

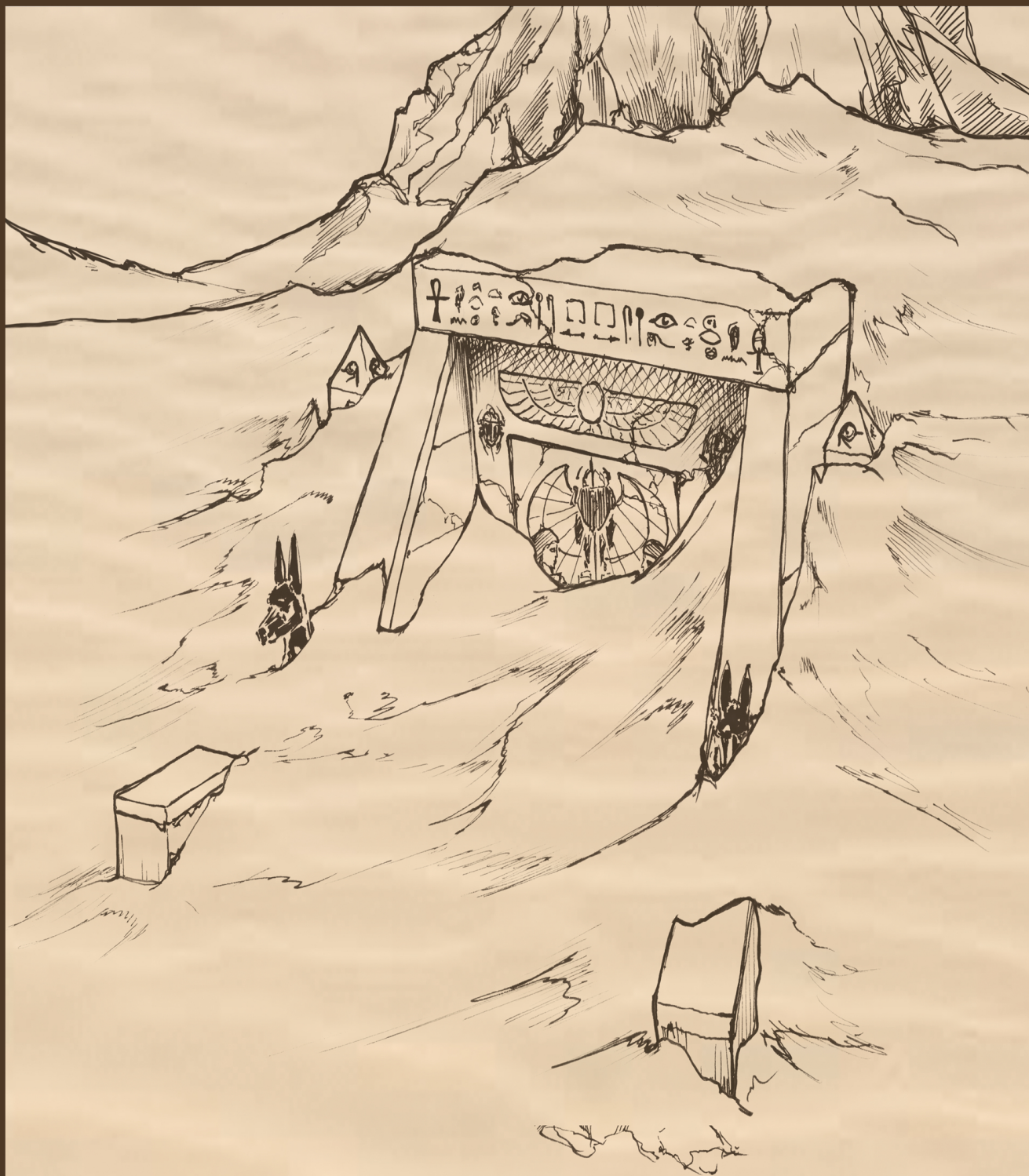


JAMES M. WARD & STEPHEN A. LEE
THE 77 LOST WORLDS
AN APOCALYPTIC SPACE™ GAME

Lunar Resort Adventure

Fortress of the Undead

Written by James M. Ward



77WORLDS.COM

Fortress of the Undead



Name – ANDROID UNDEAD

Creation Cards – Q♥, 9♠, A♣, and K♣

Hit Points – 10 – Rank 4

Silhouette – These are androids that purposely look like undead Egyptian zombies. They are designed to be easily killed challenges for tourists.

Attitude – Seeing living characters, these zombies are programmed to shuffle slowly toward the characters. They claw and bite at the characters.

Attacks – Claw (strike 2, bonus 3), Bite (strike 2, bonus 4)

Defense – They are slow moving and dressed in torn rags, giving them an armor class of (2).

Specials – Numbers are the problem for characters. If attackers think of it, they can move about and only fight two or three zombies at a time. When these zombies are killed they turn into a three foot tall mass of red slime and their clothing and weapons fall into the goo.

THE STORY

When the Egyptian dome was set up, there were several tomb areas created to give the tourists a feel for discovery and adventure. With a little digging and a little effort a “new” tomb could be explored and great treasure found. Over the centuries, the artificial intelligences of the dome began to use these tourist sites as tests. The idea was to see just how heroic the humans of the dome were when faced with unknown dangers. The powers and attack abilities of the “undead” were increased several fold. Generation after generation, the zombies have changed into formidable dangers. The tombs are renewed monthly with fresh challenges and treasures.

It is three hundred years later and the android zombies are vastly different from the originals. They have

been made smarter and faster. They have been given weapons to use against grave robbers. The pharaoh zombie has been given the gift of speech and a narration that is designed to frighten the living.

THE SITUATION

A -- STAIRS DOWN -- There appears to be a large, single sand dune. On one side of the dune is a depression revealing a set of stairs extending into the sand dune. Half way down the stairs there is a mass of sand. It is clear that the sand must be dug away to go any further. Once the four feet of sand has been dug away, there is a double set of stone doors. The handle on the doors is tied in a special waxed knot and there is a death amulet on the top of the knot. When it is cut, the doors open easily.

The doors are covered in carved hieroglyphs. The glyphs detail information about the great pharaoh's tomb. There are further details about a heavy curse on whoever opens the doors. More information details the guardians of Set that watch over the remains of the pharaoh. As the doors open, a terrible stench fills the area. All of the characters are going to gag from the odor.

When the knot tying the doors is cut, there is a loud announcement. **“Who dares take on the rage of the great Pharaoh Selen-tep? He whose name is blessed by the great god Ra. He who rules as a god pharaoh for a thousand years. You tomb raiders must die!”**

B – ZOMBIE GUARDS – The corridor is pitch black. Lights will have to be used to move forward in safety. The walls and ceiling are covered in hieroglyphics. There is a long boat with a midnight sky background on the ceiling. There are many images of a warrior Pharaoh being honored by his people all along the walls. At the end of a 600 foot corridor stand two zombie guards. They fight until destroyed. These two zombies have long spears and they attack first in the combat round. From then on they move so slowly that they attack last. These zombies don't respond well to missile attacks. If the characters use ranged weapons it takes a long time for the zombie guards to think about coming down the corridor and attacking.

The hall, behind the guards, is very large at 2,100 feet wide and 1,800 feet long. The ceiling is 100 feet tall

and most light sources won't light that area up. Each of the pillars is covered in glyphs praising a different Egyptian god. The walls are all covered in glyphs praising the rulings of the Pharaoh.

At different heights on each of the pillars, there are gems of many different types. Each one is slightly less than fist-sized. The colors and facets are dazzling. Naturally, all of them are fake, but the gems look real to the characters. When such gems are presented to non-humans in the dome, those gems are known to be robbed from a tomb. All who carry such gems are considered cursed and evil.

All of the zombies in this tomb are programmed to attack characters carrying the lights. The zombies can easily move and strike in the darkness.

C – MORE ZOMBIE ATTACKS – As the characters get into the middle of the area, they are once again attacked by guards. There are seven zombies here and these undead are smart enough to try and attack the backs of the characters for a better chance to hit. If the characters leave the tomb, these guards slowly chase them. These zombies are using large maces in battle. The weapons hit with such force that they ignore shields that the characters may be using. The zombies never waver in their attacks and are difficult to fool.

D – ZOMBIE PHARAOH – *(All of the magical effects observed and heard in the tomb are simple bits of technology used to try and frighten the characters.)* On a high dais is a throne appearing to be made of gold. Sitting on the throne is the zombie pharaoh. He is intelligent enough to talk to the characters and be enraged that they came to his tomb to rob him.

He rants at them and stands to draw his sword that glows with a bright light (it's a normal weapon except for the unnerving glow). **“Who dares disturb my rest? I am the great pharaoh Selen-tep. My armies charged at will over any nation they pleased. I collected mountains of treasure**

and slaves and no one dared to tell me no. Leave this shrine to my passing or feel the rage of a son of Set.”

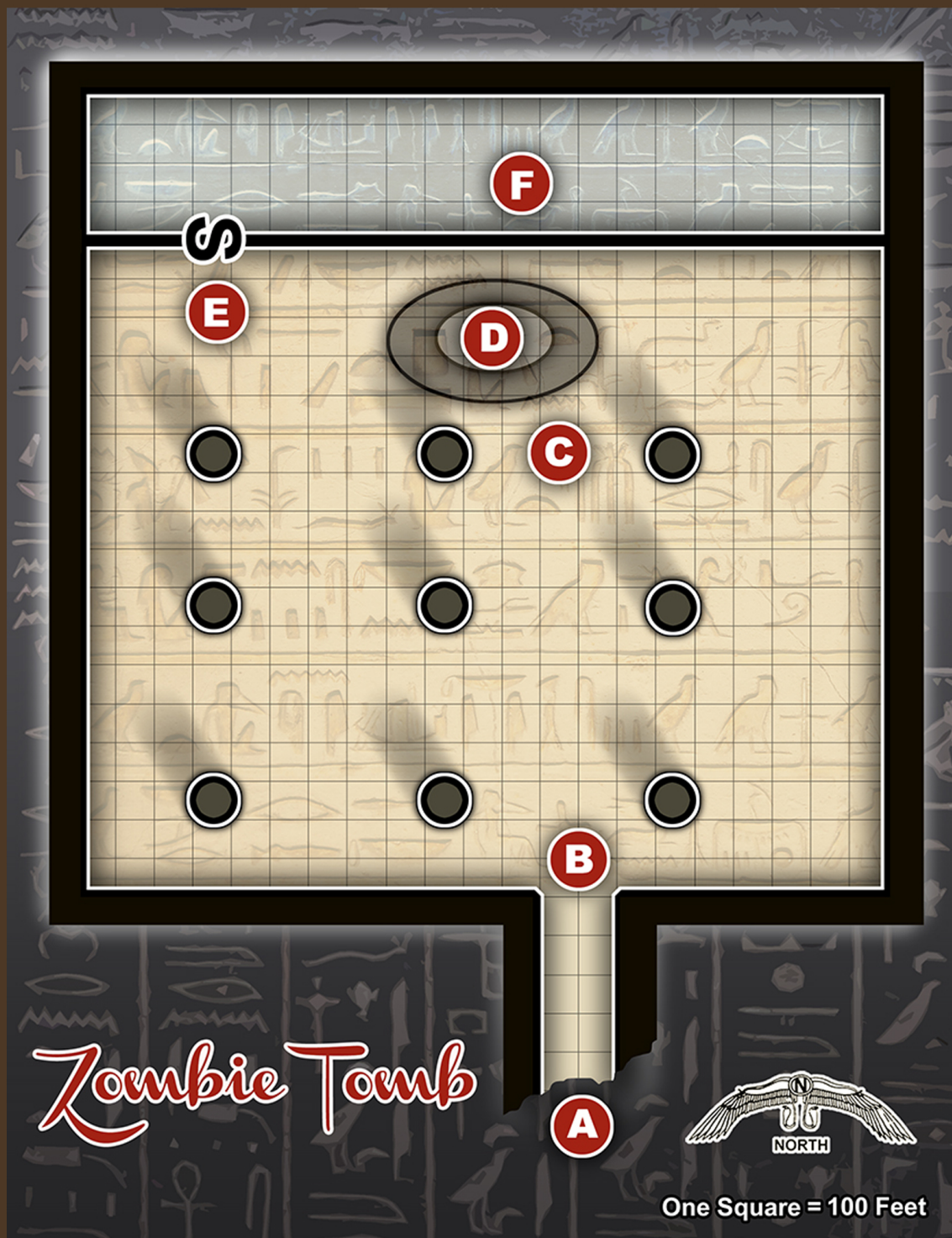
The characters must climb up the dais to fight this threat.

E – GLYPHS AND THE SECRET DOOR – The glyphs on the back wall are very different from the ones on the other walls. All of these glyphs detail the great pharaoh traveling to different places using different means of travel. One scene shows him on a large ship. Another scene shows him riding a chariot into battle. A third scene shows him on an elephant fighting in a battle. The secret door is behind an image of him walking through a magical portal. There are slaves bowing on both sides of the portal as they are being beheaded. The portal in the image, exactly fits the area of the secret door behind the image. Plaster covers the real door and is easily scraped off the wall if the characters think to do this.

F – PHARAOH'S TREASURE – A loud voice threatens the characters. **“Take one more step into the magical treasure chamber of the great pharaoh Selen-tep and be cursed with an everlasting death as a slave to Anubis.”**

This is a treasure chamber and when the characters enter, magical lights brighten the entire area. The lights reveal stone benches filled with all sorts of treasures from simple gems and bars of gold to intricate necklaces and amulets. There are golden covered weapons and armor as well as baskets of coins of all types. Under the benches are large chest covered in gold foil. These chests are filled with baskets of roasted duck and jars of wine. This is so that the pharaoh can enjoy meals in the after life. The duck and wine can be eaten and enjoyed by the characters.

The only problem for the characters is that every nonliving character in the Egyptian dome knows that this material is cursed tomb treasure and will have nothing to do with whomever presents it. All of the treasure is fake, but high quality fakes.



Basic Box Set



Map Pack

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