds live in tents in the castle courtyard.

Lyzandred's liegemen and -women are adventurers who nearly died in the crypt and bargained with the lich, exchanging service for their lives and eventual release (see "Death in the Crypt," below). They direct the kobolds, oversee new dungeon construction, and act as Lyzandred's agents on Oerth. Most liegemen are of level 4–8, although he is served by one 12th-level wizard and a 11th-level cleric of Lendor.

The crystal sphere acts as a *globe of invulnerability* for any spells cast outside it (spells within it operate normally); its inside surface acts as a *mirror of mental prowess* (unlimited usage for scrying within the demiplane, but only 3 hours per day when viewing other planes). The sphere is intangible and translucent when empty, but an occupant may command its outer surface to become opaque and solid. In such a state, it saves vs. all spells with a 4, is AC 2, and has 100 hit points (spells and items cannot be cast or pass through the sphere when it is solid).

The dungeons (and some of the rooms in the dungeons) also suffer from the demiplane's "looping" effect — going off the map in one direction brings you back in on the opposite side. That, along with the unusual nature of room-to-room travel within the crypt, makes it difficult to accurately map the place.

Most adventurers entering the crypt of Lyzandred come through the one stable portal in the Flanaess, located in an otherwise unremarkable cave in the central Abbor-Alz mountains. Those entering the cave find themselves in an encounter in one of the crypt's rooms, with no idea of how they got there. They are unaware of the castle or the demiplane, just the seemingly endless rooms of puzzles, traps and monsters.

There are three "levels" of the dungeon. The first is the level in which most adventurers arrive; this level has 40 linked rooms. When all 40 rooms have been explored, the characters find an exit in the 40th explored room leading to the next level, which has ten rooms. This level has the most difficult puzzles, traps, riddles and encounters. When all ten of those areas are explored, the adventurers find an exit leading to the third level, which is where Lyzandred waits in his crystal sphere, watching the progress of his victims, as well as events all over Oerth. There are several exits from this third level; some lead up into the castle; some lead elsewhere in the demiplane; and some lead to points on Oerth.

Lyzandred's tomb is very old, and the lich has been refining and adjusting some of the same traps for centuries. For the sake of brevity and from a

desire to avoid forcing extraneous boxed text on the DM, the bare essentials of the encounters have been detailed, but by no means are these the only observable details. Some of the props are worn or abused as if by countless experimental adventurers in centuries past. The scenery likewise can be marred, with piton holes in the floor or walls, scratches or chips on statues, burn marks on items, and similar evidence that people have been here before. Everything that isn't a replica of a modern location gives a sense of great age; the costumes and architecture are often drawn from Lyzandred's recollections of ancient times. This adds to the place's atmosphere and can help distract players from the labyrinth's true threats.

Certain clues can be used as recurrent themes in the labyrinth — puzzles with solutions that can be depicted visually (such as encounters E5, E10–E13, and E15) might be scratched on a wall, door or other surface in another encounter, etched by a previous explorer trying to help any who follow.

## RANDOMIZATION

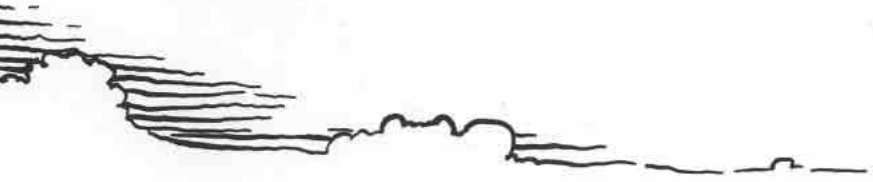
The Crypt of Lyzandred is always changing, and this module has been designed to allow for that. There are a total of 100 encounters listed for the crypt and 50 rooms to put them in. Encounters can be puzzles, traps, or generally weird. They can be placed in any order in any of the rooms, thus creating an incredible number of variations. Read through the encounters and decide which ones are appropriate for your campaign, taking into account power level, difficulty and flavor. There are enough encounters to allow you to replay this adventure twice without creating new material.

The puzzles are classified by type so that you may tailor the dungeon to your tastes. Encounters 1, 2, 7–13, 23, 27, 28, 31–34, 37, 38, and 47 are math puzzles; encounters 14, 16, 29, 39, 40, 41, 43, 45, 46, and 50 are riddles; encounters 3–6, 10–13, 15, 17–22, 24–26, 30, 35, 36, 42, 44, 48, and 49 are logic puzzles. There is some overlap between logic and math puzzles.

## THE ROOMS

Lyzandred has taken advantage of the demiplane's nature to create encounter-rooms that mirror actual locations in the Flanaess; a customized spell he created allows him to tune certain rooms to their Oerthly equivalents and "anchor" them there. Thus, if some adventurers enter a room that looks like the throne room of the Great Kingdom, that is because they are in a replica only a hair's breadth away (dimensionally speaking) from the true throne room. Because the demiplane perfectly overlays the Oerth location, there are none of the mirages occasionally manifested by places in the demiplane outside the crypt. However, there is still a small chance that a dimension-using spell such as *dimension door* transports the user to the equivalent location (and time) on Oerth. To her companions in the Crypt, a mage who uses such a spell simply vanishes and does not reappear; she finds herself alone in the new location and time.





Unless otherwise stated, the rooms in the crypt are all 100 feet square with 20-foot ceilings. Any scenery is illusory; any plants are magically sustained. If characters explore an apparently large area (such as the locations which seem to be out of doors), various results occur, depending on what you as DM think is appropriate for the encounter. For example, characters that wander off in an outside scenario might “loop” around and reach their starting position again, or they might encounter an unscalable cliff wall, or a batch of thorn bushes that regenerate quickly, or (if traveling upward) they might feel the air thin or their *fly* spell weaken. Thrown or propelled items should obey the confines of the room; they might appear to deflect in midair, or they might seem to land far away but be found closer than expected.

Characters attempting to break through walls with mining tools or magic must go through at least 20 feet of stone before reaching an access corridor or another room (there are many additional non-encounter rooms in the upper dungeon levels, but they cannot be easily accessed from the encounter-rooms, and so have not been included on the maps). Note that Lyzandred observes groups in the dungeon at all times (he doesn't sleep, being undead), and he is likely to send minions, kobolds or monsters to attack characters that try to “break the rules.” He is not above casting a *disintegrate*, *transmute rock to mud*, or *symbol* spell to disrupt their progress, even if it means burying his own minions or destroying part of the dungeon — he has a reputation to uphold, after all. However, he prefers that such troublemakers run into a large armed force and “voluntarily” return to the maze.

## THE EXITS

Each room is different and changes over time (for example, when the lich chooses to add a new puzzle), so it is not easy to establish permanent exits in a room that fit each of the 100 encounters the DM might place in a room. Thus, Lyzandred has again taken advantage of the demiplane's nature and has created several teleport-like exits for each room. He then modifies each encounter's exit portals for each room's configuration. An exit may look like a door, or a window, or a pool of water or even something as unusual as a piece of jewelry or a fruit.

The puzzle-encounters (encounters E1–E50) have exits that are activated only under two conditions: (1) the puzzle is answered correctly, or (2) the guardian creatures that act out the puzzle are defeated. If neither condition is met, the exit portals are not apparent and do not work, and the characters remain trapped. All non-puzzle encounters (encounters E51–E100) work in one of two ways, depending on your personal preference as DM: (1) the exit portals are always active, so characters hard-pressed in battle can activate an exit and escape as one of their actions for that round, or (2) the exits only activate when the traps have been bypassed (for a trap room) or all monsters have been defeated (for a monster room). This prevents characters from just buzzing through especially dangerous areas when they've gotten themselves in over their heads (as may happen: Lyzandred's tomb is supposed to be incredibly deadly).

If an exit portal is active, it glows with a faint green light. Manipulation of the exit object draws the character into the room linked to that portal. Different exit portals work in different ways — a character jumps into certain pool exit portals, and drinks from others. Similarly, a fruit exit portal is picked up or eaten, and a ring exit portal is placed on the finger (portable items linked to exit portals do not disappear when a character uses them: To other characters the individual who just used the portal vanishes and the ring or fruit falls to the ground or returns to its original site). The exit portal that leads back to the room the party just left glows more brightly than the others. When players have entered all the rooms on a level, the exit portals in the final room lead to the next lower dungeon level. They appear as magical glowing stairways that lead through a magical shaft and do not resemble the other exits at all.

As each room on the map may be associated with any of a hundred

encounters, the number of exits for a particular encounter has not been specified. If an encounter is assigned to a room that only has two exits on the map, the third and fourth exit in the encounter description are not active, will not glow as exits, and cannot be used to transport characters. Alternately, any such “unused” exits can lead back into the room the characters are leaving.

The transport effect can vary from exit to exit. Some exits, when used, are perceived as glowing corridors along which a character automatically slides until he is spit out in a new area on the other end. Others make a character feel intangible, and he falls through the floor or rises through the ceiling into another room. Others make a character fall asleep, and he wakes in a new area.

To determine to which room an exit leads, look at the room on the map and start at the 12:00 position (straight up). The exits listed in the encounter description are listed in clockwise order from that position. Thus, for room 43, which has an exit at the 12:00 position, that exit is the first exit listed in the encounter, with the second, third and fourth being clockwise from there. Room 48, which has no exit at the 12:00 position, starts with the first exit clockwise from 12:00.

It should be noted that some of the lines connecting the rooms in the labyrinth cross over each other. This does not mean that the paths intersect; the exits are magical teleporters and the intervening space is not physically crossed. One can change directions at intersections, and characters traveling one path are not aware of the other.

## THE PUZZLES

The riddles and puzzles in this adventure have been carefully chosen to avoid reliance on real-world languages for their solutions; for example, there is no reason a native of Furyondy would know that “live” is “evil” spelled backward. DMs who have detailed the languages of Oerth may choose to create puzzles based on those languages, but nothing of that nature has been included here.

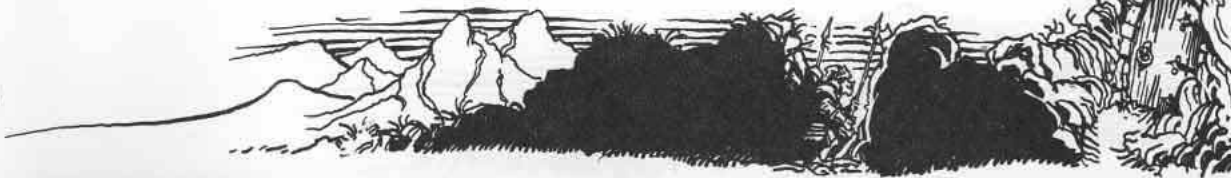
For many of these puzzles, most of which are drawn from classic sources on Earth, several correct answers may exist. If this is the case, reward your players for discovering valid answers that aren't presented here — they should not be penalized if their answer isn't the one provided but fulfills the puzzle conditions. Some of the puzzles (such as encounter E4) have only mundane solutions given, but magical means may solve them and such ingenuity should be rewarded — characters that carry three *reduced* animals across in the boat at the same time, or use *fly* spells to ferry them across have solved the puzzle just as effectively as those that reasoned out the classical answer.

Spells such as *augury*, *contact other plane*, *legend lore*, *vision*, *divination*, and *commune* can be helpful in getting answers to the riddles and puzzles. Depending on the nature and level of the spell, the spellcaster may gain anything from a vague hint to a direct answer to the problem at hand. Note that intelligent participants in the puzzles are typically *charmed* or *geased* to conceal the answers, so asking them doesn't help (although *ESP* or similar spells or psionic ability might work on an unsuspecting victim).

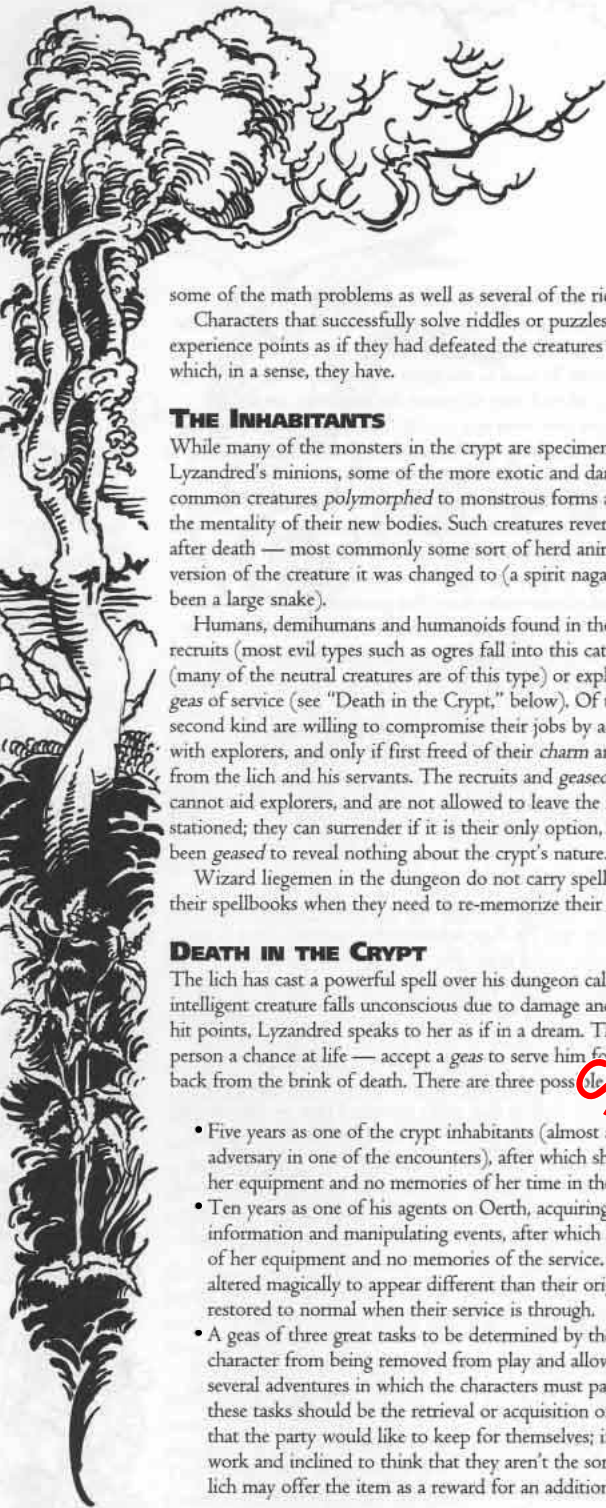
If the players have problems with the mental challenges of the crypt, the DM may wish to allow an Intelligence check for a hint to the puzzle; characters with backgrounds in riddles or proficiencies such as local history or ancient history can be allowed such checks if necessary. Players that rely on this such help instead of their own brains should have penalties to their rolls or not be allowed such help at all. Furthermore, a player with a character of low Intelligence should be discouraged from answering difficult questions.

Many of the questions are based on mathematics, whether it is probabilities, proportions, or even simple algebra. Characters with backgrounds in such studies (alchemists, gamblers, bankers and some wizards) can be allowed Intelligence rolls for hints on how to reach the answer. The more complex solutions have been written out to allow DMs to give partial hints.

If players are having an easy time with the mental tests, require them to explain their answers or provide more than one correct answer (this works for







some of the math problems as well as several of the riddles).

Characters that successfully solve riddles or puzzles should be awarded experience points as if they had defeated the creatures in that encounter — which, in a sense, they have.

### THE INHABITANTS

While many of the monsters in the crypt are specimens transported by Lyzandred's minions, some of the more exotic and dangerous ones are simply common creatures *polymorphed* to monstrous forms and allowed to assume the mentality of their new bodies. Such creatures revert to their natural forms after death — most commonly some sort of herd animal or a mundane version of the creature it was changed to (a spirit naga might have originally been a large snake).

Humans, demihumans and humanoids found in the crypt are either willing recruits (most evil types such as ogres fall into this category), *charmed* victims (many of the neutral creatures are of this type) or explorers willingly under a *geas* of service (see "Death in the Crypt," below). Of the three types, only the second kind are willing to compromise their jobs by acts such as parleying with explorers, and only if first freed of their *charm* and promised protection from the lich and his servants. The recruits and *geased* servants will not or cannot aid explorers, and are not allowed to leave the rooms in which they are stationed; they can surrender if it is their only option, although they all have been *geased* to reveal nothing about the crypt's nature.

Wizard liegemen in the dungeon do not carry spellbooks; they are left with their spellbooks when they need to re-memorize their spells.

### DEATH IN THE CRYPT

The lich has cast a powerful spell over his dungeon called a *dying call*. If an intelligent creature falls unconscious due to damage and reaches 8 or fewer hit points, Lyzandred speaks to her as if in a dream. The lich offers the dying person a chance at life — accept a *geas* to serve him for a year and be brought back from the brink of death. There are three possible *geases* of service:

- Five years as one of the crypt inhabitants (almost always as an "actor" adversary in one of the encounters), after which she is released with all of her equipment and no memories of her time in the crypt.
- Ten years as one of his agents on Oerth, acquiring items, discovering information and manipulating events, after which she is released with all of her equipment and no memories of the service. Such minions are altered magically to appear different than their original selves, but are restored to normal when their service is through.
- A *geas* of three great tasks to be determined by the lich. This keeps the character from being removed from play and allows the DM to generate several adventures in which the characters must participate. At least one of these tasks should be the retrieval or acquisition of a powerful magic item that the party would like to keep for themselves; if impressed with their work and inclined to think that they aren't the sort to abuse power, the lich may offer the item as a reward for an additional quest.

A dying character only has two rounds (until they reach -10 hit points and die) to make a decision. If they accept, they are *teleported* to the castle to be healed, *geased*, and trained in their new master's service. If they refuse, the spell ends and they die a normal death.

When faced with death, a surprising number of people have chosen to serve the lich, especially those selfish or crafty types who value their lives too greatly or think they can outwit the *geas* spell.

### THE SCAR

All creatures that make it into the crypt find a black scar of Lyzandred's personal symbol on the back of their left hand (or paw), appearing as if burned there. None remember how they got the scar. When they cross from Oerth into the demiplane, they pass a portal decorated with multiple *symbols of stunning* and *sleep*. The stunned or sleeping characters pass into a room in the castle, are branded by gnomes and then pushed through another portal which causes them to forget the previous five minutes. The characters awake or come to their senses in the first room of the labyrinth, unaware of their scars' origin. Note that all *geased* liegemen of Lyzandred in the demiplane bear this scar.

### TREASURE

While the lich is careful about distributing dangerous magic items, he rewards those that show skill and wit in his lair. Thus, encounters that are successfully resolved often have small caches of treasure: mostly coins, gems or jewelry, though it is not uncommon to find a minor magic item or two. These items are in the possession of creatures associated with the encounter, and any magical items are used in combat if possible (treasure items are presented as a reward to puzzle-solvers by the "actors," usually in a small chest or large bag of fine cloth).

With any room treasure, there is a 20% chance that a bit of lore about Lyzandred from the introduction is included on a scroll or small book, engraved on a metal disk, painted on a vase or in some other unusual form. By the time the characters reach Lyzandred they should have most of his story and a good idea of what to expect.

Roll on or choose items from the table on the facing page for treasure (note that magical items will be plainly labeled and command words recorded).

### FALSE TOMBS

Almost every folklore source refers to Lyzandred's tombs in the plural, yet he has only one true tomb. The lich likes to play tricks, and so in every major mountain range in the Flanaess he built smaller dungeons (of 1d8+2 rooms) that are obviously labeled (quite often in Common above the entrance to the cavern) as the Tomb of Lyzandred. These use the same encounters as his true dungeon, but do not loop and are not linked to the demiplane. The lich does have a *dying call* spell on the false tombs as well, and gets occasional recruits from them, especially as he tends to put the more lethal traps in these false tombs to eliminate those stupid enough to think that his secret tomb would be labeled. Those who survive these places are often *teleported* to the true tomb by the lich to see how clever they really are.

### LINKS FROM STAR CAIRNS

If you have run *The Star Cairns* adventure, the first of the Lost Tombs series, you and your players are probably wondering about the strange runes that floated in the air in the top levels of the four known cairns. These runes are clues on how to find the entrance to the true tomb of Lyzandred. Each location features a large rune resembling an L (the lich's personal rune) and one of several smaller runes in different positions around the large one. If all of the L runes are superimposed, the smaller runes identify landmarks around the Abbor-Alz, and the dot beneath the central rune indicates the location of the cave.

If your players cannot decipher the runes — and they were deliberately made obscure by Lyzandred — and you intend them to reach this adventure, a knowledgeable sage in any large city can identify the various runes, their meanings, and explain that they all can be associated with sites near the Abbor-Alz.