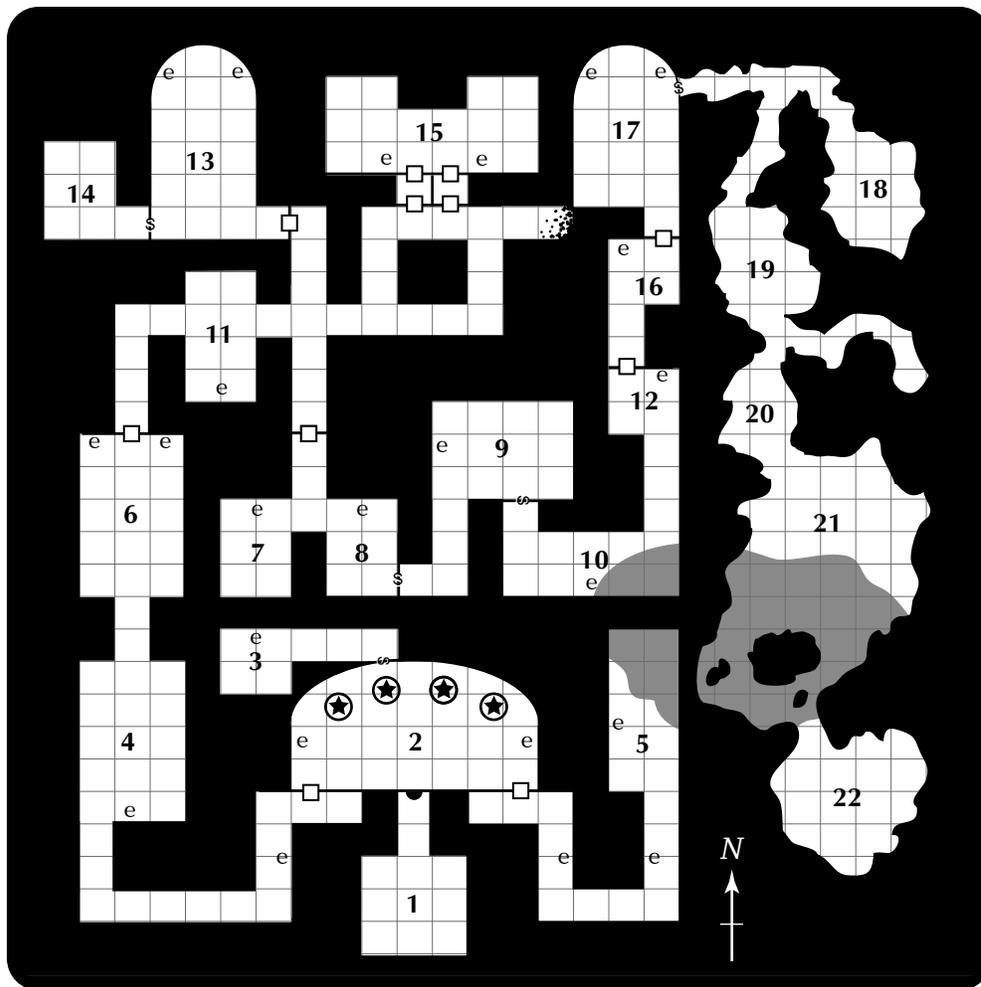


# The Vault of Zerduzan

*Designed and constructed by the demonologist Zerduzan as a burial shrine for all his most favored servants and companions. It is located under the ruins of a tower. Others say this place was a sanctum for Zerduzan's efforts to command demons.*



## KEY

	Door		Rubble
	Secret Door		Enchanted torch
	Magic Mouth		
	Statue		
	Water/flooding		

**1. Entrance:** This area is accessed via a steel ladder. A magic mouth activates the main vault entrance when its riddle is answered. Three failures activates a disintegration ray trap.

**2. Homage Gallery:** Four statues of Zerduzan's most favored companions. The second statue (Zerduzan's protegee and lover, Tyriana) from the left can be pushed to the left to open the secret door to Room 3.

**3. Keepsake Chamber:** This very odd room seems to be a wizard's study preserved in fine detail. It is Tyriana's study replicated from a past era. A chest is hidden here containing a robust spellbook. The chest is trapped with a poison needle. The poison ages its victim 3d20 years.

**4. Henchman Chamber I:** Countless helmed skulls of Zerduzan's favored henchmen are arranged here on shelves carved out of the stone walls.

**5. Partially Flooded Room:** Rotted furniture litters this room. The back portion of the room is slightly collapsed and depressed and filled with water.

**6. Henchman Chamber II:** This room is very similar to Room #4. However, if anyone attempts to open the door to the north, a very persistent spirit of one of Zerduzan's elite guard (a huge ogre) will manifest as a wight with a deadly sword.

**7. Griggleef's Alcove:** A finely stuffed hippogriff stands hear mounted on a massive darkwood base. This was Zerduzan's faithful steed for many years. The dead beast looks extremely lifelike. On the south wall are a fine leather saddle and a harness stored in a darkwood chest.

**8. Xurisan's Alcove:** Similar to Room #7, a "stuffed" beast resides here: a huge winged serpent. Unfortunately, the beast is not stuffed but merely in suspended animation. Anyone standing in the room for more than 2 minutes that is not Zerduzan will awaken the beast. It seems Xurisan was considered an amazing guardian as well as a steed. There is a secret door in the lower east corner.

**9. Trophy Room:** In this room are several stone shelves each containing several large jars (about 40 in total in

the whole room). Each jar contains a head. Most are human, but there are also halflings, elves, dwarves, etc. Each is labelled with a small golden placard bearing the head's name. These heads belong to all of Zerduzan's major enemies. The head in a jar labelled "Frithfell" has a powerful magic ring hidden under its tongue. A secret door is hidden in the south wall. Tilting the jar labelled "Oscail" will cause a section of the shelves to swing open.

**10. Partially Flooded Room:** Rotted tapestries displaying demons engaging in a wide array of perversity dangle from rods here. The room is partially flooded.

**11. Art Gallery:** This room is filled with paintings and busts all depicting Zerduzan at various points in his life. The northeast corner of the room is completely filled by a massive cobweb. A huge abyssal spider abodes in it.

**12. Creepy Antechamber:** The light here is not functioning correctly. A crazed imp stays here awaiting new victims.

**13. Damondech's Crypt:** A sarcophagus lies here containing the revenant of Zerduzan's lieutenant Damondech. He will rise and attack intruders along with his six guards that rest in open shelves on either wall. He is armed with magic armor and weaponry. A secret door is in the southwest corner. Damondech is represented by the left most statue in Room #2.

**14. Damondech's Treasure:** Several chests are here containing thousands of coins, gems, and various magic items.

**15. The Crypt of the Rammels:** Twin brother and sister lie here in sarcophagi. Both were high level clerics in service to an ancient evil god. The chamber is adorned with artwork representing the god. If either sarcophagus is disturbed a guardian devil will incarnate from a symbol on the north wall and attack. They are each represented by the two rightmost statues in Room #2.

**16. Empty Antechamber:** Nothing is here physically but most will feel a very tangible sense of dread when they approach the door in the north wall.

**17. Tyriana's Crypt:** This is the crypt of Zerduzan's lover. Unfortunately, she died very violently after suffering from madness. Her spirit awaits any that enter and she has become an incredibly potent specter. She will cast spells against and attack any that enter. A secret door is in the northeast wall of the room.

**18. Cave of Corpses:** About two dozen corpses are neatly arranged on the ground here. They are each wrapped in black felt cloth up to their neck. A strange symbol is burned on to each forehead. Any living being that stands in the room for more than three minutes will cause these bodies to animate and attack as fast, vicious zombies.

**19. Empty Cavern:** Bones and debris litter this cave. Small strange rodent like creatures scurry when light is cast into this area. A dim warm light can be seen from the south passage. The walls here are festooned with mangled corpses that jeer and mock anyone entering the room.

**20. Slaad's Den:** This area seems to be the camp of some being. Fine silks are piled as a bed. Wooden shelves containing several texts on magic and demonology are stored there. A brazier stands here emitting smoke from a potent and intoxicating incense.

**21. Slaad's Cavern:** A very powerful Grey Slaad is magically imprisoned between areas 20 & 21 by Zerduzan. He will always detect any intruder and retreat to the pool in area 21. He will carefully study his opponents before taking any action. He may attack outright or may parlay to get close to the players.

**22. Zerduzan's Cave:** This cave is a secret arcane laboratory. It is completely destroyed and is cast in darkness. A very powerful greater demon waits here imprisoned. It may respond to anyone claiming to be able to free it. The Slaad is consulted at all, he will reveal that he has a text that contains a spell that will return the demon to Hell. However, he will ask a heavy price (all the party's treasure and a blood sacrifice to release him from his imprisonment). The demon is very impatient and becomes enraged easily. If the players defeat the demon, its body will liquify leaving behind its pertified heart. This artifact is very powerful. Also, careful inspection of the destroyed lab will reveal a small black metal case containing one of Zerduzan's spell books, a magic robe, magic bracers, and a magic wand.