

Steps of Death

The desecrated ziggurat lair of a snake-worshipping necromancer

II



IV



I



III



V



The Dungeon

Deep within the Bone Garden Jungle, Farjah Corpsedancer practices his necromancy within a crumbling ziggurat. He has no shortage of fresh bodies to experiment on, as heroes are frequently drawn here by tales of lost gold and the ominous beating of drums.

The Ziggurat

Ringed by totems of dead rulers. Zombie apes mindlessly drum bones against the stone.

- * **[Zombie Apes]** Having grown tired of their pestering, Farjah turned this ape troop into grinning, undead minions. They now attract explorers here with their constant drumming, capture them, and bring any survivors to their master.
- * **[Entrance]** A set of stairs at the ziggurat's peak, surrounded by the skulls of those the apes are permitted to eat, descend to areas 2 and 3.
- * **[Death Vines]** Withered, black vines choke the entire ziggurat. They tangle up any living thing they can and drain the life from it with their necrotic roots.

II. Zombie Pen

Wet gurgles and jerky shuffles emanate from within. Broken sarcophagi litter the floor.

- * **[Zombie Horde]** Farjah keeps his small horde of humanoid zombies here to drive out intruders that make it past his apes and ensure his prisoners cannot escape.
- * **[Bone Gate]** Built by Farjah within the archway on the far side of the room that leads to area 4. Mostly here to prevent the zombies from eating his prisoners.
- * **[Sarcophagi]** Held the remains of the royal family's favored servants. Farjah raided them but missed a secret compartment in the largest, central sarcophagus.

III. Forgotten Shrine

Etchings of warriors clad in ape-like armor battling skeletal serpents line the walls.

- * **[Hidden Entrance]** Part of the ceiling has collapsed, allowing it to be entered from area 1. It is heavily concealed by vines.
- * **[Drum Shrine]** Beneath the hole in the ceiling stands a massive statue of the Drumming Ape, an ancient god of music and dance. He is depicted as a grinning, 4-armed baboon playing a set of hand drums.
- * **[Floor Drums]** The floor is made up of standing hand drums, each etched with a musical prayer to the Drumming Ape. A Religion check can identify the order the drums must be stepped on to cross the chamber without falling into a pit trap.
- * **[Hidden Tunnel]** A tunnel carved into the wall allows Farjah to quickly come and go as he pleases. It is hidden by a tattered tapestry depicting a giant snake skull.

IV Prisoner Cells

Reeks of human sweat and filth. Muffled whimpers and moans can be heard within.

- * **[Prison]** Once a burial preparation chamber, it now serves as a cruel prison with locked bone gates set into the archways leading to areas 2 and 5.
- * **[Prisoners]** Farjah has Akweh {gnome cleric} and Udrak {dwarf ranger} gagged and bound in this chamber. The rest of their party have either been devoured by the apes or turned into zombies.

V. Necromancer Cairn

Snakes slither along the floor. A venomous green mist hangs in the air burning the eyes.

- * **[Farjah]** Human necromancer and follower of the Deadly Fang, a serpent god of undeath. Wears a long, snakeskin-like robe made from human flesh and wields a staff carved from the fang of a giant cobra.
- * **[Alter]** Farjah piles rotting flesh around the central sarcophagus and decorates it with bones so it appears like a coiled snake. He performs his dark rituals and makes offerings atop this alter.
- * **[Snake Guardian]** This chamber held the remains of the royal family. Farjah has used their bones to create a bone guardian in the form of a giant skeletal snake.