

THE CRYPTS OF BES-AMAT

BELOW THE FALSE TEMPLE OF BES-AMAT SOMETHING TERRIBLE WAITS TO RETURN TO THE LAND OF THE LIVING AND RENEW ITS REIGN OF TERROR ...

THE PREMISE

Though he has lain dormant in his own crypt for almost a thousand years, continually being fed through the dipping of his phylactery in the blood of his cult of worshippers, the lich **Bes-Amat** has felt the growing unbalancing of the world beyond and is slowly starting to awake, ready to return and take his place within it again. The full blood sacrifice deaths of a half-dozen cultists, **The Chosen**, who willingly offer themselves to him is all it will take to allow him to fully rise from his slumber and return once more to the world. Returned, he will continue the reign of terror he undertook before being turned back by the first King of the Kingdom of Torranskell.

The **High Priests** of the lich-godling have gathered his true phylactery and **The Chosen** in The Bleeding Hall under the False Temple of **Bes-Amat** and are about to start the ceremony to return him. When **Bes-Amat** awakens, they will willingly allow themselves to be slaughtered so that he may feed and then return to the world above. May whatever true gods still exist have mercy on our souls and send some heroes to save us all ...

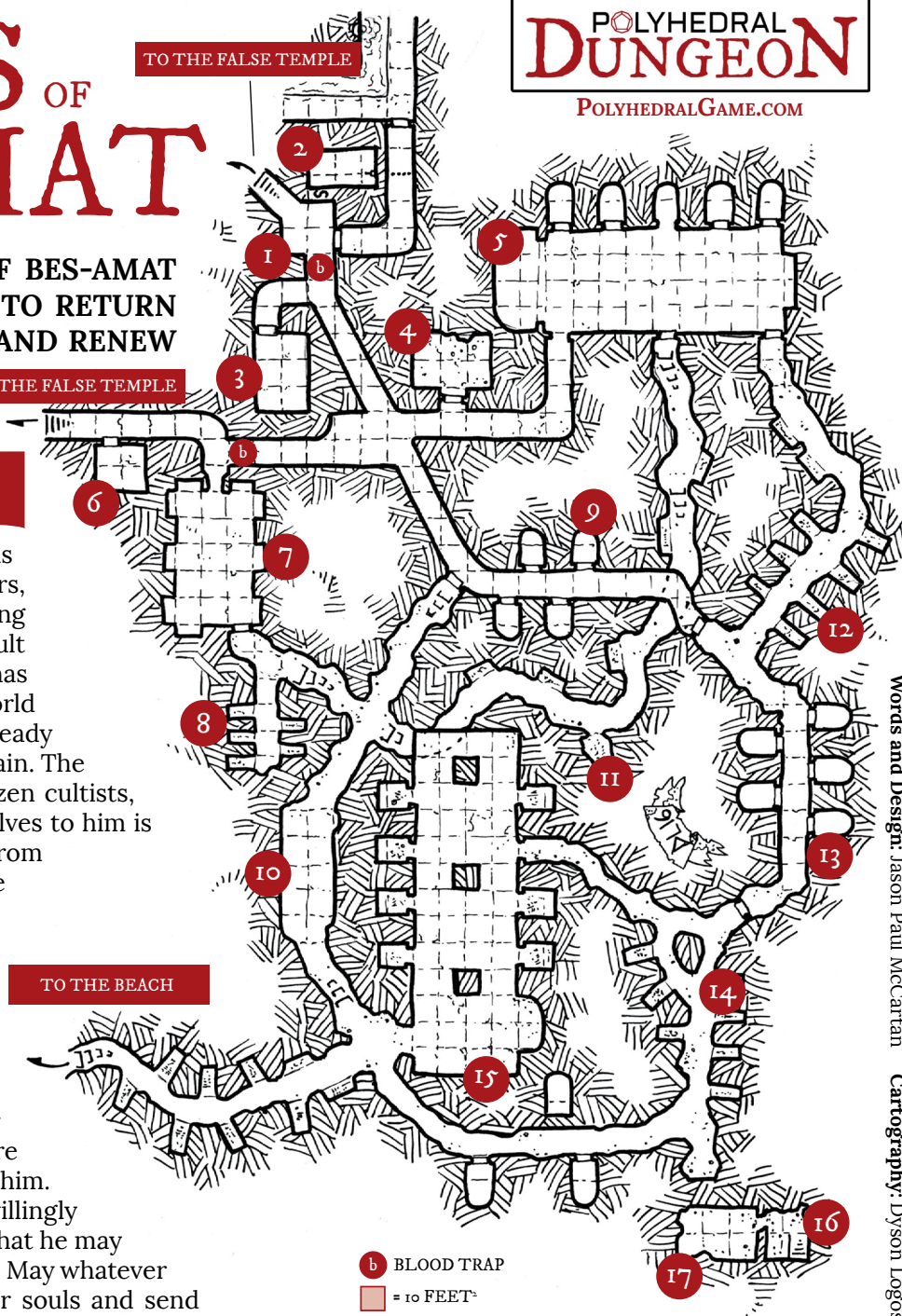
THE MAP

THE FALSE TEMPLE (not shown)

This is above the real temple to **Bes-Amat** in the city and has two entrances in its lower cellar areas to access the crypts and temple. Each of those entrances are behind locked doors (Difficult Ⓜ) and both contain blood traps (see **Room #1**). Every High Priest hold keys to each of the doors on a key ring on their waists.

ROOM 1: THE LANDING

A simple room, heavily travelled. The symbol of **Bes-Amat**, an ankh with a skull replacing the loop, is upon



WANDERING MONSTERS

Wandering Monster rolls should be checked as the party moves from room to room on a Ⓜ. On a double, roll a single Ⓜ to find out what types appears:

Roll	DESCRIPTION
1-4	Ⓜ Cultists
5-6	Ⓜ Skeleton Guards
7	Ⓜ High Priests & Preserved bodyguards
8	Ⓜ Preserved (roaming)



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the wall just before the exit corridor. Blood offerings from various cultists adorn the wall under the ankh's head, seen as fresh bloody handprints covering the haft of the ankh. The blood that runs in long dark drips to the floor.

This is a magically trapped room that has a **Blood Trap**.

ROOM 2: SECRET ROOM

Detecting this room is *Difficult* (8). Inside there are tables containing [6]+2 Sigils of **Bes-Amat**, and the same number of black hooded cloaks made of silk with edges and the symbol of **Bes-Amat** on the back in gold filigree. These are worth 10 **Coins** each if they can be removed intact from the Crypts (and the same goes for the robes other **Cultists** and **High Priests** are currently wearing). There are also old texts about **Bes-Amat** in the room, include histories of his very repugnant previous reign.

ROOM 3: STORE ROOM

This room is full of various supplies that are used in ceremonies in the false temple. Sometimes these are used to replenish supplies needed in The Bleeding Hall.

ROOM 4: PICKLING ROOM

Contains a large number of jars of pickled items, including many body parts that previously belonged to those who attempted to join the cult but failed, or from intruders. Human internal organs such as the heart, lungs, etc are all turned into foods used in various rituals by the cultists.

ROOM 5: THE OSSEUM

Bones of all shapes and sizes cover the walls and ceiling of this room. In the center of the crypt are a dozen stone sarcophagi, each of which are filled with the bleached collected bones of murdered intruders. Wall alcoves also contain slotted alcoves full of other bones. Each alcove (5x) and sarcophagus (12x) contains (4) **Loot** collected over the years. Touching any of the **Loot** causes 12x **Skeleton Guards** to rise, one from each of the sarcophagi (half with small swords, half with small bows).

These sarcophagi are the source of all skeletons in the crypts themselves. They are essentially infinite in inventory, as they are built from the bones of those they have killed.

ROOM 6: STOREROOM

A storeroom like **Room #3**. Just after the door frame is a symbol of **Bes-Amat** like the one in **Room #1**, with bloody handprints covering its haft, which is another **Blood Trap**.

ROOM 7: THE LESSER TEMPLE

This small temple contains an effigy of **Bes-Amat** in the

center of the room, atop a dais. This is where most of the real worship of **Bes-Amat** occurs. Dried blood stains can be seen all around the dais and over the effigy.

The room leading south is locked. **High Priests** have the keys to it. It is *Challenging* (10) to pick, and *Difficult* (8) to break down. Breaking it down alerts everyone that there are intruders in the crypts.

ROOM 8: THE PRESERVATION ROOM

Five large inset alcoves each contain a number of smaller alcoves full of zombified bodies that all twisted into horrible shapes. Each of these were the first experiments to create **The Preserved**, few of which worked. They are terrible to look upon. Make a (8) **Fear** check for those looking at the horrible things.

Sometimes **Preserved** who are not attached to **High Priests** can be found in this room staring blankly at those who came before, and some sometimes climb in with the other bodies, for some indiscernible reason.

ROOM 9: JAR ROOMS

These rooms are locked. Each of these four rooms are stacked with canopic jars, with each jar filled with the internal organs of **The Preserved**. Should any **Preserved** make it into this room, they will attempt to find the jars that contain their brains (they are drawn to them), smash the jars, and eat the brains to get them back inside themselves. They will then resume their duties, but seem happier doing so, almost as if they are whole again.

ROOM 10: THE GATHERING ROOM

This simple hall is where cultists openly gather for all ceremonies before marching to The Bleeding Hall (**Room #15**) for ceremonies. At any time there is [6]+[6] **Cultists** in this room, preparing various ceremonial items. For every 5x **Cultists**, there will be a **High Priest** and a **Preserved** bodyguard.

Another effigy of **Bes-Amat** sits atop a dais in the center of the room, this one less blood-soaked than the one in **Room #7**. **Cultists** in the room will blood-let on the effigy and offer worship to it as they pass.

ROOM 11: THE PRESERVED ALCOVE

There are usually [6]+4 **Preserved** in this small alcove off the connecting tunnel, ready to act as guards, or to be attached to a **High Priest** as a bodyguard as needed.

ROOM 12: THE PASSED ONES

Each of the seven recessed areas here contain many smaller crypts where the cleaned and bleached bones

NEW MONSTERS

MONSTER	SIZE	BODY	MIND	SOUL	SOCIAL	ATTACKS	ARMOR	TALENTS	LOOT
CULTIST	Medium	(4)	(4)	(4)	(4)	Dagger (4)	None	—	—
LICH	Medium	(4)	(8)	(6)	(4)	Claw (4) Any melee weapon Any ranged weapon	Any magic	Non-Mundane Cleric/ Magic User Talents Paralysis Undead	(8) x1 (6) x2
MUMMY	Medium	(6)	(4)	(4)	—	Claw (6)	(8)	Undead	(4) x1

of previous cultists and brothers are stored. Some are in reliquaries, others in open display. Great respect and care has been taken with these bones, in contrast to those in **Room #5**.

ROOM 13: THE REMEMBERED

Each of these sealed rooms contains those **High Priests** who were respected enough not to be turned into **Preserved** – they were turned into **The Remembered** instead. Inside each of these rooms is a single sarcophagus containing one of mummified **Remembered**. As soon as the sarcophagus is opened, **The Remembered** will awake and attack.

Each sarcophagi contains a [6] and a [4] **Loot** Roll, in addition to whatever the individual **Remembered** carries.

ROOM 14: THE PASSED ONES

More of the same as room #12.

ROOM 15: THE BLOODING HALL

This huge lit room is where all rituals relating to **Bes-Amat** are performed. In the center of the room is a large bloody dais, about thirty feet in diameter, with a number of dark channels cut into it. In the center of the dais, in a recess, sits another effigy of **Bes-Amat**, with one of the **Bes-Amat's Phylactery** wrapped around it. Around the dais, in a clock face at even spaces, are six tables with manacles at the waist and leg area. Secured on each of the tables is one of the Chosen, awaiting sacrifice to **Bes-Amat** so that he can awake. If they are eviscerated, their blood runs through holes in the bottom of the tables into channels that feed towards the effigy.

This room is full of 20× **Cultists** and 5× **High Priests**, unless they have been called elsewhere. Everyone here will all intent upon the ritual, which is being read from a **Death Scroll** by one of the **High Priests**. In the surrounding alcoves there are 7× **Skeleton Guards**, who are inert until anyone not wearing a **Sigil of Bes-Amat** enters the hall, which they will sense, and move to attack.

Once the ritual has started and the **Death Scroll** containing the resurrection spell is being read continually by one of the **High Priests**, blood of at least one of the **Chosen** must flow to the effigy and touch **Bes-Amat's** actual phylactery for **Bes-Amat** to slowly awake. As he awakes, a flaming portal will start to glow into life on the south wall, opening 1 foot in diameter each **Round**. When the ritual starts it takes 20 **Rounds** for the ritual to complete. Each **Chosen** that is bled into an effigy reduces this by 3 **Rounds**.

Removing the effigy from the dais before the ritual is started will stop the ritual from happening, as will destroying the **Death Scroll**, or anyone reading it. Once the ritual has started though, **Bes-Amat** will still awake.

ROOM 16: DESCENDING ROOM

This room ends in a solid wall and a set of stairs that leads down. When the ritual begins, the other side of the portal appears at the top of the steps. There is no light in this room.

ROOM 17: THE TRUE CRYPT

This room is where **Bes-Amat** sleeps until he is awoken, upon a black-silk covered stone slab covered in eldritch markings.

ITEMS OF SPECIAL NOTE

~ BES-AMAT'S PHYLACTERY ~

A magical necklace that looks exactly like a **High Priest Chain**, this contains the life force and soul of **Bes-Amat** and has **Wear** [6]. The **High Priests** are aware at all times which necklaces are normal and which is the **Phylactery**. Whenever a new novice is inducted into the cult, each of them pours some blood into a chalice, into which the Phylactery is dipped. Each dipping of blood heals [4] **Wounds** on **Bes-Amat**. This ritual helps to continue to feed and heal **Bes-Amat** while he sleeps.

~ BLOOD TRAP ~

Blood Traps are detected only on using a **Talent** or device that can detect magic, and cannot be de-activated. If a blood offering is not given to the symbol of **Bes-Amat** by each person passing by the symbol near the blood trap, a silent alarm rings, and [6]+2 **Skeleton Guards** are summoned from the sarcophagi in **Room #5** to intercept the intruders. This simple alarm/defense system also has the side effect of restocking the **Skeleton Guards**.

~ CULTIST RING ~

A ring that includes a **Sigil of Bes-Amat**.

~ DEATH SCROLL ~

Contains the ritual needed to return **Bes-Amat** to life. This is a Resurrection Talent scroll but only works on **Bes-Amat**. It may be worth something to other temples. If used and **Bes-Amat** is actually summoned, then it burns up as the ritual is completed.

~ THE EFFIGIES ~

These small 12-inch blood-stained white oak effigies of **Bes-Amat** are false phylacteries. Each have a low residual magical energy that can be easily mistaken as holding some spiritual matter. Because **Bes-Amat** has been worshipped through these, he is intrinsically tied to them. Anyone holding one will hear shallow arcane whisperings from another plane – this is **Bes-Amat** talking to his disciples as he awakes – and they must roll **Soul** versus **Difficult** [6] to not receive a **Wound**. Effigies have **Wear** of [6]. If an effigy is destroyed, it causes **Bes-Amat** to receive 1 **Wound** to his **Body**, whether he is awake or not.

~ HIGH PRIEST CHAIN ~






A golden necklace with a **Sigil of Bes-Amat**.

~ SIGIL OF BES-AMAT ~





Looks like an onyx ankh with a pearl skull replacing the loop. Wearing this stops the unthinking **Skeleton Guards** and **The Preserved** in the crypt from attacking the wearer, by marking the wearer as one of **Bes-Amat's** followers. It does not protect against **The Remembered** nor **Bes-Amat** himself.

MONSTERS

~ CULTISTS ~

SCHTICK			
Dressed in robes and subservient to the will of the High Priests , they will do anything the more powerful cultists say.			
QUOTE			
“Bes-Amat! Bes-Amat! Bes-Amat!”			
BODY	MIND	SOUL	SOCIAL
			
ARMOR		ATTACKS	
—		Dagger 	
TALENTS			
—			
LOOT			
Cultist Ring Wicked-looking dagger Black silk hooded cloak			

~ THE CHOSEN ~ SPECIAL CULTISTS

SCHTICK			
Naked, except for the blood of their brothers and sisters covering them head to toe.			
QUOTE			
“Take me first, Bes-Amat! I’m the most worthy!”			
BODY	MIND	SOUL	SOCIAL
			
ARMOR		ATTACKS	
—		—	
TALENTS			
—			
LOOT			
Cultist Ring			

~ HIGH PRIESTS ~ MAJOR BOSS MONSTERS (CULTISTS)

SCHTICK			
Believers in Bes-Amat's ultimate power, these powerful cultists control with an iron fist. Always accompanied by at least one Preserved , used to intimidate others, they tell others what Bes-Amat wishes, though they very often have no idea what that is.			
QUOTE			
“Bes-Amat is the One who will Save us!”			
BODY	MIND	SOUL	SOCIAL
6	6	6	6
ARMOR		ATTACKS	
—		Dagger △	
TALENTS			
Undead			
LOOT			
△ Loot roll Cultist Ring Sigil of Bes-Amat Wicked-looking dagger Black silk hooded cloak Keys to lower crypt Key to locked rooms			







~ SKELETON GUARDS ~ MEDIUM SKELETONS

SCHTICK			
These stop-motion bodyguards continually open and close their jaws (those that have the jawbones) as if they still have much to say, even though they’ve passed beyond.			
QUOTE			
“Muh. Uh. Ruh.”			
BODY	MIND	SOUL	SOCIAL
6	6	6	—
ARMOR		ATTACKS	
Leather 6		Small Sword 6 or Small Bow 6	
TALENTS			
Undead			
LOOT			
—			

~ THE PRESERVED ~

MEDIUM MAJOR ZOMBIES






Even death can't stop worshippers of **Bes-Amat** from serving him. Select cultists are given eternal life by reanimating them and removing their brains, which can be found in the canopic jars in **Room #9**. Without their own brains, they hunger for those of others.

SCHTICK			
Rotting beneath the silk black robes they wore when alive, these dead crave the taste of brains, as they are missing theirs.			
QUOTE			
“Feed uth! Feed Beth-Amaaaat!”			
BODY	MIND	SOUL	SOCIAL
			—
BROWNIE POINTS			
5			
ARMOR		ATTACKS	
Leather 		Bite  Claw 	
TALENTS			
Undead			
LOOT			
—			

~ THE REMEMBERED ~

MEDIUM MAJOR MUMMIES

Mummified in their original clothes of office, these are the first and most honored **High Priests** of **Bes-Amat**, the ones who saved his original phylactery and maintained his cult. They have been given a special place of honor within the crypts and their own special burial place.








SCHTICK			
Fast and deadly, these powerful ex-cultists wish only to sleep among the many treasures they have amassed.			
QUOTE			
“Not one of us! Join us! Be one of us!			
BODY	MIND	SOUL	SOCIAL
			—
BROWNIE POINTS			
5			
ARMOR		ATTACKS	
		Claws 	
TALENTS			
Undead			
LOOT			
 Loot Roll			

~ BES-AMAT ~

MEDIUM ELITE BOSS LICH

Sleeping soundly in his crypt, **Bes-Amat** waits to rise again. He dreams of the glory he held when he controlled the lands above before being driven underground, and looks forward to providing payback to the descendants of those that almost destroyed him before. When he first awakes, he will leave the room and head directly to **Room #15**, where he will proceed to kill every living thing, dipping his phylactery into their dying blood. He will then return to the surface and his reign of terror will begin anew. This is probably a bad thing.

SCHTICK
Big and ugly and smelling like rancid fruit that has lain too long in the sun. His slightly unhinged jaw and swollen tongue causes him to lisp. He wields his large magic sword in his hands like he is a musical conductor, and wields supreme executive power, thinking that he really is a god.
QUOTE
"My time hath come again! Prothtrate thythelf, low one! Fear Me! FEAR BETH-AMAT!"

BODY	MIND	SOUL	SOCIAL
			
BROWNIE POINTS			
10			
ARMOR		ATTACKS	
—		Claw  Large +1 Magic Sword 	
TALENTS			
Create Phylactery Control Undead (Level 2) Darkvision Life Drain (Level 2) Lightning Bolt (Level 1) Unholy Bolt (Level 1)			
LOOT			
 Loot Roll x1  Roll Roll x3			

NEW TALENTS

> CONTROL UNDEAD (ACTIVE, SOUL)

The dead follow the will of evil!

LEVEL	COST	DESCRIPTION
1	10	Control up to Mind number of Undead that have a maximum Mind of \triangle .
2	20	May control up to those of Mind of \square now.
3	30	May control up to those of Mind of \triangle now.
4	40	May control up to those of Mind of \triangle now.

> CREATE PHYLACTERY (ACTIVE, SOUL)

Store thy soul so thy may life forever

LEVEL	COST	DESCRIPTION
1	120	Perform a ritual to place the life force and soul of any one creature into an inanimate object. This object will look mundane but be magical and can be detected as such. Destroying the phylactery kills the creature outright, no matter how distant they are from each other.

> LIFE DRAIN (ACTIVE, SOUL)

Wound you, heal me!

LEVEL	COST	DESCRIPTION
1	20	Upon successfully touching a target with a Body attack roll, 1 Wound from any Attribute is transferred from to the target. Armor, including magic armor does not defend against this.
2	30	2 Wounds may now be transferred, from one or more Attributes .
3	40	3 Wounds may now be transferred, from one or more Attributes .

> UNHOLY BOLT (ACTIVE, SOUL)

Evil finds the light and makes it burn!

LEVEL	COST	DESCRIPTION
1	10	A bolt of evil energy strikes the target doing Mind Damage . Divine characters (such as Clerics) take double Damage (roll an additional Mind die).
2	20	2 bolts of energy can be fired at one or more targets.
3	30	3 bolts of energy can be fired at one or more targets

ABOUT THIS ADVENTURE

This adventure is only one way to present adventures for **POLYHEDRAL DUNGEON** and other **POLYHEDRAL** products. It has been designed to be relatively concise and show how to expand the *Basic Edition* of the **POLYHEDRAL DUNGEON**. Many readers may be familiar with the fantastic and excellent cartography of the immensely talented Dyson Logos, who very generously allows a number of his maps to be used freely for commercial purposes. You can find out more about his maps at his website **Dyson's Dodecahedron**. Dyson sells a number of digital and print products relating to his maps, all of which are ideal for use with **POLYHEDRAL DUNGEON** and other games, so you should absolutely make sure you have these products in your arsenal. You can find the original of the map used in this adventure on his website, where it is called **Crypts & Sewers**.

POLYHEDRAL DUNGEON has a core philosophy of being modular in design and application, and this philosophy follows through into adventure design and delivery: each **Judge** should take as many different elements that they want to build what they and their players want for their games.

This philosophy is seen here with this adventure – a large portion of the adventure is missing and is left up to the **Judge** to provide. This is by design, much like there are holes of the *Basic Edition* game: they are there for you to fill in as you desire. YOU know your players best, and you (and they) can construct the best setting and experience for play for each other.

In this way you, as **Judge**, can decide if the False Temple above is still in use, or if it's broken down and in ruins, or even if there is a False Temple at all! You can also decide where to place the Crypts (although the suggestion is a small town on the coast that allows access through a beach cave system), and you can decide how the players get together to adventure and why they're looking for **Bes-Amat**. Are they crusaders intent on saving the Kingdom of Torranskell, or opportunists looking to raid it for the treasures it may hold? Are they members of a rival cult looking to make sure that **Bes-Amat** doesn't wake? Do they consider themselves the true apostles of **Bes-Amat** and seek to gain his favor and be the ones to awake him? Have fun working out what your players will enjoy the most.

And remembers: all it takes is a single adventure to kick off an entire campaign of fun. The fun is in the discovery of the final destination.