

ADVENTURER CONQUEROR KING SYSTEM™

SECRETS OF THE NETHERCITY



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Only the most illustrious sages are aware that the Ancient City was itself built over an even deeper ruin, a Forgotten Cyfaraun, a city brought low by an earthquake almost 2,000 years ago. Forgotten Cyfaraun was reduced to rubble but its lasting legacy is a hidden Nethercity, a treacherous place of twisting tunnels, dusty catacombs, and black, volcanic caves that waits, forgotten and unplumbed - until now...

AX2: Secrets of the Nethercity™ (SOTN) is a ready-to-play adventure scenario presented for use with the *Adventurer Conqueror King System™ (ACKS)* and other d20-based fantasy role-playing games. Explore the impossibly complex warrens of the Nethercity and discover the horrific truth of the ancient empire that ruled the realm. Designed to carry characters from 3rd to 8th level of experience, *Secrets of the Nethercity* includes:

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- » Guidelines for **adapting the adventure** to any campaign setting.
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AX3 SECRETS OF THE NETHERCITY™

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INTRODUCTION

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Cyfaaraun is a city of ancient lineage. The name itself is an Auran corruption of its original elven name, Cyfarawn. Evidence of elven construction is still visible in the city's oldest district, today called Old Cyfaaraun. Many city residents know that Old Cyfaaraun was founded atop an earlier settlement – Ancient Cyfaaraun, buried by cataclysmic ashes over 500 years ago. Only the most illustrious sages are aware that the Ancient City was itself built over an even deeper ruin, a Forgotten Cyfaaraun, a city brought low by an earthquake almost 2,000 years ago. Forgotten Cyfaaraun was reduced to rubble but its lasting legacy is a hidden Nethercity, a treacherous place of twisting tunnels, dusty catacombs, and black, volcanic caves that waits, forgotten and unplumbed, until now...

Secrets of the Nethercity (SOTN) is an adventure module for the *Adventurer Conqueror King System* set in the Auran Empire campaign setting. *SOTN* is a deep and immersive dungeon delve with a focus on exploration. Set in the exarchate of Southern Argollë, in the prefecture known as the Borderlands, *SOTN* takes place some fifty miles northwest of Türos Tem, the site of our introductory adventure *The Sinister Stone of Sakkara*. Unlike *Sinister Stone*, this adventure assumes that the characters are experienced adventurers of 3rd to 5th level when the module begins. The Nethercity is stocked with sufficient monsters and treasure to carry a party of six adventurers from the 4th to the 8th level of experience. As such it serves as a mid-level environment in which the adventurers can acquire the wealth and power they need to advance into domain-level play. *SOTN* also introduces the Awakening as a looming existential threat to the Auran Empire campaign setting, an event of such dreadful imminence that it might incentivize even the most reluctant hero to seize power in order to be able to defend the realm from what's coming. Like the White Walkers in *Game of Thrones* or Sauron in *Lord of the Rings*, the Awakening transcends petty politics to threaten everything. (It can, however, easily be removed from the adventure without issue by those who prefer to avoid such drama.)

If the adventurers are not yet powerful enough to plumb the Nethercity, the sewers of Cyfaaraun above the Nethercity provide many points of interest that can help a novice party gain the experience it needs. The city of Cyfaaraun and its sewers are described in *Capital of the Borderlands* adventure module.



THE ADVENTURER'S HISTORY OF CYFARAUN

Cyfaaraun is the capital of the prefecture of the Borderlands in Southern Argollë. It used to be an elven city until the Auran Empire conquered it a few hundred years ago. The old elven architecture is still visible in the city's old districts. Like most Auran cities, Cyfaaraun has a large sewer system, but the Cyfaaraun sewers are unusual because they're built in and through the ruins and rubble of an even older elven city. The local storytellers claim the city's underground architecture encompasses everything from ancient catacombs to chthonic temples to criminal hideouts. The city's residents tend to say that the storytellers, like the sewers, are just full of shit.

THE SECRET HISTORY OF CYFARAUN

Elven migrants from Northern Argollë first founded the city of Cyfarawn (Cyfarawn I) at the junction of the Mirmen River and Lake Laman in the late 41st century BE. As Cyfarawn expanded, the elves discovered a network of lava caves beneath its rich, black soil. The early explorers who delved into these caves accidentally awakened a slumbering creature from an elder age – a Khepri Hierarch. Possessed of incredible psychic powers and forgotten lore, the Hierarch became the Great Teacher of the elves.

Even as he taught the elves sorcerous science, the Great Teacher evangelized his dark Chthonic religion. The Chthonic cults revered gods who slumbered in the underworld, and their worship happened deep under the earth. In the lava tunnels below Cyfarawn, the Great Teacher taught that there would be an end of days called the Awakening, when the slumbering deities of the earth would rise and walk again. On the Awakening, those who had sworn to the Chthonic gods would receive bodily resurrection and everlasting life, while those who revered the Emphyrean gods would be cast into eternal torment.

The old Emphyrean faith of the elves had called for the cremation of the dead, so that the burning of the body might free the soul to reincarnate. The new Chthonic faith believed in a bodily resurrection, which led the elven converts to embalm and mummify their dead in underground tombs alongside grave goods for the life that would come. As the worship of Chthonic cults spread among the elves of Cyfarawn, they excavated deeper into the earth, constructing temples, crypts, and vast catacombs in, through, and around the caves – creating the Nethercity.

Under the guidance of their Chthonic teacher, the elves in time began to create new creatures in the bowels of the earth, the Thrassians (lizardmen). The hapless elves, deluded by their dark tutor, had little idea they were being led to create their own

successors. When the elves had fulfilled their purpose, the gods of earth and darkness leveled Cyfarawn with a great earthquake so that a more fearsome race could take their place. The earthquake killed most of the elves of Cyfarawn, while the remainder were slain by their revolting Thrassian slaves. The Nethercity itself was entombed by the quake, its mummified denizens left in torpor for the Awakening to come.

A thousand years later, the Thrassians were a distant memory, and the elves of Northern Argollë began to re-settle Southern Argollë. The returning elves built a new city (Cyfarawn II) on the ruins of forgotten Cyfarawn I. The new builders knew of the former city – indeed, its rubble was exploited as building material – but they were initially oblivious to the 2,000-year-old catacombs of the Nethercity below. After the accidental re-discovery of the ancient catacombs below Cyfarawn II, the elven elders quietly forbade further exploration and built a Temple of Demara above the entrance to seal away whatever evils lie below.

Five hundred years later, Cyfarawn II was buried by a cataclysmic volcanic eruption from Lake Laman. Only the city's tallest walls and most towering buildings remained visible underneath the covering of ash and rock. Shortly thereafter, beastmen invaded from the Waste, and it was not until several hundred years later that the elves liberated the region and built a new city. Cyfarawn III was constructed atop the ash-covered ruins of Cyfarawn II, with the new city's walls rebuilt on the foundation of the older walls. No longer a capital city, Cyfarawn III instead served as a trading hub between the Meniri dwarves, the Argollëan elves, and the Auran humans of the region.

After three centuries, Cyfarawn III was brought under the control of the burgeoning Auran Empire, where it became the regional capital of the prefecture of the Borderlands. Its name was quickly Auranized to "Cyfaraun," and an extensive new building program began. The existing elven construction (Cyfarawn III) became known to the Aurans as "Old Cyfaraun" or the "Old City," while the ruins below the layer of volcanic rock (Cyfarawn II) become known as "Ancient Cyfaraun." As was their wont in

cities everywhere throughout the Empire, the Aurans engineered a sewer system below their newly-claimed city. The natural path of these sewers was along the lines of Ancient Cyfaraun's streets, as this allowed excavation through soft tuff rather than masonry buildings. Thus, the primary sewer tunnels below Old Cyfaraun now run along the avenues of Ancient Cyfaraun.

As the Aurans expanded Cyfaraun beyond the old elven city's prior limits, new sewer tunnels were excavated through the soft volcanic tuff. The Aurans also excavated dungeons, crypts, basements, and sub-cellars in and around the Ancient City. The Prefect's Palace, Solar Citadel, Imperial Amphitheater, Tower of Knowledge, and Hall of Mourning have extensive underground areas that connect to both Ancient Cyfaraun's ruins and the Auran sewer system. The Merchant's Guild has built underground vaults, and the Imperial Bathhouse has large cisterns below. These subterranean delvings are collectively referred to as the Undercity. (These locations are detailed in the *Capital on the Borderlands* adventure module).

But the great Nethercity lies even deeper below, sealed and forgotten...until now.

Note: The centuries and years in this adventure are denoted either BE (Before Empire) or IY (Imperial Year), which respectively descend to and ascend from the founding of the Auran Empire. If you intend to convert this adventure to your own game world, you can assume these correlate to the Western calendar's BC and AD dating system. For instance, 2500 BE is approximately similar to the time in our own world when the great pyramid was completed and Assyria was founded. This conversion can aid in inserting this adventure's chronology into the equivalent time period of your own game world. The ancient Argollëans who built the Nethercity actually had their own archaic calendar system that counted time from the Day Without Night and is denoted TC (Turning of Centuries). 4100 BE is around 500 TC, 1 IY is around 4601 TC, and 381 IY is about 4981 TC. Judges with a zeal for verisimilitude should feel free to offer dates in Turning of Centuries format.

TIMELINE OF CYFARAUN

YEAR	NOTABLE EVENTS
41st C. BE	Elven city-states arise throughout Northern and Southern Argollë. In the north, the leading cities are Aodhan, Llenorion, and Réamhrá; in the south, Cyfarawn (present-day Cyfaraun), Siadanos, and Cyfandir. An elven chronicler working on clay tablets in Aodhan memorializes the Fifth Turning since the Day Without Night, beginning recorded history.
39th C. BE	The Southern Argollëan elves discover primitive settlements of humans living in the fertile highlands east of the Meniri Mountains. The elves establish trade and friendship with the humans, who call themselves the Zaharans.
35th C. BE	Southern Argollëan elves encounter the highly-developed dwarven civilization at Azen Khador in the Meniri Mountains. The initial contact leads to a brief outbreak of violence. Thereafter dwarves and elves in the region view each other with suspicion and coldness.
32nd C. BE	As Cyfarawn expands, the elves discover a network of lava caves beneath the rich, black soil. Exploration of the caves accidentally awakens a slumbering Khepri Hierarch. Calling himself the Great Teacher, the Hierarch begins to evangelize the Chthonic gods to the elves in Cyfarawn.

TIMELINE OF CYFARAUN

YEAR	NOTABLE EVENTS
31st C. BE	Excavation of catacombs below Cyfarawn begins in secret at the instruction of the Great Teacher. The Chthonic gods are worshipped as mystery cults by small sects of Southern Argollëan elves.
30th C. BE	The elven general Eolande, the first elven noble to be tutored by the Great Teacher, begins to conquer and subjugate the nearby human populations around Cyfarawn.
28th C. BE	Increasing wealth flows to the Chthonic sects. Fresco paintings begin to appear in tombs in the Nethercity. The first attempts to crossbreed monsters are begun by elven transmogrifiers working under the Great Teacher.
Early 27th C. BE	Empyrean priests, appalled at Chthonic crossbreeding experiments, begin to preach against the cults.
Mid 27th C. BE	Harsh suppression by Empyrean priests of the Chthonic cults leads to several cultists being martyred. The resolute faith of the Chthonic cultists begins to capture more worshippers.
Late 27th C. BE	A violent uprising by the subjugated human population convinces a majority of the elven nobility of Cyfarawn to pursue a Chthonic crossbreeding program to create slave-soldiers. The Thrassians are created.
Early 26th C. BE	Open worship of Chthonic gods is now common. Construction begins on the Great Temple of the Awakening. The utility of servitor races and the decadent pleasures of Chthonic practice lead many more of the nobility to convert to Chthonic practice.
Mid 26th C. BE	Cyfarawn warlords leading Thrassian troops conquer the entirety of Southern Argollë, reducing the Zaharans and the other city-states of Southern Argollë to client status. The Argollëan Empire is declared. The city-states of Northern Argollë neither embrace the Chthonic gods nor adopt Thrassian slavery, and they remain independent from the empire. Meanwhile, construction of the Great Temple is completed, and construction of the Grand Chthonic Temple begins in the Nethercity.
Late 26th C. BE	The Bitter War breaks out between the Southern Argollëan elves and Meniri dwarves. Construction of the Grand Chthonic Temple is completed. Frescos give way to mosaics and high relief sculpture as the dominant art forms for Argollëan builders.
25th C. BE	Argollëan court life is now dominated by Chthonic worship, although Empyrean worship is not forbidden. A small number of elves keep to the old religion.
Mid 24th C. BE	Empyrean worshippers attempt to make peace with the Meniri dwarves, hoping to end the Bitter War. In response, Chthonic disciples of Bel, god of war, burn the Empyrean temples and slaughter the remaining Empyrean worshippers.
Late 24th C. BE	Setbacks in the Bitter War lead to high elven casualties. Worship of Dirgion, the god of death and undeath, rises in response. Construction of the Doom Temple of Dirgion begins.
Early 23rd C. BE	Increasing numbers of Thrassian slave-soldiers begin to turn the tide of the Bitter War.
Late 23rd C. BE	Argollëan economy has become dependent on servitors and slaves. Nobility enjoys unparalleled opulence. The Zaharan peoples convert to Chthonic worship as they are culturally assimilated by their conquerors.
Late 21st C. BE	Under the leadership of the warlord Marcan, the Argollëans destroy the great dwarven vault of Azen Khador, winning the Bitter War. The Meniri dwarves migrate deeper into the mountains and enter a period of isolationism. The elves expand their imperial holdings into present-day Krysea and Nicea. Construction of the Hallowed Hall of Heroes. Satisfied that it has placed events on course for the Awakening, the Great Teacher enters cryostasis in the Secret Alien Sepulcher in the Nethercity.
Late 20th C. BE	The elven warlord Marcan is interred in the Great King Tomb in the Nethercity.
Late 18th C. BE	The elven hierophant Orthanach becomes the first Argollëan to be transformed into a mummy lord. He is interred in the Secret Tomb in the Nethercity. He is joined by his spouse, Sorya, and personal guard, Cassair, who voluntarily transform into mummies.
Early 17th C. BE	The Nethercity is now largely filled, so plans begin to excavate additional catacombs east of the river and north of the northern caves. However, elven population is in decline as the culture becomes increasingly decadent.
Mid 17th C. BE	A great earthquake rocks Cyfarawn, leveling its buildings. The Nethercity is sealed off by a layer of detritus 6' thick. The Thrassians exploit the ensuing chaos to rise in rebellion against the elves and seize control of Southern Argollë and Zahar. A handful of Southern Argollëan nobility escapes to the north, where they are admitted as refugees. Cyfarawn is abandoned

TIMELINE OF CYFARAUN

YEAR	NOTABLE EVENTS
1400 BE	The Thrassians conquer much of the southern coast of the Ammas Aurë and parts of northern Ulruk, subjugating the various human tribes in the region. The Chthonic-worshipping Zaharans function as an upper caste of humans that helps manage the enslaved populace. Cold weather and elven resistance dissuade the Thrassians from conquering the north.
1075 BE	The city-state of Zahar overthrows the Thrassians and establishes a sorcerous empire that, over the next five centuries, expands to encompass Tirenea, Krysea, Opelenea, and Kemesh.
684 – 652 BE	The Empyrean War; Azendor, Prophet of Ammonar, receives the Laws of Light and begins to preach the Empyrean faith. The Zaharan Sorcerer-king Sebek's attempts to suppress the fast-growing Empyrean religion lead to an uprising against Zahar. When the Northern Argollëan elves ally with the rebels, the uprising expands into a massive conflict.
651 BE	The beastmen armies of Zahar are routed and Zahar is sacked. The last sorcerer-king, Sebek, escapes into the desert. With the Zaharan capital destroyed, the rest of its Empire dissolves into anarchy. The victorious crusaders depart the ruined Waste of the south and spend the next four decades liberating the Eastern Danean regions (Krysea, Nicea, and Tirenea) from beastmen.
650 BE	Northern Argollëan elves re-settle Southern Argollë, building a new city (Cyfarawn II) on the ruins of ancient Cyfarawn. In the rebuilding process, the elves clear away the top-level rubble and use it for building material, unaware of the 2,000 year-old catacombs of the Nethercity.
645 BE	After the discovery of several ancient catacombs below Cyfarawn II, the city elders forbid further exploration and build a Temple of Demara above the main entrance.
245 BE	Cyfarawn II is buried in ash during a cataclysmic volcanic eruption from Lake Laman. Only the city's walls and most towering buildings remain visible underneath a covering of ash and rock.
244 – 219 BE	Beastman Wars; Beastmen conquer the borderlands and much of Tirenea and Nicea before being defeated by the Auran League. The details of the destruction of Cyfarawn II are lost in the war.
209 BE	Argollëans build Cyfarawn III (present-day "Old Cyfaraun") on the ruins of Cyfarawn II (present-day "Ancient Cyfaraun"). The city walls are rebuilt on the foundation of the older walls. No longer the capital, Cyfarawn instead serves as a trading hub between the Meniri dwarves, the Argollëan elves, and the Auran humans.
108 IY	The Great Drought grips Aurëpos. Over the next decade (108 – 117 IY), under the grip of hot weather, large portions of Tirenea, Krysea, Opelenea, and Nicea become dust bowls. Loss of fertile farmland in the Empire encourages expansion into the adjoining regions, including western Southern Argollë.
134 - 166 IY	Border disputes between Aura and the elves lead to the Argollëan War.
166 IY	The great dragon Aisothe conquers the elven capital of Cyfandir while elven forces are on campaign. Faced with both the loss of their capital and seemingly endless Imperial numbers, the elves agree to an armistice, ending the war. Southern Argollë is annexed and colonized by the Aurans, while the elves retreat to Northern Argollë.
165 IY	Cyfarawn III falls into Imperial hands. Its name is quickly Auranized to "Cyfaraun." The existing elven construction is labeled "Old Cyfaraun," and the ruins below the layer of volcanic rock (Cyfarawn II) become known as "Ancient Cyfaraun." The Aurans construct a sewer system using the plan of Ancient Cyfaraun's streets as the basis for the drainage system.
329 IY	A portion of the floor of an Auran cesspit built over the Nethercity collapses, spilling a river of sewer sludge into the forgotten underground level. The reduction in sewer flows are too small to attract any notice from city engineers.
378 IY – 379 IY	The Somirean Emperor and the Auran Tarkaun ally for a major campaign against the Skysos. Aura's eastern garrisons are shipped westward to provide manpower for the war effort.
380 IY	Jutland raiders and Celdorean pirates begin striking directly against the Empire's coastal settlements. Border forts in Krysea and Southern Argollë begin to fall prey to invading beastmen.
381 IY	Rumors trickle eastward that the Auran and Somirean forces have been encircled and destroyed by the Skysos. Travel becomes perilous as the power structure of the Empire begins decentralizing to city-states, local warlords, and private armies. The current year.



2

THE NETHERCITY

Sixty feet below Cyfaraun runs a warren of caverns formed when volcanic rock cooled on the surface but stayed hot and wet below, carving great channels in the earth. The volcanic caves have a sinister beauty, as magma stalagmites hang, never-quite-dropping, from ceilings that look like frozen ripples in a sea of rock. Starting from this stunning cave network, the ancient elves began to excavate further into the earth, constructing temples, tombs, and vast catacombs, creating the Nethercity. The Nethercity was a place of worship, sacrifice, burial, and eldritch study for over 1,500 years, from the 33rd century BE until the 17th century BE, when the Nethercity was entombed by a great earthquake that struck the region.

The Nethercity remained sealed for ten centuries, until in 650 BE elven settlers accidentally broke it open while building Cyfarawn II (present-day “Ancient Cyfaraun”). The Northern Argollëan elves who were re-settling the area had no desire to revisit the horrors of the elves’ dark (and purposefully concealed) past and quickly re-sealed the Nethercity, building a Temple of Demara over the main entrance.

Ancient Cyfaraun was itself covered under a layer of ash in a volcanic explosion in 245 BE. A new city, Cyfarawn III (“Old Cyfaraun”) was built atop it in 209 BE. Four centuries later, in 165 IY, the Aurans conquered the region and established Old Cyfaraun as their new regional capital. As Cyfaraun expanded above, the thoroughfares and avenues of the ancient city below were repurposed as sewers for the burgeoning trade hub. The buried Temple of Demara, being a centrally-located rotund building, became the site of the city’s largest cesspit, servicing the public latrines in the agora.

About fifty years ago (329 BE), the floor of the cesspit below the agora partially collapsed, opening up the Nethercity for the first time in a millennium and spilling the waste product of thousands into the ancient complex. The reduction in sewer flows into the Krysivor River was too small to attract any notice from city engineers, and few explorers cared to spelunk through the city’s cesspits to see where they drained, so the depths of the Nethercity remain unplumbed...

ECOLOGY OF THE NETHERCITY

The combination of the sewage flow from the collapsed cesspit (A1) with random traffic from the teleportation platform (L4) and the underground river (P) has created a strange and complex ecology within the Nethercity:

- » Organic material from the refuse, animal droppings, and washed-in plants in the sewer sludge provides a haven for fungus and mold which feed on the material. Yellow mold, fungal creepers, green slime, ochre jellies, black puddings, gelatinous cubes, and similar growths in the waste are the most evolved of these “decomposers.” Yellow mold grows extensively in the huge deep cave (C2).

- » The herbivorous insects or vermin such as cavern locusts, tunnel prawns, and insect swarms of millipedes and cave crayfish feed on the decomposers and/or the sewer sludge. Such creatures are found close to the source of the sewer sludge, primarily in areas 1 and 3.
- » The insectivorous and omnivorous insects and vermin such as giant beetles, giant rats, and rat swarms feed on the herbivorous insects and scavenge from the animal waste. For instance, a nest of bombardier beetles (in C4) feeds on the nearby insect swarms.
- » The troglodytes (degenerate mutants made long ago by the elves from Thrassian stock) hunt the larger insects and vermin and scavenge from the sewer sludge. They are found in the deep level caves (area I) south of the central caves (area C).
- » The giant ants in the abyssal caves (L) gather organic material from the sewer sludge to create fungus-farms in empty wall graves.
- » The white apes (cave-dwelling descendants of ancient Argollëan alchemy, precursors to beastmen) of the northern caves (M) hunt, steal, and scavenge from the adjacent farms of the giant ants.
- » The larger carnivores and omnivores such as caecilians, carcass scavengers, giant carnivorous flies, giant pythons, giant rhagodessa, and pit vipers feed on the various insects, smaller vermin, and occasional troglodyte or ape. A caecilian in the central caves (C6) feeds on cavern locusts, while the rhagodessa of the lower level central caves (F19) prefer troglodytes.
- » Giant crabs, giant leeches, and giant fish sometimes wander through the underground river (P).
- » Skeletons, wights, and mummies wander or slumber in the ancient tombs, temples, and crypts. Incorporeal undead, the lingering spirits of long-dead Chthonic worshippers or simply attracted by the sinkhole of evil, plague much of the complex. Ghouls from the sewers are common due to the availability of carrion. Most of the Nethercity (B, D, G, H, J, K, Q, R, S, and T) is given over to the undead.

Note: Prior to 329 BE, when the cesspit broke open, the Nethercity’s ecology was much less complex. Only a few tiny groups of troglodytes and white apes – experimental subjects of the elves – survived the Nethercity’s fall. The apes and troglodytes fed on fish from the underground river and on whatever stumbled in via the teleportation platform (L4). Eventually, both groups discovered the platform itself and figured out that it could take them to hunting grounds outside the Nethercity. Some of the apes and troglodytes that departed on the teleportation platform never returned to the Nethercity, but a few continued to lair there even as they hunted on the surface. At present, only one ape exile even remembers the teleportation platform at all, while the troglodytes retain tribal legends of a “magic rock” that can carry a brave troglodyte to “an endless cave with no walls or ceiling.”

FEATURES OF THE NETHERCITY

Although the Nethercity evolved over the course of 1,500 years, some features of the dungeon remain constant throughout.

CONSTRUCTION

Basaltic Tuff: The Nethercity's natural tunnels and caverns, and its hewn corridors and chambers, were all carved through basaltic tuff laid down by ancient volcanic eruptions. Basaltic tuff is a relatively soft rock made of up ash, grit, and sediment, and ranges in color from dark red to black.

Ceilings: Ceilings in the Nethercity are, unless otherwise noted, 10' tall. Though some late-era tombs and temples have highly decorated ceilings, most are either unworked basaltic tuff (within the caverns) or hewn and polished tuff (within tombs and temple areas).

Floor: The Nethercity's floors are made of basaltic tuff. Within the tombs and temples, the floors have been completely smoothed and leveled, and often lined with clay or marble tile; tiles are typically 12" square and ½" thick. Even in natural caves and tunnels, the floors have been somewhat smoothed for easier passage. However, the ancient earthquake has left many of the floors uneven, fragmented, and unsafe (as noted in the room descriptions).

Walls: Walls are typically of basaltic tuff. In the caves and tunnels, the walls are uneven and rough, with bumps, cracks, and crevices. In the tombs and temples, the walls have been carefully hewn to be smooth and even. In many chambers and corridors, the tuff is lined with 3/8"-thick plaster or marble. Wall decoration is common. Tuff walls are often carved with bas reliefs or high reliefs; plaster-lined walls are often painted with frescoes; and marble-lined walls often decorated with mosaics of stone and glass (as noted in room descriptions).

DOORS

Stone Slab Doors: Most tombs in the Nethercity are sealed with unadorned cylinders of stone that must be rolled aside to get within. The stone slab doors weigh 1½ to 2 tons, so the proficiency throw to open a stone slab door suffers a penalty of -12. Most adventurers cannot make this throw unassisted, but fortunately, stone slab doors are so large that up to three additional characters may assist an adventurer in forcing one open. Add the unmodified Strength bonus of any characters providing assistance as a bonus to the adventurer's throw.

EXAMPLE: Marcus is a fighter with 16 STR and Dungeon Bashing proficiency. His proficiency throw to open doors is 6+. He is attempting to open a stone slab door with the assistance of Morne (16 STR), Peristo (15 STR), and Farlaghn (16 STR). To succeed, Marcus must roll 13+ (6 + 12 - 2 - 1 - 2).

Each attempt to force open a stone slab door requires one full round during which the participating characters may not move or attack. The party may try again as often as desired until they succeed. However, any undead in tombs typically awaken from torpor when their stone slab door is disturbed. If it takes the party several rounds of effort to force open a tomb door, the tomb's undead will have substantial time to prepare.

If the party succeeds in opening a stone slab door on its first attempt, the undead within will have just awakened and will still be in their sarcophagi or other places of rest. If it requires two attempts to open the door, the undead within will have had time to exit their places of rest by the time the door is opened. If it takes three or more attempts to open the door, the undead within will be ready for combat, and cannot be surprised; spellcasting undead may even have used magic in preparation for battle. If an awakened undead's stone slab door is not opened, the undead within will usually return to torpor after one turn (but see p. 17). Canny adventurers may find it better to abandon efforts to enter a particular tomb and come back later when the opportunity for surprise again affords itself.

Heavy Bronze Doors: Most temple entrances feature heavy bronze doors. These are usually 8' tall and 4' wide, or 8' wide if double doors. They feature extensive geometric fretwork with engraved images of horses, snakes, mountains, lotuses, eyes, and fists, set in a marble frame with marble cornices and friezes. Door handles are carved in the shape of serpents, the heads of dragons, and skulls. Unless otherwise noted, bronze doors open in to the next room in alphanumeric sequence (e.g., the bronze doors in **E1** push inward to **E2a**, but pull inward from **C2a**). Because of the door's great weight, the proficiency throw to force open a heavy bronze door suffers a penalty of -4. An adventurer attempting to force open a heavy bronze door may be assisted by one other character, or two if forcing open double doors, as for stone slab doors, above. There is a 5% chance a heavy bronze door is open when the adventurers encounter it due to the movements of the various wandering monsters.

Cedar Interior Doors: During the height of the Argollëan's empire, much of Southern Argollë was covered with thick cedar forests, so cedar is the dominant wood used throughout the Nethercity. Most interior doors are made of cedar set in a marble frame with marble cornices and friezes, and are usually 7' tall and 3.5' wide. All cedar interior doors feature extensive geometric fretwork, and are set with door handles carved as the heads of serpents, lions, eagles, and wolves. Particularly important areas may have cedar doors inlaid with bronze or even gold. Unless otherwise noted, doors are hinged left and open towards the next room in alphanumeric sequence (e.g., the cedar doors in **H18** push inward to **H19** and **H20**, but pull inward from **H15**). There is no penalty to force open a cedar interior door, but only one character may attempt to do so at a time. There is a 10% chance a cedar interior door is open when the adventurers encounter it due to the movements of the various wandering monsters.

INSCRIPTIONS

Inscriptions in the Nethercity are written in Ancient Argollëan, a dialect of Ancient Argoivorean from which Classical Argollëan and then Argollëan (Elvish) descended. Characters who know Ancient Argollëan can successfully translate the inscriptions in the Nethercity without a proficiency throw. Characters who know Classical Argollëan can successfully translate the inscriptions in the Nethercity with a proficiency throw of 11+, but fumble the translation on a natural roll of 1. Characters who know Common Argollëan can successfully translate the inscriptions in the Nethercity with a proficiency throw of 16+, but fumble the translations on a natural roll of 1-3. The Judge should make the throw in secret and provide a false, misleading, or humorous translation if the throw is fumbled.

SARCOPHAGI

Sarcophagi are found throughout the Nethercity. A typical stone sarcophagus measures 6' long, 4' tall, and 3' wide, and weighs 1.5 - 2 tons if stone or 400 - 500 lbs if bronze. Attempts to push sarcophagi should be resolved using the rules for stone slab doors (if stone) or bronze doors (if bronze). A typical sarcophagus lid weighs approximately 675 - 750 lbs if stone or 75 - 100 lbs if bronze. An adventurer attempting to slide open a sarcophagus cover must use an action in lieu of attacking and make a successful proficiency throw to open doors at -4 (if stone) or at no penalty (if bronze). Up to three characters can assist the adventurer, adding their unmodified Strength bonus to his throw. A mummy can slide open its own sarcophagus lid as an action in lieu of moving. It can then attack a creature that is adjacent to its sarcophagus, or it can exit the sarcophagus as an action in lieu of attacking.

SEWER SLUDGE

The leakage from the sewers above has created a long river of black sludge that runs from the cesspool (A1) all the way to the Abyssal Level Cave Complex (L). The sludge does not slow exploration movement, but characters charge or run at half rate while within it. Acrobatics and Move Silently proficiency throws made by characters in sludge suffer a -2 penalty. The sludge is filled with disease-carrying decaying matter, so characters who are knocked down or otherwise fall prone in the sludge come down with a fungal infection unless they succeed on a saving throw vs. Poison at +4. Characters that actually *eat* the sewer sludge are automatically infected with no saving throw.

Fungal infections become evident after 1d8 hours as white, pulpy scabs on the skin (or, if the sludge was eaten, on the tongue, lips, and mouth.) Once the scabs appear, the infected character suffers a -2 penalty to reaction rolls and a -1 penalty to surprise rolls and initiative rolls due to distracting itches. Each day thereafter, the scabs spread and the infected character must make an additional saving throw vs. Poison. If the throw fails, the spreading infection leaves a permanent scar (treat as a "minor scar" on the Mortal Wounds table). If the throw succeeds, no scarring occurs, though the character remains infected. The infection can be cured with

cure disease magic or a successful Healing proficiency throw to cure disease.

The sludge also carries a poisonous miasma with the awful smell of rotten eggs. Characters exposed to the miasma must make a saving throw vs. Poison every turn or begin to suffer headaches, bleary eyes, and shortness of breath. These symptoms impose a -1 penalty on attack throws and damage rolls, and last until the character rests for one turn away from the sludge. Characters who shield their nose and mouth with a cloth bandana or take other simple precautions need save only once per hour and gain a +4 bonus.

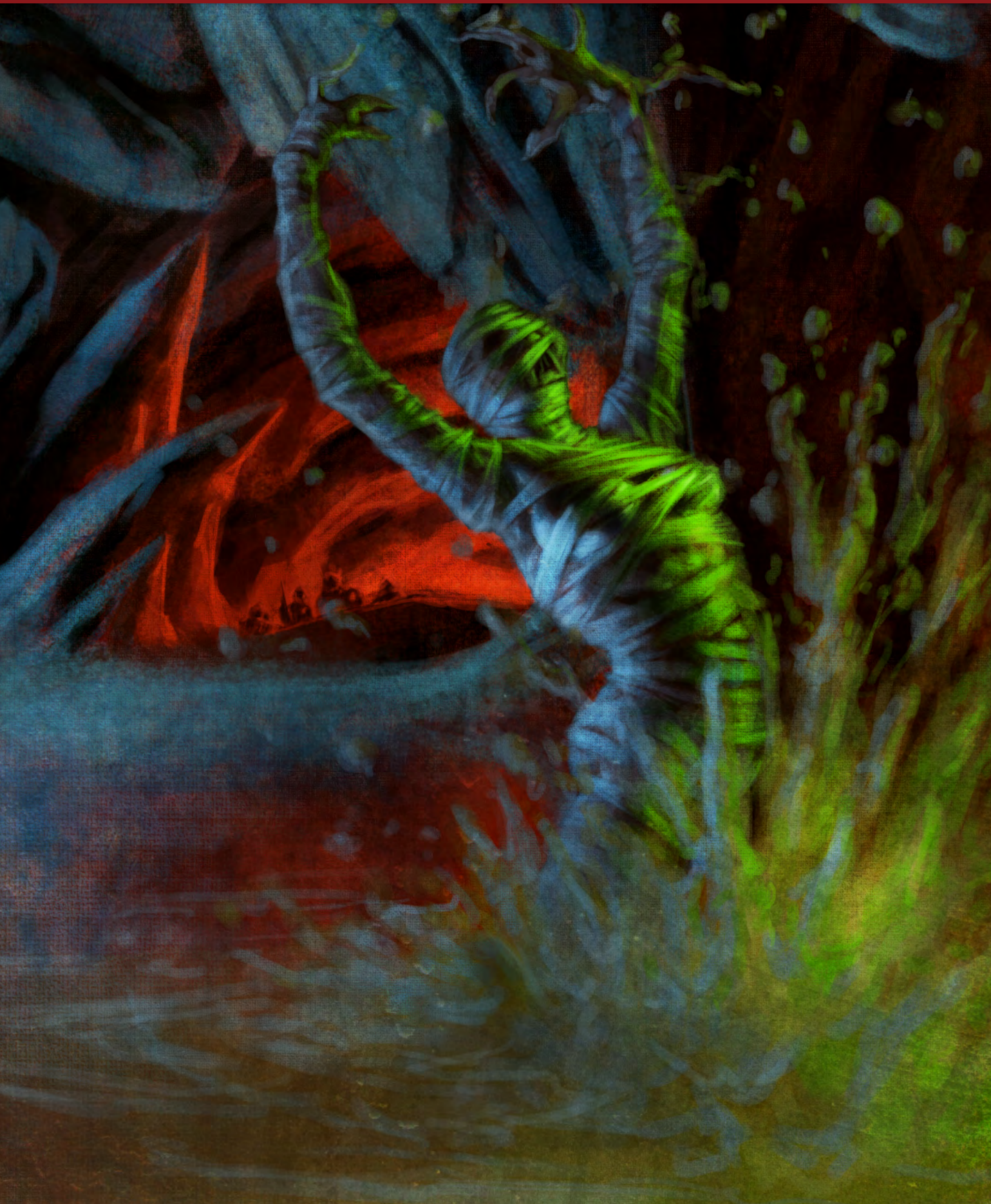
The miasma is heavier than air, and is thus densest at the Abyssal Level Cave Complex (L), where it is so thick as to be combustible. Characters carrying torches or other fire sources anywhere over the sludge in the Abyssal Level Cave Complex have a 1 in 6 chance each turn of triggering a 6d6 **fireball** with an area of effect centered on themselves. Characters so foolish as to actually cast **fireball**, **wall of fire**, or similar magic in the Abyssal Level Cave Complex trigger a 6d6 **fireball** with an area of effect that covers all of the sludge in Area L. Any explosion burns up the miasma in the area of effect, rendering it safe to use flame until the miasma amasses again in 1d6 days.

Note: The rules above are intended to strike a balance between realism and playability. Judges who prefer a more cinematic game can simply ignore the effects of the sludge and its combustible miasma. Judges who prefer cruel realism can have the miasma explode the moment the characters light a torch, and impose permanent ability score losses due to nerve damage from sulfide gas. If you choose the latter option, please tell your players that everyone at Autarch is very sorry.

SINKHOLES OF EVIL

The entire Nethercity is a place of death, and has naturally become a **shadowed** sinkhole of evil over time. As a result, 10% of the normal corpses already interred the Nethercity have now returned as undead (mostly skeletons). When new creatures are slain in the Nethercity, there is a 10% chance they rise as undead after 1d12 months unless their bodies are burned or consumed. (Monsters killed by adventurers may thus "re-stock" the dungeon as undead later!) Chaotic spellcasters who cast reversed divine spells or necromantic spells calculate the spell effects as if the casters were two class levels higher than their actual level of experience. Characters performing necromancy in the Nethercity gain a +1 bonus to their magic research throws. Any place in the Nethercity can be used for blood sacrifice.

In some chambers and caverns, a chaotic altar extends a **blighted** sinkhole of evil over the area. 20% of the normal corpses interred in blighted sinkholes have returned as undead. Any recently-slain creatures in blighted sinkholes have a 20% chance to return as undead after 1d4 days unless their bodies are burned or



consumed. Chaotic spellcasters who cast reversed divine spells or necromantic spells in a blighted sinkhole calculate the spell effects as if the casters were two class levels higher than their actual level of experience. Divine spellcasters of lawful alignment turn undead as if four class levels lower. Characters performing necromancy in a blighted sinkhole gain a +2 bonus to their magic research throws. Blighted areas are noted in the map key.

TELEPORTATION

The ancient elves were concerned that rival magic-users might one day seek to rob the tombs of the forefathers. To protect against magical tomb robbery, they wove rituals to ward the dungeon against teleportation magic. A character seeking to move to, from, or through the Nethercity with a **teleport** spell must add 20 to his d% roll on the teleportation table to determine how well his teleportation works. A character teleporting to, from, or within the Nethercity via **dimension door** (or other teleportation magic which is ordinarily without error) must roll on the teleportation table as if the character were traveling to a place that he had seen casually. These effects do not apply to the teleportation platform (L4), the teleportation disc (N5) and the **funerary barge of the cults** (P11), however.

WALL GRAVES

These are burial niches carved into the volcanic rock and lined with painted plaster used for the interment of common Chthonic worshippers. Horizontal wall graves are about 6' wide, 3' deep, and 2' high, generally stacked four high in a 10' tall wall, six high in a 15' tall wall, and eight high in a 20' tall wall. Thus, each 20' of wall can contain either 12, 18, or 24 horizontal wall graves, depending on ceiling height. Vertical wall graves are about 6' tall, 3' wide, and 2' deep, and are not stacked. Each 20' of wall can contain up to 6 vertical wall graves. Except where otherwise noted, 75% of wall graves hold the skeletal remains of an ancient elf, the bones calcified with great age, wrapped in ancient white linen. Skeletons in wall graves are *not* animated undead unless noted as such. Empty wall graves represent either skeletons that have crumbled to dust, or skeletons that became accidentally animated by the sinkhole of evil (10% to 20% of the total) and are walking around elsewhere. Wall graves without skeletons still have grave goods.

Each wall grave is marked with a name and date of death in Ancient Argollëan. Due to the collapse of elven civilization in the mid 17th century BE, exact dates are uncertain (the calendar is disputed), but the wall graves nearest the entrance date back to roughly around 3,500 years ago (-3,200 Before Empire, or BE) while those deepest in the complex date to around 2,000 years ago (-1,700 BE). The age of the wall graves found in each room is noted in the room's description.

Wall graves were typically used for craftsmen, farmers, and merchants who lacked the wealth for a private tomb. As such, they were buried with few grave goods, though the amount increased over time as elven society became increasingly wealthy and decadent. Wall graves from between 3100 to 2600 BE hold goods worth 1d3 (or 2) gp each. Those from between 2600 to 2000 BE hold goods worth 1d8 (or 4.5) gp each. Those from 2000 BE and thereafter contain goods worth 4d6 (or 14) gp each. 10 wall graves can be looted per person per turn, generating 20gp, 45gp or 140gp, depending on era. Grave goods weigh on average 1 stone per 100 goods.

The Wall Grave table, below, can be used to generate more details about individual wall graves. First, roll or choose the sex of the deceased. On 1d20, a roll of 1-10 indicates a male grave, 11-20 a female grave. For male graves, roll 1d20 or choose twice on the Male Name column, once for the deceased's name and once for the deceased father's name, which is appended with the identifier Ua ("male descendant"). For female graves, roll 1d20 or choose twice on the Female Name column, once for the deceased's name and once for the deceased mother's name, which is appended with the identifier Ui ("female descendant"). Roll 1d20 or choose once each on the Death Decade and Death Year columns to determine date of death. Finally, roll 1d20 or choose once on the Grave Goods column per gp of grave goods. If any result repeats, replace it with result 20 (gold coin placed over heart) to form a pile.



DIE ROLL (1d20)	MALE NAME	FEMALE NAME	DEATH DECADE	DEATH YEAR	GRAVE GOODS
1	Amargein	Arial	XX0X BE	XXX0 BE	Antlers from a deer or similar animal, worn on head like crown
2	Aodan	Anya	XX0X BE	XXX0 BE	Bone figurine, tiny, of fertility goddess
3	Brogan	Ceara	XX1X BE	XXX1 BE	Brass mirror held in right hand
4	Caoimhin	Cliona	XX1X BE	XXX1 BE	Bronze hair-comb held in left hand
5	Cassair	Dairinn	XX2X BE	XXX2 BE	Bronze ring on right ring finger
6	Daigh	Eivhlean	XX2X BE	XXX2 BE	Bronze wavy-bladed dagger, held in left hand
7	Dallan	Grainne	XX3X BE	XXX3 BE	Copper drinking goblet in right hand
8	Eadan	Irial	XX3X BE	XXX3 BE	Copper bracelet of horned rat worn around left wrist
9	Eoghan	Liobhan	XX4X BE	XXX4 BE	Copper circlet of medusa's head worn around brow
10	Fionntan	Maeve	XX4X BE	XXX4 BE	Copper circlet of tentacled eye worn around brow
11	Garbhan	Mairenn	XX5X BE	XXX5 BE	Copper necklace of six arrows worn around chest
12	Lasair	Meallan	XX5X BE	XXX5 BE	Copper necklace of skull worn around chest
13	Lochlann	Mornya	XX6X BE	XXX6 BE	Copper necklace of snake eating own tail worn around chest
14	Mainchin	Neasa	XX6X BE	XXX6 BE	Electrum coins placed over both eyes
15	Maolan	Niamh	XX7X BE	XXX7 BE	Electrum coins placed over both eyes and silver coin in mouth
16	Naomhan	Riona	XX7X BE	XXX7 BE	Engraved tooth worn as necklace around chest
17	Orthanach	Saraid	XX8X BE	XXX8 BE	Gold coin placed over left eye
18	Rigan	Saorla	XX8X BE	XXX8 BE	Gold coin placed over right eye
19	Seanán	Sorcha	XX9X BE	XXX9 BE	Gold coin placed in mouth
20	Tomman	Una	XX9X BE	XXX9 BE	Gold coin placed over heart

EXAMPLE: The adventurers examine a grave from the 2800s that has 2gp of grave goods. The Judge rolls 1d20 to determine gender and the result is 8, so the deceased elf is a male. He rolls 1d20 twice on the Male Name column and gets a 7 (Dallan) and 12 (Lasair). This is the grave of Dallan Ua Lasair. The Judge rolls 1d20 on the Death Decade and Death Year columns and gets a 17 (XX8X) and 4 (XXX1), so Dallan Ua Lasair died in 2881 BE. The Judge rolls 1d20 twice on the Grave Goods column and gets a 1 and 19. Dallan Ua Lasair has been buried with deer antlers on his head like a crown, and a gold coin in his mouth.

Note: There are a total of 5,548 horizontal wall graves in the Nethercity: 15 from the 3100s; 69 from the 3000s; 144 from the 2900s; 84 from the 2800s; 497 from the 2700s; 328 from the 2600s; 1472 from the 2500s; 618 from the 2400s; 356 from the 2300s; 602 from the 2200s; 636 from the 2100s; 418 from the 2000s; and 309 from the 1900s and thereafter. The high number of graves from the 2700s is due to the Emphyrean repression and Chthonic martyrdom of that era. Burials increased substantially during the 2500s as the Chthonic faith became dominant and the Bitter War began. Burials remained high until the end of the Bitter War c. 2000 BE and thereafter declined as the elven population shrank. The total value of all the burial goods in the wall graves in the Nethercity will range from 28,000gp – 30,000gp (including the arms and armor of the skeletal warriors and the troglodyte loot) depending on the Judge's rolls.

Undead Skeletons: Sometimes warriors were interred in wall graves to serve as undead defenders of the Nethercity. These undead skeletons lie in torpor until a particular condition is met. Then the undead skeletons will animate, either all at once or in waves over time (e.g. 1d10 per round). It takes one round for skeletons to animate, during which they exit their tombs. They will attack any living creatures in line of sight, and will pursue fleeing creatures until they escape line of sight or exit the Nethercity. Undead skeletons will remain animate (with waves joining over time where appropriate) until the condition triggering their animation ends and there are no living creatures in line of sight of any skeleton in the group. Thereafter the skeletons will halt and wait for one turn (10 minutes), then return to torpor in their wall graves.

Undead skeletons in torpor cannot be affected by turning until they animate. Undead skeletons in torpor can be attacked, but doing so will activate all members of their group. Undead skeletons that are turned will return to the vicinity of their wall graves when the duration ends, resuming battle if any creatures remain there or returning to torpor in their graves if not.

The skeletal warriors were not buried with grave goods, but were instead equipped with battle-ready bronze shortswords and bronze shields. A newly-made shortsword and shield are worth 17gp collectively, but the skeletons' equipment has become patinated and corroded with age (though not as much as might be expected, see p. 18). If adventurers carry off the weapons and shield as loot, the Judge can assume that they are worth the average amount for grave goods from its era – 1d3 for skeletons from 3100 to 2600 BE, 1d8gp for those from 2600 to 2000 BE, and 4d6gp

from 2000 BE on. However, these treasure totals are not included in the room tallies since they are random and usually not worth the encumbrance of carrying them.

NECROMANCY OF THE NETHERCITY

The Emyrean faiths teach that after death, the body must be burned so that Calefa can swiftly usher the soul to the afterlife, where its valor is weighed by Tūras. Base and sordid souls drink of the waters of sorrow and return again to the realms of man in a new body. Noble, heroic souls pass to the Emyrean Heaven, to dwell in the glory of the halls of Ammonar. The Exalted (as they are called) are venerated by their descendants and often asked to intercede with the gods on their behalf, and Exalted emperors and heroes may be widely worshipped as demi-gods in their own right.

The Chthonic faithful do not believe in this cycle of life, death, and rebirth. They believe that upon death the soul is consumed and used as fuel in the creation of new life. They see reincarnation of the soul the same way one sees fungus growing in a corpse – new life, yes, but not the same life. They see not a choice between paradisiac afterlife and worldly reincarnation, but between undeath and oblivion. They thus seek to keep their souls and their bodies intact lest their singular identity be destroyed by the cycle of death before the time of the Awakening. The Awakening is a prophesized future when the Chthonic gods shall return to the earth and the faithful shall enjoy a true bodily resurrection. The day of this Awakening is unknown. Some sects claim it can be known by the movements of the stars, others only by the will of the gods.

- *The Emyrean and The Chthonic*, by Phimon,
Sage-Theologian of the Tower of Knowledge (I.Y. 331)

The Nethercity was, first and foremost, a catacomb for the dead. As the Southern Argollēan elves adopted the Chthonic faith, they adopted Chthonic burial practices. These called for the careful preservation of body and soul to await the resurrection of the Awakening. For lay worshippers, embalming and burial of their bodies in a wall grave was all they could afford. But the elite among Chthonic worshippers took pains to sustain their spiritual as well as bodily integrity – with necromantic arts, they transformed themselves into undead mummies to await the Awakening safe in sealed private tombs.

The elves that were interred as mummies in the Nethercity were the most powerful members of Southern Argollēan civilization: its wealthy nobles, acclaimed heroes, devout priests, and ruling kings. As such, they were usually high-level characters of 9th to 12th level, although sometimes lower-level characters of high birth who had died early were interred as well. The Transformation rules in *ACKS* (p. 123) suggest that transformed undead can retain at least their HD, and possibly their spellcasting abilities, and that corrupt races such as Zaharans can, through *After the Flesh*, retain their full class abilities and even continue to advance. However, most of the mummies in the Nethercity have nowhere near the HD and class abilities of 9th to 12th level characters! The discrepancy is deliberate, and reflects the state of elven necromantic art at the time.

When the Southern Argollēans first began to explore and excavate the Nethercity, they had only recently been introduced to Chthonic worship, and for a time Emyrean and Chthonic worship existed side-by-side. As their slide into corruption had only just begun, their necromantic arts were not as effective. For the first three centuries after mummification began (3,100 BE to 2,800 BE), elves transformed into undead retained none of their HD or class abilities. A 12th level elven enchanter transformed into a mummy in 3,000 BE would have become a 5+1 HD mummy. (As to why a 12th level enchanter would choose such a fate, remember that he would have been taught that all would be righted in the Awakening, and that his only other option was complete oblivion.) This was the fate of the warlord Eolande (see p. 34).

Starting in 2,800 BE, the elves' deepening corruption and advancing necromantic arts enabled them to retain 33% of their accumulated HD and class abilities after undeath. A 12th level enchanter transformed into a mummy in 2,800 BE would have become a 5+1 HD mummy with the class abilities of a 4th level elven enchanter. The mummy transmogrifier (see p. 40) is an example of such a transformation.

In 2,800 BE, the elves also learned the secret of creating **sarcophagal worms** (see *New Monsters*, p. 149). The majority of Chthonic worshippers eschewed the practice as bifurcating of the soul, but the cultists of Dirgion embraced it. Thereafter, cultists of Dirgion would be infested with sarcophagal worms in undeath.

By around 2,500 BE, the increasingly corrupt elves were able to retain 50% of their HD and class abilities. A 12th level elven enchanter transformed in 2,575 BE would have become a 6+1 HD mummy with the class abilities of a 6th level elven enchanter. The numerous 6 HD mummies found in the Grand Chthonic Temple (G) and Great Temple of the Awakening (H) came from this era.

Circa 2,200 BE, after the Chthonic elves had purged the last Emyreans from their civilization, they were able to retain 66% of their HD and class abilities through necromancy. Now the 12th level enchanter would have transformed into an 8+1 HD mummy with the class abilities of an 8th level elven enchanter. The 8 HD mummies found in the Abyssal Level (R - S) are examples.

By 1,900 BE, the elven commitment to necromancy was so developed that Southern Argollëan elves (as a whole) had acquired the After the Flesh racial power – starting from this point onward, all the elves retained all of their class abilities following their transformation to undeath, and could continue to advance in those class abilities in their unlife. A 12th level elven enchanter would therefore have transformed into a 12+1 HD mummy with his full class abilities and the opportunity to advance to 14th level in them. The mummies in the Great King Tomb (Q) and the Sub-Abyssal Secret Tomb of the Hierophant (O) are examples.

(Note that sometimes a mummy may have fewer HD than the maximum possible for the mummy's era. When this occurs, it is because the elf failed to achieve maximum level before being transformed into a mummy. For instance, Cassair and Sorya in the Secret Tomb (O3) were only 9th level when mummified in 1,900 BE, so they became 9 HD mummies.)

The final achievement of elven necromancy came just prior to the fall of their civilization (1,650 BE), when they developed the techniques of creating **mummy lords** (see New Monsters, p. 149). Only one tomb complex in the Nethercity has a mummy lord interred within (O3). There may be other elven mummy lords in hidden vaults throughout the remains of the Southern Argollëan's former empire.

In terms of gameplay, of course, the gradual corruption of the elves creates for a smooth continuum of challenge. As the adventurers explore the Nethercity, they will re-trace excavation and expansion of that complex from its earliest days to its final fall. As their exploration brings them deeper into its bowels, it will bring them face-to-face with increasingly powerful undead.

MUMMY REACTION TO BEING WOKEN

A mummy's first reaction to being awakened is always wrath – it will seek to destroy those who have disturbed its rest and despoiled its tomb. But adventurers might nevertheless successfully parley with a mummy, or flee and leave the mummy to its own devices. An ageless being, caught in the embrace of undeath, might respond to being woken from its dreamless torpor in countless ways. Roll (1d20) or choose a result from the table below. The reaction should be interpreted in light of the mummy's history in life.

EXAMPLE: The mummy cultist of the Doom Temple Martyr Tomb (J2) is awakened by adventurers but not slain. If its reaction is "restoration," it might move to secure the relics in the Reliquary (J15). If its reaction is "piety," it might head to the Chancel (J8) to pray. If its reaction is "loneliness," it might seek out the mummy cultist of Dirgion from the Great Temple Embalmer Tomb (H22), who was also buried in 2300 BE.

DIE ROLL	MUMMY'S REACTION TO BEING WOKEN
1-10	Exhaustion. The weight of the ages hangs upon it, and the mummy returns to torpor. It re-seals its tomb and goes back to sleep.
11	Madness. Its sanity slips away as it realizes it has awoken to undeath and not the true bodily resurrection it was promised.
12	Restoration. It seeks to restore the Argollëan Empire, the Nethercity, or its particular temple to its past glory.
13	Vengefulness. It aims to find and sack the tomb of a rival mummy from the same era that caused its death.
14	Loneliness. It seeks to find the tomb of a friend or family member from the same era to keep itself company.
15	Curiosity. It wishes to learn the current state of affairs by conversing with adventurers or captives or by exploring its environs.
16	Hedonism. It seeks to partake of such pleasure as it still can, perhaps in foul mockery or vicariously through captives and slaves.
17	Piety. It wants to visit the nearest altar or shrine of its preferred chthonic deity to offer thanks for its enduring soul.
18	Regret. It decides the chthonic faith was based on false promises. It seeks to warn others to gain redemption for itself.
19	Ambition. It has been reborn into a world run by lesser beings. It aims to reclaim a place of greatness in the world for itself.
20	Nihilism. Every vestige of goodness has been washed from its soul. It wishes to bring ruin and despair to all living things.

ARMED AND ARMORED MUMMIES

If a mummy was a warrior in life, its weapons and armor may be available for its use in the grave. If armored, increase the mummy's AC by the value of any armor or shield equipped. If armed, mummies deal damage by weapon, adding +3 to the damage roll due to their great strength (plus any fighter damage bonus, where appropriate). Unlike a mummy lord, a mummy's malignancy does not extend into its weapons, so blows struck with weapons do not cause mummy rot.

TREASURE OF THE NETHERCITY

Throughout this adventure, treasure is marked in *italics*, and magic treasure is marked in **bold**. We have provided the market values and weights for all coins, gems, and jewelry in the Nethercity, as well as for any other lootable objects worth at least their equivalent weight of copper (10gp per st). Objects worth less than their weight in copper have no values listed unless they are readily-

marketable trade goods. Adventurers who carry such objects out of the Nethercity can typically sell them for one-half their weight in copper.

EXAMPLE: The adventurers discover a treasure hoard including a cedar chest containing *1,000sp* and an *ebony chest with bronze fittings* (150gp, 1 st) containing *1,000sp*. The ebony chest is provided with a fixed value and weight as treasure because it is worth 150gp per stone; conversely, the cedar chest is worth less than 10gp per stone, so its value and weight as treasure are not listed.

Where appropriate, a description and apparent value is provided for magic items. This allows the Judge to easily describe the treasure that's been discovered without cluing in the players as to whether an item is simply exquisitely crafted, or magical.

When a location includes multiple pieces of treasure, a final tally is provided that lists the gp value and weight of the treasure found there. Note that the weight of magic treasure is included in the tally, but the value of magic treasure is excluded because it doesn't provide XP unless sold. See *ACKS*, p. 113.

ATTRACTING ATTENTION

All the coinage found in the Nethercity is of ancient Argollëan mint. Most of the other treasure is also identifiable as belonging to that long-vanished civilized. Rare coins and art objects will eventually attract the notice of rival adventurers, merchants, and thieves (1% chance per 2,000gp value spent, sold, or deposited). The Argollëan Brotherhood, a criminal syndicate based out of the Undercity not far from the dungeon entrance, takes a particular interest in ancient elven antiquities. It will certainly seek to discover the source of the treasure and may hire a rival adventuring party to explore the Nethercity on its behalf. Canny adventurers can avoid such troubles by smelting the coins into ingots, laundering treasure through third parties, and other means. See *Capital of the Borderlands* for more information on the Argollëan Brotherhood.

PRESERVATION OF ANTIQUITY

Much of what was once buried in the Nethercity has been destroyed in earthquakes or has deteriorated with age. Nevertheless, the effects of age on the treasures, arts, and artifacts of the Nethercity have not been as destructive as they might have been. This is because of the widespread use of the spell **preservation of antiquity** by the builders (see *New Spells*, p. 158). As a result of this dweomer, the treasures of the Nethercity have endured only 150 to 500 years of decay, rather than three millennia of it. Characters with the appropriate Art or Craft proficiencies who examine such items will find them to be obviously archaic in style yet exceptionally well-preserved.

SPECIAL TREASURES

Embalming Equipment: To perform necromancy, a necromancer must have access to a **mortuary and embalming chamber** at least equal in value to the cost of the necromancy (per *ACKS* p. 123). The value of the bronze hooks, canopic jars, vials of blue natron, funerary urns, and various charms and amulets from the Nethercity's embalming chambers can be applied against this requirement.

Fur Pelts: The white apes found in Northern Caves (M) have valuable fur pelts. Adventurers who want to capture the fur pelts intact must take great care when killing the apes. An ape's carcass will yield an intact fur pelt only if:

- » It was slain with just one attack; or
- » It was slain entirely with blunt weapons; or
- » It was slain by cold, death magic, electricity, or poison, and lost less than half its hit points to other attacks.

Damaged fur pelts are worth just 1gp per stone. It takes 2 turns to skin and flesh each pelt, or half that for a character with Animal Husbandry, Labor (butchery), Labor (farming), or Trapping.

WANDERING MONSTERS IN THE NETHERCITY

The Nethercity is not a static environment. The sewage flow, the river, and the teleportation portal (L4) all bring a constant stream of new inhabitants to the Nethercity. The sinkhole of evil that covers its entirety both attracts incorporeal spirits from the Chthonic Darkness and guarantees that much of what dies rises and walks about.

The Judge should make an encounter throw every 3 turns that the adventurers are in the Nethercity. A random encounter occurs on a 6+ on 1d6. If an encounter results, he should roll 2d10 on the Wandering Monsters table, below.

If the party seals itself in a temple or tomb, only certain creatures will be able to enter their location. These encounters are marked with an asterisk; ignore other encounters. (For immersion, the Judge may certainly describe the sounds of creatures shuffling in the dark outside the door, of course!) There is around a 33% chance of an asterisked encounter on the Temple/Tomb table, so in an 8-hour resting period, adventurers are likely to have (8 hours x 2 encounter throws/hour x 1/6 chance/throw x 1/3 entry/encounter) 0.89 encounters.

DIE ROLL	SEWER CAVES	VOLCANIC CAVES	TEMPLE / TOMB	UNDERGROUND RIVER
2	1 Giant Python	1d4 Wraiths	1 Spectre *	1 Spectre
3	1d3 Carcass Scavengers	1 Giant Python	1 Flailing Spirit *	1 Flailing Spirit
4	1d8 Pit Vipers	1 Giant Rhagodessa	1 Mummy	1d4 Giant Leeches
5	1d8 Bombardier Beetles	1d8 Bombardier Beetles	1d4 Jackals of Shadow	1d4 Faewyrd
6	1d10 Cavern Locusts	1d10 Cavern Locusts	1 Ochre Jelly *	1d8 Sea Snakes
7	1d4 Rat Swarms	1d6 Ghouls	1 Gelatinous Cube	1d8 Shadows
8	1d6 Giant Carn. Flies	3d4 Skeletons	3d4 Skeletons	1d10+5 Sarcophagal Worms
9	2d6 Tunnel Prawns	1d4 Rat Swarms (2 HD)	1d4 Rat Swarms (2 HD)	1d6 Ghouls
10	3d6 Giant Rats	3d6 Giant Rats	3d6 Giant Rats	3d4 Skeletons
11	1 Insect Swarm (2HD)	1 Insect Swarm (2 HD)	1 Insect Swarm (3 HD) *	1 Insect Swarm (3 HD)
12	1 Green Slime	2d6 Tunnel Prawns	2d6 Tunnel Prawns	1 Gray Ooze
13	1 Gray Ooze	1 Gray Ooze	1 Gray Ooze *	1d4 Giant Toads
14	1 Fungal Creeper	1d8 Troglodytes	1d6 Ghouls	1d2 Giant Crabs
15	1d4 Giant Crab Spiders	1d3 White Apes	1d10+5 Sarcophagal Worms	1d6 Wights
16	1 Gelatinous Cube	1 Gelatinous Cube	1d6 Wights	1 Ochre Jelly
17	1d3 Giant Black Widows	1d3 Giant Black Widows	1d8 Shadows *	1 Mummy
18	1d4 Giant Ants	1d4 Giant Ants	1d4 Faewyrd*	1 Caecilian
19	1d8 Shriekers	1d4 Giant Scorpions	1d4 Wraiths *	1 Giant Catfish
20	1 Ochre Jelly	1 Ochre Jelly	1 Incarnation of Terror*	1 Incarnation of Terror
Average XP	94 XP (Level 1-2)	112 XP (Level 2-3)	188 XP (Level 3-4)	292 XP (Level 4-6)

EXAMPLE: Marcus, Quintus, and Balbus have sealed themselves into a tomb in the hopes of securing a night's rest. The Judge must make two encounter throws every hour for eight hours (16 total). At the start of the second hour, the die roll is a 6, so the Judge rolls 2d10 on the Wandering Monsters table for Temple / Tomb. The result is a 12, 2d6 tunnel prawns. The encounter is ignored since the adventurers are in a sealed tomb. Later, at the end of the fifth hour, another encounter throw comes up 6. This time the result on the Wandering Monsters table is a 16, so 1d8 shadows are encountered. Since this encounter is marked with an *, the encounter is not ignored, as the shadows are able to enter the tomb.

UNSETTLING EVENTS IN THE NETHERCITY

The Nethercity is an unsettling place. The filth of centuries has flowed into its dark and dismal halls. Magic was used here, of the blackest sort, for over fifteen centuries, and bound it forever to the Chthonic Darkness. Even now the scientific sorceries of the Khepri connect it to strange worlds in other spheres entirely. The Judge should make an event throw every 12 turns (2 hours) that the adventurers are in the Nethercity. On a roll of 6+ on 1d6, the Judge should consult the Unsettling Events table to determine the nature of what happened. The unsettling event should occur at the next appropriate occasion. If an event has already occurred, re-roll!

The average XP row shows the amount of XP in the average wandering encounter in that area and, in parentheses, the approximate level of the threat. The XP values on the table are probability weighted, however, so there is a small chance of encountering very dangerous monsters in each area.

Clearing Areas (Optional): The adventurers will not re-encounter the same wandering monsters in volcanic cave, temple/tomb, or river areas unless the encounter ended without the monsters being slain. For instance, if adventurers exploring the Doom Temple of Dirgion (Area J) have a wandering encounter with 1d4 jackals of shadow, and they defeat the jackals, they will not encounter any further jackals of shadow in Area J. However, if they fled from the jackals, or turned the jackals without killing them, the encounter may occur again. The Judge should ignore repeated encounters with defeated foes. This rule ensures that the adventurers can gradually "clear" an area. The sewer cave areas, however, cannot be cleared as new monsters constantly arrive.



UNSETTLING EVENTS IN THE NETHERCITY

DIE ROLL	UNSETTLING EVENT
1	A songbird flies into the chamber. Its chirping triggers an encounter throw. (The songbird arrived via teleportation from L4).
2	Foul-smelling sewage leaks in from a crack in the ceiling and drips onto the floor. Each drip reverberates louder than it ought.
3	A deep rumble rises from the earth, and the ground shakes with a tremor. Jars topple over and tiny cracks form in the ceiling.
4	The most-wounded character feels a gnawing pain. Examining his injury reveals pallid grubs feeding on his flesh.
5	An adventurer's satchel or pack begins to leak blood onto the floor. Opening the pack reveals a crushed and bloody rat within.
6	A terrible battle is being waged in miniature here between competing ant-swarms. When it ends, the victors devour the dead.
7	Something small, cute, and fuzzy (such as a baby bunny) is floating dead in the sewage filth.
8	A strong gust of wind suddenly extinguishes any open flames or torches.
9	A skeletal arm and leg protrude from a gallery wall. The rest of the skeleton is visibly entombed in the wall.
10	The grating sound of rock sliding on rock reverberates from nearby, as if a stone slab door had been opened.
11	Hideous fleshy cloaca are spotted in the cracks in the stone. Ooze dribbles from them as if the earth needed to purge itself.
12	The next living creature the adventurers encounter in the Nethercity is covered with pus-filled abscesses and rotting wounds.
13	Natural patterns in stone, wood, or metal here have twisted into disturbing patterns (skulls, chthonic symbols, etc.).
14	The adventurers' footprints in the dust and filth behind them have vanished as if they had never been there.
15	As the blood from a slain creature splatters onto the wall or floor, it takes the form of a chthonic symbol.
16	A blood-curdling cry rings out, screaming for help in Ancient Dwarven. It ceases after just a few brief seconds.
17	The adventurers feel as if a terrible eye is gazing upon them – taking their measure and finding them weak.
18	The sickly smell of dying flowers fills the air, wafting in from the direction of the nearest hallway.
19	The ribcages of every skeleton found in the next set of horizontal wall graves have been brutally smashed.
20	A wild boar lies dead here. Its carcass is bony and rotten, several weeks old. Flies buzz around the sickening vestige.





3

LOCATIONS OF THE NETHERCITY

The Nethercity is divided into 20 **areas** (A-T), each of which has anywhere from 5 to 27 named and numbered **locations**. To help the Judge track the historical narrative revealed by the Nethercity's exploration, the date when each location was excavated or exploited by the dungeon's delvers is listed next to its entry. Locations near the entrance to the dungeon tend to be older, while newer construction is found deeper into the dungeon.

LOCATION KEYS

BOXED TEXT

Text provided in parchment describes the location as it appears to adventurers upon first entry, excluding any Judge-specific information on traps, treasure, or lore. Sometimes a location may be keyed with multiple text boxes if it appears radically different from different points of entry. To make paraphrasing easier, monsters or treasure mentioned in the boxed text are *italicized* to make sure the Judge remembers to include them. In addition, to help the Judge in orienting the map with the boxed text, location keys are included in bold in parenthetical notation (like **this**), though these should not be shared with the players, obviously.

Distances: To assist players in old-school dungeon mapping, the boxed text includes careful geographic descriptions with estimated distances provided in feet. In-world, we assume at least one of the adventurers has Mapping or Caving proficiency such that he'd be able to make quick estimates of dimension and distance. If none

of the adventurers has these proficiencies, the Judge might opt to replace distances with vaguer approximations (e.g., "the hallway runs further than you could throw a dagger"). If the Judge is running the dungeon online or drawing a map for the players, much of this information can be presented visually.

Sub-locations: Sometimes a particularly large or unusually-shaped location cannot be seen all at once by the adventurers. In these cases, the location has been sub-divided into two or more sub-locations, each with its own boxed text, for easier presentation to the adventurers.

Monsters: The presence of monsters is mentioned in boxed text only if their appearance is certain and predictable. Monsters that might or might not be visible upon entry (such as mummies, who might still be in their sarcophagi), or who are triggered by player activities in the room, are left to the Judge to describe.

UNBOXED TEXT

Unboxed text is for the Judge's use in resolving encounters and describing the results of detailed exploration of the location. Typically, information is presented in the following order: monsters, tricks, traps, loot, noises, lore. Monsters and non-magical treasure are noted with *italics*. Magical effects and magical treasure are noted in **bold**.



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<input type="checkbox"/>	Elevation -5
<input type="checkbox"/>	Sludge Flow
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<input checked="" type="checkbox"/>	Bronze Door

Undercity Key

LOCATION KEYS



A. ENTRANCE CAVES

A1. CESSPIT CAVE (3200 BE)

A cesspool sits 30' beneath the public latrines at the center of Cyfaraun's Old City. The cesspool wall and floor are coated with muck, mold, filth, and refuse from the latrines above. Ruined frescoes are dimly visible through the layer of sludge.

Archways in the northwest and northeast of the cesspit slope lead to large sewer tunnels intended to carry the sewer run-off. However, the sewer tunnels are receiving less waste than they ought, for much of the sewer sludge is instead spilling into a door-sized hole in the floor.

[MONSTER] After spilling through the hole, the slow-moving stream of refuse flows into a tunnel and down a flight of winding rough-hewn steps (to A2). A *carcass scavenger* hides in the tunnel below the cesspool, eating the animal waste (and occasional cadaver) that comes its way. It cannot be seen from the cesspool itself. The carcass scavenger gains a +1 bonus to surprise adventurers who descend down the steps due to its concealed position.

Carcass scavenger: MV 120', AC 2 HD 3+1, hp 14, #AT 8 (stingers 7+), Dmg paralysis, Save F2, ML +2, AL N, XP 135

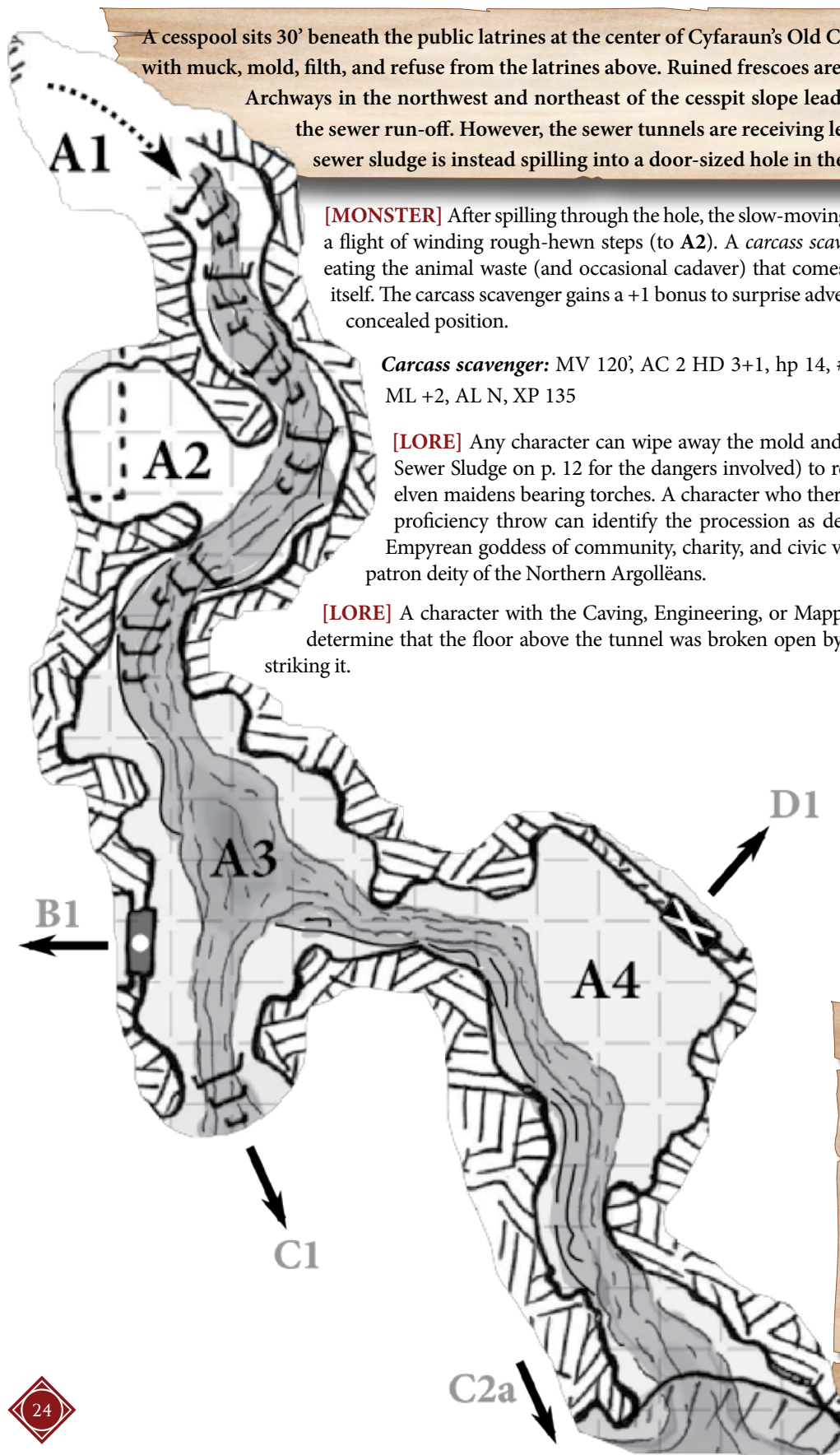
[LORE] Any character can wipe away the mold and filth on the walls (remember to check under Sewer Sludge on p. 12 for the dangers involved) to reveal images of a procession of white-gowned elven maidens bearing torches. A character who thereafter succeeds on a Lore mastery or Theology proficiency throw can identify the procession as depicting the worship of Mityara. Mityara, the Empyrean goddess of community, charity, and civic virtue, is called Demara by the elves and is the patron deity of the Northern Argollëans.

[LORE] A character with the Caving, Engineering, or Mapping proficiency who investigates the hole can determine that the floor above the tunnel was broken open by the accumulated pressure of years of sewage striking it.

Note: Location A1 on the Nethercity map equates to location 12u on the Cyfaraun Undercity map, but if Judges are using the Nethercity in their own campaign setting, the entrance can be moved to any convenient point in a city of their own design.

A2. MEZZANINE LEVEL CAVE (3200 BE)

Sewer sludge flows from the steps to the northeast (from A1) into this 30' x 40' kidney-shaped cavern of volcanic rock. From here sludge continues to flow southward down another set of rough-hewn steps (to A3), and then eastward down a gradual incline (to A4). A *huge swarm of millipedes and cave crayfish* spreads across the entire cavern floor between the two staircases and grazes on the sewer sludge.





[MONSTER] There is one *insect swarm* here, and it attacks any creatures which move through or near it. Characters that fly, climb, or cross by rope are not attacked. The swarm covers the entire cave.

Insect swarm: MV 30', AC 2, HD 4, hp 24, #AT 1 (swarm), automatically hits in area, Dmg 2, double damage if no armor, half damage if warding off insects, Save NM, ML +3, AL N, XP 135; Special: immunity to weapons

A3. UPPER LEVEL CAVE (3100 BE)

This 60' x 30' triangular lava cave has a stream of sewer sludge flowing down rough-hewn steps from the north (from **A2**), descending down rough-hewn steps to the south (to **C1**) and exiting through an 8' natural cave opening to the east (to **A4**). *Swarms of millipedes and cave crayfish* are spread across the sludge-flow, eating the organic matter and blocking the exits. *Six white, dog-sized prawns* are feeding on the swarms. The air is thick with fumes, and the smell is loathsome.

A round stone slab (to **B1**), weighing perhaps half a ton, stands against the west wall; it looks like it could be rolled aside, albeit with great difficulty. The northeast wall has had 15 horizontal wall graves excavated from it. The graves are stacked in five columns of three. Each grave is about 6' wide, 3' deep, and 2' high, and most of them seem to contain a skeletal occupant.

[MONSTER] There are *three insect swarms* and *six tunnel prawns* (see New Monsters on p. 151) in the room. The swarms attack any creatures which move through or near them. Characters that fly, climb, or cross by rope are not attacked. If the swarms are disturbed, the prawns will also attack.

Insect swarms (3): MV 30', AC 2, HD 2, hp 13, 11, 7, #AT 1 (swarm), automatically hits in area, Dmg 2, double damage if no armor, half damage if warding off insects, Save NM, ML +3, AL N, XP 29; Special: immunity to weapons

Tunnel prawns (6): MV 60', AC 5, HD 1, hp 8, 7, 5, 4, 4, 3, #AT 2 (pincers 10+), Dmg 1d2, Save F1, ML +1, AL N, XP 10

[GRAVES] The 15 wall graves are dated circa 3100 BE. They carry the usual inscriptions, remains, and goods (average 30gp worth). See Features of the Nethercity, p. 11.

B. EARLY CHTHONIC TOMB



A4. WARLORD'S CAVERN ENTRANCE (3000 BE)

Sewer sludge enters this 50' x 40' volcanic cavern from the west (**A3**), and then flows southward and over a 20' natural cliff (to **C2a**). A heavy bronze door sits in the northeast cave wall (to **D1**), while the southeast wall carries bas-relief images of elven warriors standing in a line of battle. The southwest wall is covered with a *patch of ruddy fungus* that has twisted roots sinking into the sewer sludge.

[MONSTER] The fungus is in fact a *fungus crawler* which draws sustenance from both the minerals in the wall and the organic matter in the sewer-sludge. (See New Monsters on p. 143 for details on the fungus crawler.) Note that there are no insect swarms here because the fungus crawler has eaten them.

Fungus crawler: MV 30', AC 2, HD 3*, hp 18, #AT 1 (appendage 8+), Dmg 1d6 + attachment, Save F1, ML 0, AL N, XP 65; Special: attachment (ongoing damage on natural attack throw 19-20), plant immunities, sense warmth (60')

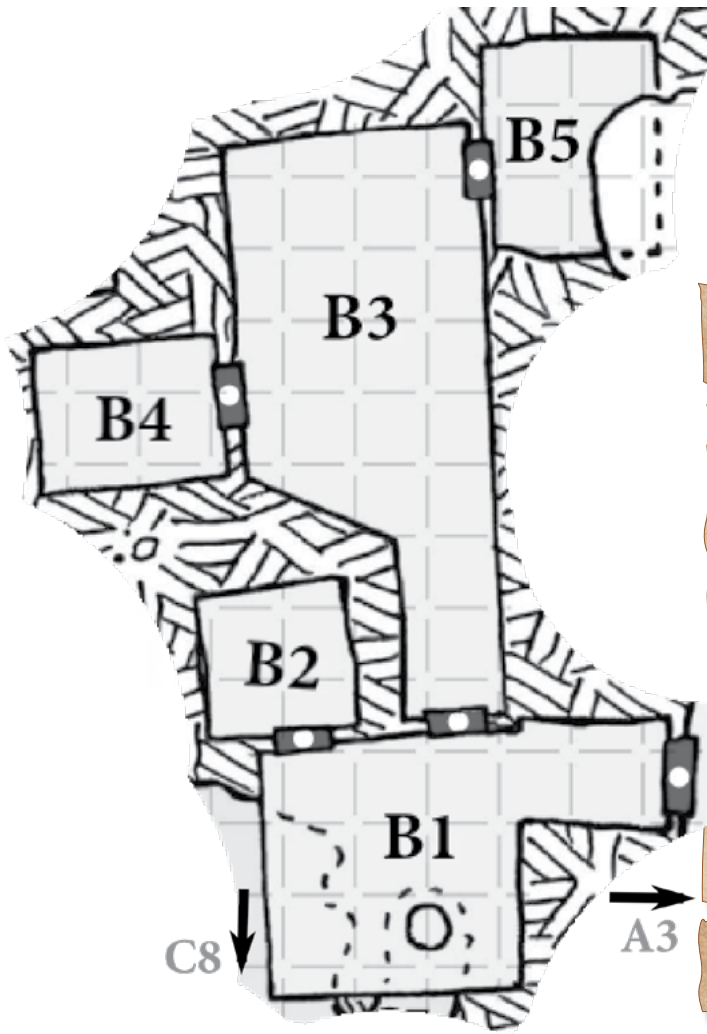
B. EARLY CHTHONIC TOMB

B1. EARLY TOMB ENTRANCE HALL (3000 BE)

The stone slab (from **A3**) rolls aside to reveal a 12' wide and 20' long hallway. The hallway opens up into a 35' square chamber carved from the living rock. The floor is covered with glazed red tile, cracked and broken as if from great upheaval. Bas-relief images carved on the far (west.) wall show a strange, scarab-faced being surrounded by a throng of elves. Two stone slab doors stand side by side on the north wall (leading to **B2** and **B3**). The south wall has 12 horizontal wall graves, stacked in three columns of four. Each grave is about 6' wide, 3' deep, and 2' high, and all of them seem to contain a skeletal occupant.

[MONSTER] [GRAVES] The wall graves date to 3000 BE. They carry the usual inscriptions but contain 12 *skeletons* equipped with sickle-shaped bronze short-swords and bronze shields. The skeletons will have begun to animate when the stone slab door from **A3** was disturbed. Depending on how long it took the adventurers to open that door, the skeletons may be either just rising or already in battle formation when the adventurers enter.

Skeletons (12): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities



[TRAP] Any character starting their initiative on, or moving into, the southeast corner of the entrance hall (marked with an “o”) has a 2 in 6 chance of falling down a vertical shaft concealed by the cracked tile floor to the tunnels below (C7). The fall deals 1d6 points of damage and leaves the character prone. If not accidentally revealed, the shaft below the cracked tiles can be discovered as a secret door.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw at -4 can identify the being in the bas-relief images as Khepri, a mysterious Chthonic god worshipped in ancient times.

B2. EARLY TOMB ANNEX (3000 BE)

Beyond the stone slab door from the entrance hall (B1), a 20' square vault with bare rock walls and a red tile floor holds a *canopic shrine of gilded cedar adorned with bronze cobras*. Dozens of broken vases surround the shrine, though here and there a few vases still stand intact.

[LOOT] The *canopic shrine* is worth 1,250gp and weighs 7 st. It contains four *terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each). There are also four *terracotta vases painted with geometric patterns* (7gp, 2/6 st. each) still intact. In total, the treasure in this room has a value of 1,378gp and weight of 9 st.

B3. EARLY TOMB ANTECHAMBER (3000 BE)

Past the stone slab door from the entrance hall (B1), a 20' hallway north expands into a 60' x 30' rectangular chamber carved from the living rock. The floor is covered with glazed red tile, broken here and there by ancient earth movements. Ceiling-high stone slab doors sit where the west wall meets the south corner (to B4) and where the east wall meets the north corner (to B5).

The north wall is carved with bas-relief images of terrible figures – a dragon-winged demonic queen, a six-armed warrior, a medusa with a serpentine torso, and a skull-faced sorcerer – standing alongside the figures of familiar Empyrean gods. The collection of figures is shown gazing down over a proffered sacrifice of a hundred cattle.

The entire east wall has been carved into 18 horizontal wall graves, from which *skeletons* armed with sickle-shaped bronze short swords and round bronze shields have arisen (or are just arising).

[MONSTER] [GRAVES] The wall graves date to 3000 BE and carry the usual inscriptions. They contain 18 *skeletons* equipped with sickle-shaped bronze short swords and bronze shields. The skeletons will have begun to animate when the stone slab door from B1 was disturbed. Depending on how long it took the adventurers to open that door, the skeletons may be either just rising or already in battle formation when the adventurers enter.

Skeletons (18): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

[TRAP] The stone slab door in the southwest corner of this room (to B4) actually supports a large ceiling block directly overhead. Opening the stone slab door causes the ceiling block to fall, dealing 2d10 points of damage to the character(s) opening the door and all others within 5'. A successful saving throw vs. Blast avoids the damage. The ceiling block can be easily noticed (+4 bonus) if the characters search the stone slab door for traps. The trap cannot be disarmed as it is inherent in the structure, but characters with Engineering or Siege Engineering proficiency could scaffold the ceiling block.

B. EARLY CHTHONIC TOMB



[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the terrible figures in the north bas-relief as the Chthonic deities Iskara, Bel, Nasga, and Dirgion, respectively.

B4. EARLY TOMB TREASURY (3000 BE)

Beyond the trapped stone slab door is a 20' x 25' rectangular vault carved from the rock. Its floor is of glazed red tile, here and there distorted by some ancient quake. The walls of the vault are carved with symbolic bas-relief engravings of the sun, the earth, the moon, a great mountain, and a tall tree. Scores of broken and valueless pots, amphora, and vases litter the room, joined here and there by *overturned silver bowls* and occasional *intact pots*. Near the center of the room, a *large golden fan with giant plumes* rests atop a *red chest inlaid with ivory*. The air is dusty and smells of clay.

[LOOT] Characters who comb through the broken pottery can collect *ten smooth silver bowls* (10gp each, 1/6 st. each) and *four intact terracotta pots with geometric patterns* (5gp, 1/6 st. each). Also present is a *fan of gilded cedar with giant hawk plumes* (100gp, 4/6 st.) and a *dawn redwood chest with empyrean holy symbols inlaid in ivory* (850gp, 5 st.). The chest contains a *leather bag with some tree-seeds* (apparent value 5gp, actually a **bag of 5 faerie seeds**; see New Items p. 130), a *bundle of 19 sticks of frankincense*

(20gp each) and a *bronze pendant* (100gp). In total, the treasure in this room has a value of 1,550gp and weight of 8 st.

[LORE] A character who succeeds on a Loremastership proficiency throw or has Theology proficiency can identify the bas-relief engravings as common Empyrean motifs used today in Northern Argollë to represent the Empyrean gods Ammonar, Mityara, Istreus, Türas, and Naurivus.

B5. EARLY TOMB BURIAL CHAMBER (3000 BE)

This 30' x 20' burial chamber has black walls hewn from the living rock and a smooth floor of glazed red tile. A low stone dais rises from the middle of the floor. A limestone sarcophagus, shaped in the likeness of an arrogant-looking elven lord, rests atop the dais.

[MONSTER] [LOOT] The sarcophagus contains the entombed elven lord, now a *mummy*. The mummy wears a *gold funerary mask wrought in its own living likeness with eyes of lapis lazuli* (675gp, 1/6 st.). The mummy will have begun to awaken when the stone slab door from B3 was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter.

Mummy: MV 60', AC 6, HD 5+1*, hp 26, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities



C. CENTRAL CAVES

CI. LOWER LEVEL SEMICIRCULAR CAVE (3100 BE)

This 40' diameter roughly semicircular cavern has a heavy flow of sewage from the steps to the north (**A3**) that travels southeast down another flight of steps (to **3b**). Vast numbers of *tiny millipedes and cave crayfish* swarm over the sewer sludge. Intermingled with the swarm are a *dozen enormous stone-colored grasshoppers*, about 3' in length, feeding on the organic matter. Past the sludge, a 15' wide volcanic tube leads southwest (towards **C3**). The west and east walls are each carved with 12 horizontal wall graves in three columns of four.

[MONSTER] There are 3 *insect swarms* and 12 *cave locusts* in the room. The swarms attack any creatures which move through or near them. Characters that fly, climb, or are cross by rope are not attacked. The locusts will begin to panic if any characters attack or approach within 5', shrieking and jumping in random directions.

[TRICK] The Judge should roll an encounter throw each round that one or more cavern locusts are shrieking; if wandering monsters are indicated, they will arrive in 1d4 rounds.

Cavern locusts (12): MV 60' / 180', AC 5, HD 2*, hp 9 each, #AT 1 (bite 9+, slam 9+, or spit), Dmg 1d2/1d4/ incapacitation, Save F2, ML -3, AL N, XP 29; Special: jump 60', spittle (save v. Poison or incapacitated), spit-soaking (creatures within 5' of spit-soaked target save v. Poison or vomiting)

Insect swarms (3): AC 2, MV 30' HD 3, hp 15, 14, 12, #AT 1 (swarm), automatically hits in area, Dmg 2, double damage if no armor, half damage if warding off insects, Save NM, AL N, XP 65; Special: immune to weapons

[GRAVES] The 24 graves are dated circa 3100 BE and carry the usual inscriptions, remains, and goods (average 48gp worth).

C2. HUGE DEEP CAVERN (3000 BE)

C2A. WESTERN HUGE DEEP CAVERN

This grand cavern stretches more than 50' along its northern axis and at least that along its westerly axis, though its full extent is too large to be seen. The ceiling, 30' overhead, is adorned with magma stalagmites that resemble frozen ripples in a magnificent sea of rock. A pair of heavy bronze doors (to **E1**), engraved with extensive fretwork, are set in the south wall, a 30' portion of which has been carved smooth. Sewer sludge flows in from the 20' high ledge on the north wall (**A4**) and from two staircases carved in living rock ascending to the west (**C1** and **C12**), converges on the cavern flow, and then flows eastward into the darkness. Numerous *giant stone-colored grasshoppers*, each about 3' long, feed on *great fulvous patches of mold* growing in the sewer sludge. The air carries the stink of rotten eggs.

See below for the description of this portion of the cavern.

C. CENTRAL CAVES

C2B. EASTERN HUGE DEEP CAVERN

This huge cavern is between 50' to 60' wide along its northern axis, and at least as long on its westerly axis, though its full extent is too large to be seen. The 30' tall ceiling is dotted with magma stalagmites poised like teeth over a stone balcony 20' overhead that runs north-south across the cavern (D7). A set of hewn stone stairs ascend out of the cavern to the south (to D8), while similar stairs running east along the north wall lead up onto the balcony. The middle of the balcony is sundered, with the northern edge about 6" higher than the southern. The balustrades of the balcony are intricately carved with tree, lotus, and serpent motifs. Waste flows in from the west, where the cave extends into the darkness, flows eastward under the balcony, and loudly splatters down a precipice that forms the northeast wall (L1), except where it dribbles down 10' wide steps carved in rock. Here and there, the sewage is covered with *fulvous patches of mold*. Numerous *stone-colored 3'-long grasshoppers* graze on the mold patches. The stink of rotten eggs hangs like a miasma in the air.

[MONSTER] Spread throughout the sewer sludge in this location are seven patches of *yellow mold*, marked "Y" on the map. Four patches are found in the western half of the caverns (C2a) and another three in the eastern half (C2b). Each patch of yellow mold will release its spores if traversed or disturbed. In addition, each patch is surrounded by *three cavern locusts* that are feeding upon that patch. The locusts will begin to panic if any creatures attack or approach within 5' of their patch, shrieking and jumping in random directions. Panicked cavern locusts can cause other locusts elsewhere in C2a and C2b to become panicked too, if they jump nearby.

Cavern locusts (21): AC 5, Move 60' / 180' fly, HD 2*, hp 9 each, #AT 1 (bite 9+, slam 9+ or spit), Dmg 1d2/1d4/incapacitation, Save F2, ML -3, AL N, XP 29; Special: jump 60', spittle (save v. Poison or incapacitated), spit-soaking (creatures within 5' of spit-soaked target save v. Poison or vomiting)

Yellow mold (7): AC N/A, Move 0', HD 2**, hp 14, 12, 11, 10, 9, 7, 6, #AT 1 (spores), Dmg 1d6 + death, Save F2, ML N/A, AL N, XP 30; Special: immunity to attacks except fire, spores (50% chance of release, 10' cube, save v. Poison or die in 6 rounds), vulnerability to sunlight (dormant)



[TRICK] The Judge should roll an encounter throw each round that one or more cavern locusts are shrieking. The first successful encounter throw will attract the troglodytes from **D8**, who will enter camouflaged along the balcony. Depending on the relative strength of the party the trogs will either attack with missile weapons or retreat to their lair to warn their tribe and gather reinforcements. The second successful encounter throw will attract the beetles from **C4**; the third successful throw will attract the caecilian in **C6**. Any further encounter throws should be rolled on the Sewer Caves column of the Wandering Monsters table (see p. 19).

C3. LOWER LEVEL BEAN-SHAPED CAVE (3000 BE)

This 25' x 60' bean-shaped volcanic cave has an 8' tunnel north (towards **C8**) and a cavernous annex to west (**C4**). The southern wall is elaborately carved with 15 horizontal wall graves in five columns of three.

[TRICK] There is a secret door hidden in the plaster wall behind the horizontal wall grave in the middle column and row. If detected, the wall can be pushed upward (like a horizontal trap door) to reveal a 10' wide curved corridor (to **C5**).

[GRAVES] The 15 graves date to 3000 BE and contain the usual inscriptions, remains, and goods (average 30gp worth).

C4. LOWER LEVEL CAVERNOUS ANNEX (3000 BE)

The dried, resinous oils coating the rock walls of this 40' x 25' cave glisten in the light. Similar resins ooze from the horn-like mandibles of *four giant beetles* that scuttle about the floor.

[MONSTER] The *four bombardier beetles* in this room typically feed off the many nearby insect swarms, but the creatures are carnivorous and will attack any likely food source.

Bombardier beetles (4): MV 120', AC 5, HD 2, hp 13, 12, 10, 7, #AT 1 (bite 9+, spray 9+), Dmg 1d6 or toxic spray, Save F1, ML 0, AL N, XP 20; Special: toxic spray (-2 to attack throws for 1 day or until *cure*)

C5. LOWER LEVEL SECRET SEPULCHER (2900 BE)

The secret corridor (from **C3**) terminates after 30' in a 30' x 20' arched sepulcher, lined with plaster. The floor of the sepulcher is somewhat uneven due to past earth movements, and dozens of terracotta amphora lie broken and shattered. Here and there, preserved organs have spilled from wrecked canopic jars to shrivel on the floor. A faint whiff of incense hangs in the air. A single *cedar chest* remains intact amidst the rubble. Near the chest sits a *hepatizon cauldron* with intricate engraving. Along the north and south wall rest a pair of limestone sarcophagi. The eastern wall between the sarcophagi is carved with a bas-relief displaying a pair of beautiful elven nobles, one male and one female, indulging in erotic and apparently incestuous play.

[MONSTER] The lovers displayed in the bas-relief are now *mummies* in the sarcophagi. The pair will begin to awaken if their sepulcher is disturbed.

Mummies (2): MV 60', AC 6, HD 5+1*, hp 31, 22, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 460; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] Around the male mummy's neck is a *collar, cut from a single sheet of gold* (800gp), and buried with him is a *silver dagger, its grip inlaid with lapis lazuli* (325gp, 1/6 st.) and a *bronze scepter tipped with amber* (400gp, 1/6 st.). The female wears a *silver corselet* (400gp, 1/6 st.), a *silver tiara adorned with moonstones* (2,000gp), and a *pair of silver and ivory armlets* (200gp each).

[LOOT] Most of the grave goods in the sepulcher are broken and worthless. However, the interior of the *cedar chest* was padded with thick linen, which has protected its valuable contents: *four vials of rose- and lavender-scented water (philters of love)*, apparent value 25gp and 1/6 st. each), *seven vials of verdant oils fragrant with olive and myrrh (oils of relaxing respite)*, apparent value 75gp and 1/6 st. each, see New Items, p. 134), and *eight vials of styrax and sweet rush perfume* (100gp, 1/6 st. each).

[LOOT] The intricate engraving on the *hepatizon cauldron* next to the chest is of scenes of forbidden pleasure. While the 1-stone bronze cauldron has an apparent value of 2,500gp, it is actually a magical **bathtub of the goddess** (see New Items, p. 130). A character who succeeds on a Lore mastery or Theology proficiency throw can identify the imagery engraved on the cauldron (and the bas-relief) as depictions of rites for Nasga, the Serpent, Chthonic goddess of beauty, pain, and lust.

C. CENTRAL CAVES

[**LOOT**] In total, the treasure in this room has a value of 5,125gp and a weight of 4 3/6 st.

C6. LOWER LEVEL HOURGLASS-SHAPED CAVE (2900 BE)

This 60' long 30' wide hourglass-shaped volcanic cave sits just north of the grand cavern (C2a). All of the visible cave walls are carved with horizontal graves, too many to quickly count. In the north bulb of the cave the sound of something sliding on stone can be heard, then the *shadowy figure of a creature* – grey, long, sinuous – becomes visible at the edge of the light.

[**MONSTER**] The long grey creature is a *caecilian* which entered the Nethercity via the sewers. It mainly feeds on the cavern locusts that occasionally leap into its vicinity, but it is mindlessly hungry and will attack any intruders.

Caecilian: MV 60', AC 3, HD 6*, hp 28, #AT 1 (bite 5+), Dmg 1d8 + swallow whole, Save F3, ML +1, AL N, XP 570; Special: swallow whole (target swallowed on unmodified 19 or 20, suffers 1d8 ongoing, may attack from within at -4, digested after 6 turns)

[**LOOT**] Once the caecilian is dispatched, a cursory search of the cave will discover treasure in the northwest corner – a *beautifully-made ebony and dawn redwood ossuary coffer* (150gp, 1 st.) filled with crumbling yellow bones.

[**GRAVES**] There are 60 wall graves in total, all dated circa 2900 BE. They carry the usual inscriptions, remains, and goods (average 120gp).

C7. LOWER LEVEL VERTICAL SHAFT (2900 BE)

A vertical shaft drops from the ceiling 8' above down into a 5' wide natural tunnel. The tunnel runs southwest for about 25' before terminating in a T-intersection (C8).

[**TRICK**] If the tiles on the floor of the Early Tomb Entrance Chamber (B1) above have not been broken open, then the vertical shaft terminates after just a few feet in a thin layer of tile. A character can break through the tiles with a successful proficiency throw to force doors.

C8. LOWER LEVEL NATURAL TUNNEL (2900 BE)

A natural tunnel runs 30' from a cave mouth to the south (C3). Then, along the east wall, a 5' wide tunnel fingers off to the northeast (leading to C7), while the main tunnel continues northwest (to C9).

C9. LOWER LEVEL Y-SHAPED CAVE (2900 BE)

This cavern is about 30' long and 25' wide. On the northwest stands an 8' wide heavy bronze door (to H1) fretted with elaborate geometric designs. South of the door, the cave expands into a y-shaped pair of tunnels. The main tunnel runs southeast into the darkness (C8), while a narrower tunnel heads southwest about 20'; a cave mouth opens up the west wall (C10) there, and the tunnel widens to 10' and continues south into darkness (to C11).

C10. LOWER LEVEL NATURAL TUNNEL (2900 BE)

This bulbous cave extends about 40' northwest-southeast, being 35' wide at its widest bulge and narrowing to 10' at the cave entrance. A long tube of translucent material, strangely patterned with scales, lies discarded in the middle of the cavern floor.

[**LORE**] The material is dry and crinkly to the touch. character who succeeds on an Animal Husbandry or Naturalism proficiency throw can identify the strange tube as the recently-shed skin of a giant snake with a girth of at least 42" and a length of at least 25'.

C11. LOWER LEVEL NATURAL TUNNEL (2900 BE)

This 10' wide north-south tunnel runs for 40'. At its northern terminus, a cave mouth opens up on the west wall (C10) while a 10' tunnel exits to the northeast. At its southern terminus, it curves west for 10', then collapses into a 5' wide pit that drops downward 10' (near G18).

[**MONSTER**] A *giant python* lairs below nearby (in G18). Noise will attract it to the vicinity of the pit after 1d4 rounds.

Giant python: MV 90', AC 3, HD 5*, hp 30, #AT 1 (bite 6+), Dmg 1d4 + 2d8 constriction, Save F3, ML -1, AL N, XP 350;

Special: grab (if bite succeeds, constrict target for 5d6 per round until target escapes)

C12. LOWER LEVEL DIAMOND-SHAPED CAVE (2900 BE)

Rock-carved steps ascend to a vaguely diamond-shaped volcanic cave that is 50' long and 30' wide at its widest. The southwest face of the diamond is interrupted by an angled stone block wall with a corner that juts in to the cave. A heavy bronze door (to **6a**) is set in the west face of the stone block wall. The eastern walls are pitted with dozens of horizontal wall graves stacked four high.

[GRAVES] There are 36 wall graves in total, all dated circa 2900 BE. They carry the usual inscriptions, remains, and goods (average 72gp worth).

D. WARLORD'S TOMB AND CHAPEL TO BEL

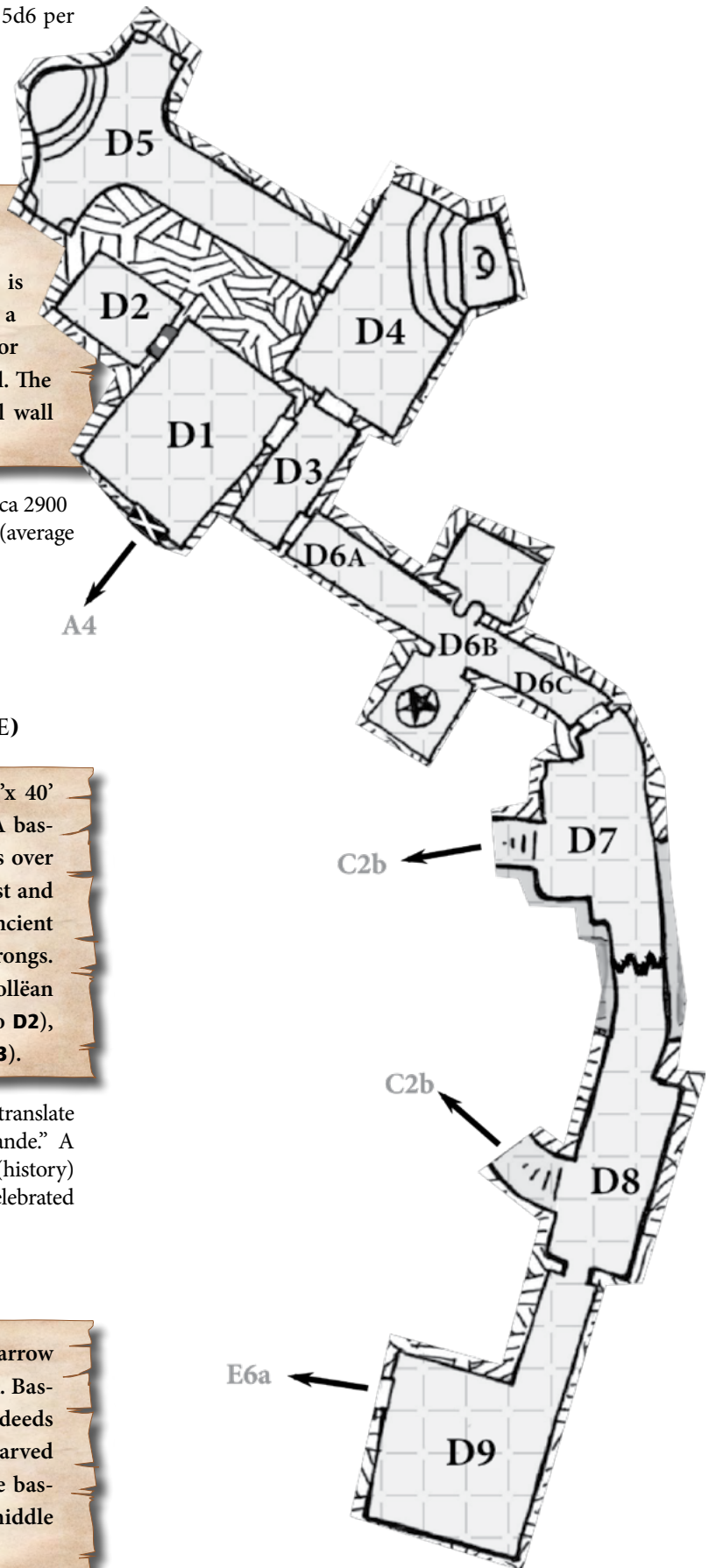
D1. WARLORD'S CENOTAPH (2900 BE)

Beyond the heavy bronze door (from **A4**) is a 30'x 40' rectangular room with tiled black granite floors. A bas-relief of glorious military conquest by elven troops over primitive humans has been carved on the northwest and southeast walls, while the northeast wall shows an ancient elven warlord riding in a chariot amidst cheering throngs. An inscription has been carved in Ancient Argollëan below. A stone slab door exits to the northwest (to **D2**), and a fretted cedar door exits to the southeast (to **D3**).

[LORE] Characters fluent in Ancient Argollëan can translate the inscription to Common as "The Triumph of Eolande." A character who succeeds on a Lore mastery or Knowledge (history) proficiency throw can identify Eolande as the most celebrated elven general of the 30th century B.E.

D2. WARLORD'S TOMB (2900 BE)

The stone slab door (from **D1**) opens into a narrow rectangular tomb, 15' x 20', carved from living rock. Bas-relief images engraved in the walls show the life and deeds of a great elven warrior. A limestone sarcophagus, carved in the shape of the same elven warlord seen in the bas-reliefs, sits atop a low stone dais that rises from the middle of the tomb floor.





[MONSTER] The sarcophagus is the resting place of Eolande, now a *mummy*. The mummy will have begun to awaken when the stone slab door from **D1** was disturbed. Depending on how long it takes the adventurers to open that door, the undead warlord may be either just rising or already roused when the adventurers enter.

Eolande, mummy: Str 18; MV 60; AC 6, HD 5+1*, hp 31, #AT 1 (touch 2+ or **shortsword** +1/+3 1+/-1+), Dmg 1d12+3 + mummy rot or 1d8+4/+6, Save F5, ML +4, AL C, XP 460; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] Eolande wears a *conical boars' tusk helmet with a winged crest* (250gp, 1/6 st.) and clutches a *meteorite-iron sickle-shaped shortsword with a hilt fastened in the shape of a six-armed demon* (**shortsword** +1, +3 v. humans, 650gp apparent value).

D3. WARLORD'S ANNEX (2900 BE)

This hallway is approximately 15' long and 10' wide and has rock-hewn walls and tiled black marble floors. Cedar doors are set adjacent to each other at the northwest (to **D1**) and northeast (to **D4**) corner, while a third cedar door sits in the southeast corner (to **D6a**). A bas-relief of an elven warlord seated on a throne has been carved and painted on the southwestern wall. The bas-relief is detailed and realistic, such that at first glance it almost presents the illusion that a real figure is seated on a real throne.

[LORE] The figure depicted in the bas-relief is Eolande and will be recognizable as such to characters who have seen his likeness in **D1** or **D2**.

D4. SHRINE TO THE SLAUGHTERPRINCE (2900 BE)

The cedar door (from **D3**) opens up to a rectangular chamber, 30' wide and 55' long, with tiled black marble floors. The northeast wall of the chamber is a raised carved square alcove, with a four-step dais leading up to the alcove. Within the alcove is a black basalt statue of a six-armed demonic warrior wielding an axe, sword, or mace in every hand. The entire northwest wall is an elaborate bas-relief of fierce battle against primitive humans. A cedar door (to **D5**) lies in the middle of the northwest wall, integrated into the image to resemble a city gate.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statue as a representation of Bel, the Slaughterprince, Chthonic god of war. Should any Lawful characters approach the dais, the statue will animate as a *gargoyle*. Unlike an ordinary gargoyle, it cannot fly, but it attacks with six weapons.

Gargoyle of Bel: MV 90', AC 4, HD 4*, hp 19, #AT 6 (weapons 7+), Dmg 1d6 each, Save F8, ML +3, AL C, XP 135; Special: construct immunities, immunity to non-magical weapons

D5. WARLORD'S CHAPEL (2900 BE)

The shrine door (from **D4**) leads to a 50' long gallery with black marble flooring and a dozen wall graves carved into each of its walls (24 total). The gallery opens into an apse (a semi-circular recess covered by a semi-dome), with a 50' wide transept extending perpendicularly to the apse. A carved stone column supports each corner of the transept. On a four-stepped dais in the middle of the apse is an altar of grey marble, stained with black drippings and marked by cuts and slashes. On either side of the altar sits a *statue of a black jackal*.

[LOOT] The 24 wall graves date to 2900 BE and carry the usual inscriptions, remains, and goods (average 48gp worth). The altar can be slid (as a stone slab door) to reveal a vault beneath, where the chapel treasure is stored. The chapel treasure consists of a *gold candelabra* (1,250gp, 3/6 stone), a *gold sacrificial bowl* (850gp, 2/6 st.) filled with 600gp in ancient Argolléan coins; *four gold and ivory libation cups* (400gp each, 1 st. per 24 cups); and a *padded cedar box*. The box contains a *blue sapphire* (1,000gp) and *two egg-sized spheres of blue metal* (**cobalt death orbs**, see New Items, p.

139). In total, the treasure in this room has a value of 4,100gp and a weight of 1 1/6 st.

[MONSTER] [TRICK] If the altar is defaced, or if any treasure is removed from the vault, the jackal statues reveal themselves to be undead *jackals of darkness* (see New Monsters, p. 145), attacking whomever has plundered the chapel. The altar makes this room a **blighted sinkhole of evil**, so divine spellcasters of lawful alignment turn the jackals (and other undead) as if four class levels lower.

Jackals of Darkness (2): MV 140', AC 5, HD 4**, hp 20, 18, #AT 1 (bite), Dmg 1d6, Save F4, ML +4, AL C, XP 285; Special: black fire (envelops one opponent within 50' range dealing 1 hp per round), undead immunities

D6. WARLORD'S GALLERY (2900 BE)

D6A. WARLORD'S GALLERY NORTH

This 10' wide gallery has floors tiled with black marble and walls that are extensively pierced with dozens of graves. Each grave's *skeleton* has been carefully laid to rest with a sickle-shaped bronze shortsword and round bronze shield. The gallery has a cedar door at the northwest end (to **D3**), while to the southeast it extends into the darkness.

[MONSTER] [GRAVES] There are 24 wall graves in the north half of the gallery, all dating to 2900 BE. They carry the usual inscriptions but contain *skeletons* equipped with sickle-shaped bronze shortswords and bronze shields. If any of the graves are disturbed, or if the hidden alcove in **D6b** is opened, the skeletons in the wall graves awaken and immediately attack.

Skeletons (24): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

D6B. WARLORD'S GALLERY ALCOVE

Midway down the gallery, the southwest wall expands into an arched alcove where a broken marble bust of an elven warlord wearing a winged conical helm has toppled from a nearby marble pedestal. Opposite the alcove is a marble panel with a bas-relief depicting the warlord on a chariot with bow in hand.

[TRICK] [LORE] The bust is of Eolande and will be recognized as such by characters who have seen his likeness previously. The bas-relief panel is actually a secret door, but it can only be rotated open if the bust (or something of similar weight) is on the pedestal; otherwise a locking mechanism hidden in the walls keeps it sealed. Opening the secret door reveals a hidden alcove

but awakens the 48 *skeletons* in the wall graves (see **D6a** and **D6c**), which immediately attack from both directions.

[LOOT] Hidden in the alcove are dozens of pieces of shattered pottery; four *terracotta canopic jars* of embalmed organs (25gp value, 1/6 st. each); a *large terracotta amphora* with *geometric patterns* (60gp, 3 st.) filled with 6,000gp; a *round cedar shield gilded with gold* (100gp, 1 st.); and a *chryselephantine statuette* of a serene priestess with ivory skin, gold leaf robes, jewelry, and hair (300gp, 2/6 st.). A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statuette as a representation of Mityara, the Noble Lady, Empyrean goddess of community, charity, and civic virtue. In total, the treasure in this room has a value of 6,560gp and a weight of 11 st.

D6C. WARLORD'S GALLERY SOUTH

This 10' wide gallery has floors tiled with black marble and walls that are extensively pierced with dozens of graves. Each of the grave's *skeletons* has been equipped with sickle-shaped bronze short swords and round bronze shields for battles in the afterlife. The gallery has a cedar door at the southeast end (to **D7**) while to the northwest it extends into the darkness.

[MONSTER] [GRAVES] There are 24 wall graves in the south half of the gallery, all dating to 2900 BE. They carry the usual inscriptions but contain *skeletons* equipped with sickle-shaped bronze short swords and bronze shields. If disturbed, or if the hidden alcove (**D6b**) is opened, the skeletons in the wall graves awaken and immediately attack.

Skeletons (24): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

D7. UPPER LEVEL GRAND BALCONY (2700 BE)

A stone balcony runs north-south to cross a 50' wide cavern floor some 20' below (**C2b**). The balcony's balustrades are intricately carved with tree, lotus, and serpent motifs. The middle of the balcony is sundered, with the northern edge about 6" higher than the southern. 10' above the balcony hang magma stalagmites, never-quite-dropping from a ceiling that looks like frozen ripples in a magnificent sea of rock. Sewer sludge flows below the balcony, coming from the shadowy expanse of the cavern to the west and flowing eastward to fall down the precipice (to **L1**) that

forms the grand cavern's northeast wall, except where it dribbles down 10' wide steps carved in rock. Numerous *giant stone-colored grasshoppers*, each about 3' long, feed on *great fulvous patches of mold* growing in the sewer sludge below. Stairs ascend to south (**D8**), and another set of stairs heading east along north wall leads up 20' to the stone balcony itself. A pungent stench, even worse than the sewage, fills the air.

[MONSTER] The cavern below is occupied by 21 *cavern locusts* and 7 *yellow molds*. For more details on the cavern and its denizens, see **C2a** and **C2b**.

Cavern locusts (21): AC 5, Move 60' / 180' fly, HD 2*, hp 9 each, #AT 1 (bite 9+, slam 9+ or spit), Dmg 1d2/1d4/incapacitation, Save F2, ML -3, AL N, XP 29; Special: jump 60', spittle (save v. Poison or incapacitated), spit-soaking (creatures within 5' of spit-soaked target save v. Poison or vomiting)

Yellow mold (7): AC N/A, Move 0', HD 2**, hp 14, 12, 11, 10, 9, 7, 6, #AT 1 (spores), Dmg 1d6 + death, Save F2, ML N/A, AL N, XP 30; Special: immunity to attacks except fire, spores (50% chance of release, 10' cube, save v. Poison or die in 6 rounds), vulnerability to sunlight (dormant)

[TRICK] The pungent odor is from the camouflaged troglodyte warriors across the balcony in **D8**. The trogs cannot be easily seen by adventurers in **D7**, but the adventurers can be easily observed by the trogs. Depending on the relative strength of the party, the trogs may either attack with missile weapons or retreat to their lair to warn their tribe and gather reinforcements.

D8. UPPER LEVEL GRAND STAIRCASE (2700 BE)

This 15' wide, 50' long gallery, carved from the living rock, runs between a balcony to the north (**D7**) and an arched portal to the south (to **D9**). The eastern wall is pierced by a few dozen wall graves. On the west wall, a curved staircase descends downward (to **C2b**). The smell of rotting eggs is overpowering despite the absence of sewage.

[GRAVES] The 30 wall graves here date to 2700 BE and carry the usual inscriptions, remains, and goods (average 60gp worth).

[MONSTER] When the adventurers arrive, 6 *troglodyte warriors*, each carrying 3 barbed darts (+3 to hit, damage as javelin), will be preparing to hunt locusts from the balcony. The troglodytes will be hidden by their chameleon special ability. If they fail a morale throw, they will attempt to flee to the troglodyte lair via **D8** - **D9** - **E6a** - **E6b** - **E2b** - **E2c** - **E4a** - **E4c** - **I1**.

Troglodyte warriors (6): MV 120', AC 4, HD 2, 13, 12, 10, 9, 8, 6, #AT 3 (2 claws/bite 9+) or 1 (barbed dart 6+), Dmg 1d4/1d4/1d4 or 1d6, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[LORE] A character who succeeds on a Tracking proficiency throw can trace the troglodytes back to their lair. The proficiency throw gains a +4 bonus if assisted by scent (e.g. with a hunting dog) due to the troglodyte's slimy, foul-smelling coating. The path the troglodytes took was D8 – D9 – E6a – E6b – E2b – E2c – E4a – E4c – I1.

D9. UPPER LEVEL COMMON TOMB (2700 BE)

This tomb consists of a 40' x 40' chamber hewn from the volcanic rock connected to a 10' wide, 30' long gallery extending northward (to D8). A cedar door stands in the west wall, near the northwest corner (to E6a). All of the walls are pierced by wall graves, with a dozen on each side of the gallery and dozens more in the walls of the tomb itself. The floor is cracked and uneven, and lacking any tiling.

[GRAVES] There are a total of 99 horizontal wall graves here, with 12 on each side of the gallery and 75 in the wall of the tomb. The wall graves here date to 2700 BE and carry the usual inscriptions, remains, and goods (average 198gp worth).

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from E6a and traveled to D8.



E. DEEP LEVEL CENTRAL COMPLEX

E1. DEEP LEVEL COMPLEX ENTRANCE (2700 BE)

The heavy bronze doors (from C2a) open into a 40' wide, 20' deep antechamber with 15' ceilings. A second set of heavy bronze doors, with marble framing engraved with a repeating pattern of discs, is set onto the southern wall (leading to E2). The walls here are plaster-lined and the floor paved with black marble tiles.

E2. DEEP LEVEL COMPLEX GALLERY (2700 BE)

E2A. DEEP LEVEL COMPLEX GALLERY NORTHERN TERMINUS

From a pair of bronze double doors (to E1), this 15' wide gallery runs south into the darkness. The walls are plaster-lined, and the floor is paved with black marble tiles. However, the tiling of the floor ripples upward along the entirety of its visible north-south length, as if the fin of some land-shark had pushed them upward by its passage. Horizontal wall graves line the west and east walls, except for where a stone slab door (to E3) stands on the west wall, about 15' south of the bronze doors. The stone slab door is worn smooth as if by the touch of many hands over centuries.

[GRAVES] There are a total of 48 wall graves in the Deep Level Complex Gallery Northern Terminus, with 30 along the east wall and 18 along the west wall, all stacked four deep and all circa 2800 B.E. The graves carry the usual inscriptions, remains, and goods (average 96gp worth).

[LORE] An inspection of the floor by a Dwarf or any character with Caving or Engineering proficiency requires one turn (10 minutes) and will reveal that the rippling of the marble tiles was actually caused by compressive pressure from some ancient earthquake.

E2B. DEEP LEVEL COMPLEX GALLERY MIDPOINT

The gallery here has plaster-lined walls and a floor tiled in black marble, heaved up along its centerline as if by the passage of a burrowing creature. Along the west wall, a 10' wide archway leads to a hewn stone staircase that curves upwards to the northwest and out of sight.

The stairs ascend 20' to join the east-west T-intersection at E6b.

E. DEEP LEVEL CENTRAL COMPLEX

[LORE] An inspection of the floor by a Dwarf or any character with Caving or Engineering proficiency requires one turn (10 minutes) and will reveal that the rippling of the marble tiles was actually caused by compressive pressure from some ancient earthquake.

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **E2c** and traveled to **E6b**.

E2C. DEEP LEVEL COMPLEX GALLERY SOUTHERN TERMINUS

A 10' deep, 20' long alcove has been excavated into the west wall of the gallery here. The alcove is decorated with a faded fresco of elves studying strange machinery. Around it a few graves have been excavated. The east wall, opposite the fresco, has been carved with additional horizontal wall graves. South of the frescoed alcove, the gallery forms a T-intersection, extending west and east. At the southern tip of the intersection is another frescoed alcove, this one featuring an image of elves soaring through the sky on silver discs. Except where frescoed, the walls are lined with plaster, and the floors are tiled with black marble which ripples upward along the gallery's length as if some subterranean worm had passed just below the floor.

[GRAVES] There are another 48 wall graves in the Deep Level Complex Gallery Southern Terminus, with 30 along the east wall and 18 along the west wall, all circa 2800 B.E. The graves carry the usual inscriptions, remains, and goods (average 96gp worth).

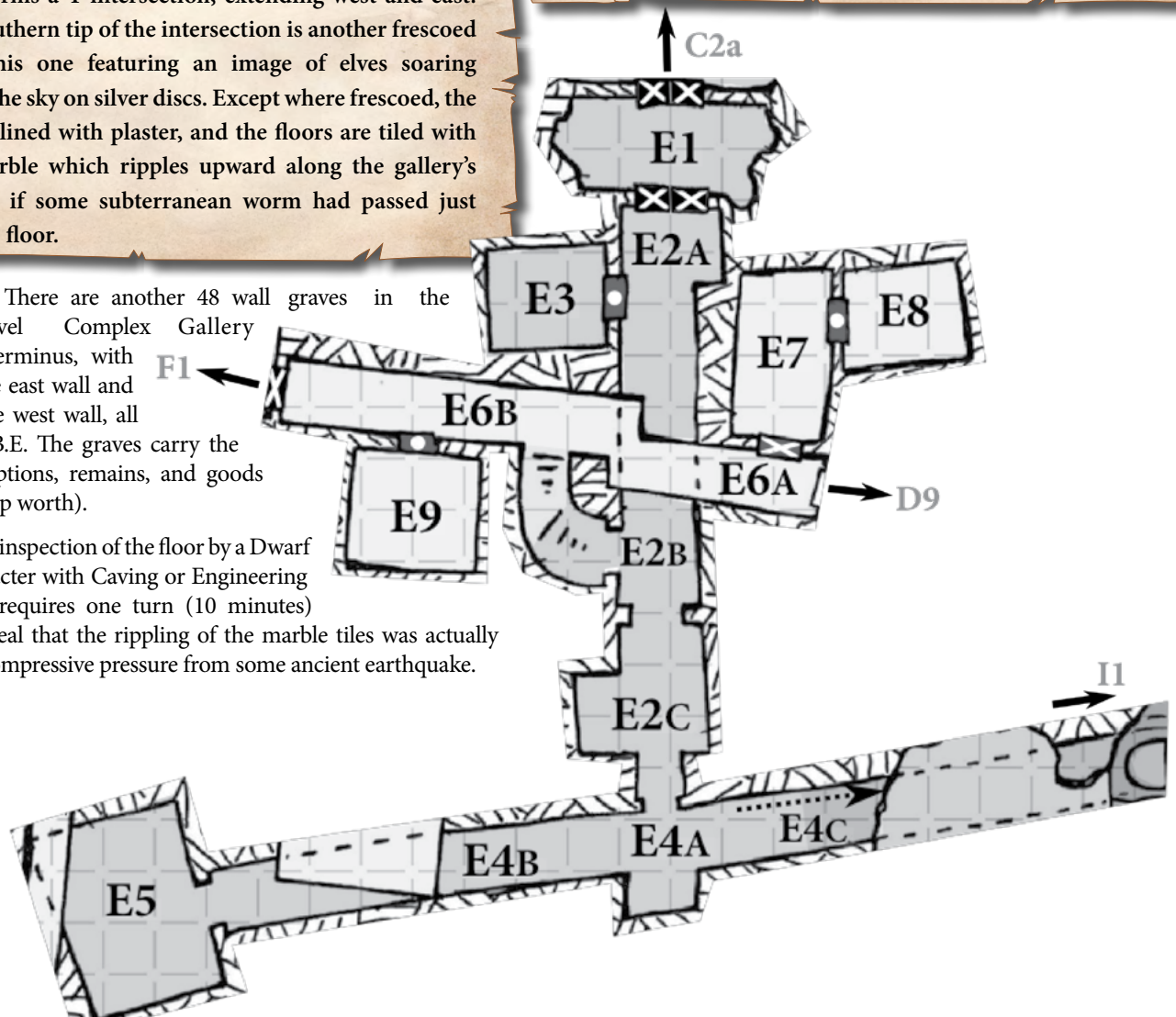
[LORE] An inspection of the floor by a Dwarf or any character with Caving or Engineering proficiency requires one turn (10 minutes) and will reveal that the rippling of the marble tiles was actually caused by compressive pressure from some ancient earthquake.

[LORE] The machinery and discs depicted in the frescoes in **E2c** cannot be identified, even with Lore mastery.

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **E4a** and traveled to **E2b**.

E3. DEEP LEVEL COMPLEX TRANSMOGRIFIER TOMB (2600 BE)

Beyond the stone slab door, a low stone dais rises from the rock floor in the middle of this plaster-walled 25' x 20' tomb. A limestone sarcophagus sits atop the dais. The sarcophagus is sculpted in the likeness of an elf with hideously deformed, scaly skin. The north and south walls of the tomb are painted with frescoes of the deformed elf engaged in grotesque surgeries on apes, men, and lizards, while the west wall is a vertical wall grave holding a *strange mummified baboon-like thing with scales and viper fangs*.





E. DEEP LEVEL CENTRAL COMPLEX

[MONSTER] Disturbing the tomb stirs the two undead within: The sarcophagus's *mummy transmogrifier* as well as his hideous servant, now a *mummified baboon-viper*. The mummies will have begun to awaken when the stone slab door from **E2** was disturbed. Depending on how long it takes the adventurers to open that door, the mummies may be either just rising or already roused when the adventurers enter. If given sufficient time (by adventurers who have trouble with her tomb door), the mummy transmogrifier will cast **ogre power** (+3 to hit and damage) and **chameleon** (12+ to hide) on the mummy baboon-viper.

Mummy transmogrifier: INT 18; MV 45'; AC 4, HD 5+1***, hp 26, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 860; Special: abominable mutation (scaly skin, +2 AC, -25% move), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, transmogrification (cast at 6th level, -2 penalties to saves), undead immunities; Spells: 2 1st, 2 2nd; Repertoire: 1st – **bane-rune**, **chameleon**, **magic missile**, **silent step**, **unseen servant**, 2nd – **alter self**, **bloody flux**, **mirror image**, **ogre power**, **wizard lock**

Mummified baboon-viper: MV 60'; AC 5, HD 5**, hp 25, #AT 2 (claw 6+/bite 6+), Dmg 1d8 + mummy rot / 1d8 + mummy rot + poison, Save F5, ML +4, AL C, XP 500; Special: paralyzing fear, mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, poison (save vs. Poison at -1 or die in 1d4 turns), ½ damage from fire and magical attacks, undead immunities

[TRICK][LOOT] There is a secret compartment hidden in the floor of the dais below the sarcophagus. It can be found with a successful proficiency throw to detect secret doors. The compartment contains the following:

- » a *silver inkwell and stylus* (10gp, 1/6 st.)
- » a *small gilded cedar incense altar* (175gp, 1 st.) with 25 sticks of *frankincense* (20gp each)
- » a *chryselephantine statuette of a unicorn with onyx horn* (500gp, 2/6 st.)
- » a *cedar chest* containing 1,500gp (1 3/6 st.)
- » a *long scroll rolled around a pair of bone handles carved with glyphs* (**transmogrifier's spellbook**, see p. 137; 3/6 st.)
- » *two vials of ginger-scented brown liquid* (**potions of healing**)
- » *six terracotta scroll jars* (5gp, 1/6 st. each), containing *carefully-rolled vellum scrolls* (**arcane scrolls of bane-rune**, **alter self**, **bloody flux**, **polymorph other**, **body swap**, and **reflesh the bones** written in Ancient Argollëan; see New Spells, p. 152)

» *four terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each)

In total, the treasure in this room has a value of 2,830gp and a weight of 4 2/6 st.

E4. DEEP LEVEL COMPLEX GALLERY AND INTERSECTION (2700-2600 BE)

E4A. DEEP LEVEL COMPLEX INTERSECTION

This long corridor forms a t-intersection with the gallery running to the north (**E2c**). To the west it extends to the limit of torch-light (**E4b**). To the east, it descends downward at a shallow (27%) grade into darkness (**E4c**). In both directions, the floor is tiled in black marble, while the plaster-lined walls are pierced by wall graves, too many to easily count. At the southern tip of the intersection is an alcove, 15' wide and 10' deep, painted with a fresco depicting elves soaring through the sky on silver discs.

[LORE] The silver disc depicted in the fresco cannot be identified with any proficiencies.

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **E4c** and traveled to **E2c**.

E4B. DEEP LEVEL COMPLEX GALLERY WEST

The long corridor runs 80' from the t-intersection to the east before opening up into a large burial chamber (**E5**) to the west. The floor is tiled in black marble, and the plaster-lined walls along the entire length are pierced by dozens of wall graves.

[GRAVES] The entirety of this gallery is pierced by horizontal wall graves, with eight columns of four graves on each side of the hall (64 total). The 64 wall graves are dated to 2700 BE near the Intersection (**E4a**), with the dates advancing towards 2600 BE as the gallery runs west. The graves carry the usual inscriptions, remains, and goods (average 128gp worth).

E4C. DEEP LEVEL COMPLEX GALLERY EAST

East of the t-intersection, the black-tiled corridor descends at a shallow (27%) grade for about 90' until it terminates in a cave mouth (**I1**). Dozens of wall graves pierce the walls on both sides.

[GRAVES] Like **E4b**, the entirety of the gallery is pierced by wall graves. There are ten columns of four graves on each side of the hall (80 total). The wall 80 graves are dated to 2700 BE near the intersection (**E4a**) with the dates advancing towards 2600 BE as the gallery runs east. The graves carry the usual inscriptions, remains, and goods (average 160gp worth).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **E4c**, he will hear the sound of stone hammering on stone echoing from above and to the east (from **I2**). If the adventurers have already dealt with the troglodytes in **I2**, then no sound will be heard.

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **I1** and traveled to **E4a**.

E5. DEEP LEVEL COMPLEX COMMON TOMB (2600 BE)

The gallery (**E4b**) opens into a 20' deep x 40' wide chamber hewn from the rock. All of the walls are pierced by wall graves, with two columns of four on each side wall and five columns of four on the far wall (36 graves in total). The worked-stone floor is cracked and uneven.

[GRAVES] The 36 wall graves date to 2600 BE and carry the usual inscriptions, remains, and goods (average 72gp worth).

E6. UPPER LEVEL GALLERY (2700 BE)

E6A. UPPER LEVEL GALLERY EAST

This 40' long and 10' wide gallery has plaster-lined walls and a black marble-tiled floor. At its east end, it terminates in a fretted cedar door (to **D9**). A heavy bronze door (**E7**) on the north wall stands adjacent to the cedar door. At its west end, the gallery turns 90 degrees north (to **E6b**). Much of the gallery's available wall space has been carved into horizontal graves.

[GRAVES] There are 40 wall graves here, with six columns of four graves on the south wall and four columns of four graves on the north wall. The graves date to 2700 BE and carry the usual inscriptions, remains, and goods (average 80gp worth).

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **E6b** and traveled to **D9**.

E6B. UPPER LEVEL GALLERY WEST

This 60' long and 10' wide gallery has floors of black marble tile and plaster-lined walls extensively carved into horizontal graves. On its west end, it terminates in a heavy bronze door (to **F1**). Halfway down the corridor, a stone slab door stands on the southern wall (to **E9**), and 15' east of the slab, a staircase descends downward (to **E2b**). Thereafter the corridor turns sharply south.

[GRAVES] There are 52 wall graves here, with eight columns of four graves on the north wall and five columns of four graves on the south wall. The graves date to 2700 BE and carry the usual inscriptions, remains, and goods (average 104gp worth).

[LORE] A character who succeeds on a Tracking proficiency throw finds the tracks of a small band of reptilian humanoids (troglodytes). The proficiency throw gains a +4 bonus if assisted by scent. The creatures seem to have arrived from **E2b** and traveled to **E6a**.

E7. UPPER LEVEL FAMILY TOMB (2600 BE)

Past the bronze door (from **E6a**) lies a rectangular chamber, 20' x 40', with plaster-lined walls. A great crack runs through the floor from some ancient quake. The western wall is pierced by eight horizontal wall graves, with skeletons of different size lain within shrouded in fine white linen. An inscription is carved in Ancient Argollëan over the wall graves. The northern wall has a fresco of an elven family of nine riding through a dusky valley of great cedar trees. The eldest wears a golden circlet. *Broken pottery and toys* lie toppled and tossed about the chamber. A stone slab door (to **E8**) sits on the east wall near the northeast corner of the room.

[LOOT] Searching the broken pottery and toys reveals two intact treasures: a *finely-made game set with an ebony board and carved obsidian and quartz playing pieces* and a *tortoise shell lyre painted with scenes of hearth and home*. The game set is worth 445gp and weighs 1 st. The lyre has an apparent value of 100gp and weight of 1/6 st, but it is actually an enchanted **lyre of the lullaby** (see New Items, p. 133).

[LORE] Characters fluent in Ancient Argollëan can translate the inscription to Common as "By the vile hand of man were you taken from me too soon. By the hand of the gods shall we be restored unto each other come the Awakening." A character who succeeds on a Lore mastery or Theology proficiency throw can identify the Awakening as a prophesied eschaton of the Chthonic myths.

E8. FAMILY TOMB PATRIARCH BURIAL CHAMBER (2600 BE)

The stone slab door (from **E7**) opens into a 15' x 30' plaster-walled burial chamber. A low stone dais rises from the rock in the room's center, and a limestone sarcophagus sits atop the dais. The sarcophagus is fashioned in the likeness of an aged elven nobleman, lines of grief etched into his face. The north, south, and east walls of the tomb are painted with frescoes of pastoral family life. Along the east wall, a *painted cedar chest* sits under a *large golden fan with great plumes*. Nearby stand *several terracotta canopic jars* and *a number of small black-figure terracotta amphora*.

[MONSTER] Disturbing the burial chamber stirs the *mummy courtier* within, who wears a *thin golden circlet* (500gp value). Depending on how long it takes the adventurers to open the door from **E7**, the mummy may be either just rising or already roused when the adventurers enter.

Mummy courtier: MV 60', AC 6, HD 5+1***, hp 25, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 860; Special: classical weapons training (+1 to hit with missile weapons), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st; Repertoire: **infuriate person, unliving puppet**

[LOOT] The cedar chest holds 250ep and a *long scroll rolled around two bronze handles (courtier's spellbook*, see p. 137; weighs 1/6 st.). Atop it is the *fan of gilded ebony with griffon plumes* (200gp value, 2/3 st.) mentioned in the description above. The *four terracotta canopic jars hold embalmed organs* (25gp value, 1/6 st. each). There are *15 small black-figure terracotta amphorae* (5gp, 1/6 st. each) holding 100sp each (1,500sp total). In total, the treasure in this room has a value of 1,150gp and a weight of approximately 4 4/6 st.

[LORE] The terracotta amphorae depict a man with a beetle for a face. A character who succeeds on a Lore mastery proficiency throw, or a Theology proficiency throw at -4, can identify the figure depicted on the amphorae as Khepri, a mysterious Chthonic god worshipped in antiquity.

E9. UPPER LEVEL TORTURER TOMB (2600 BE)

Moving the stone slab door (from **E6b**) reveals a 20' x 20' tomb with plaster-lined walls and a black marble-tiled floor. A low stone dais rises from the rock in the middle of the floor, and a limestone sarcophagus sits atop the dais. The sarcophagus is sculpted in the likeness of a beautiful elven noblewoman, brows arrogantly arched. The walls of the tomb are painted with frescoes of the noblewoman, clad in black leather, engaging in acts of torture and ritual sacrifice on primitive humans. Near the south wall, a *set of white alabaster figurines* have fallen into a heap. Alongside the figurines, four terracotta canopic jars have broken and spilled desiccated organs onto the stone floor, filling the room with pungent smell of exotic spices. Amidst the shambles, a *single black-figure terracotta amphora*, a *long scroll rolled around black handles*, and a *shiny black box* remain intact.

[MONSTER] The cruelly beautiful elf depicted in the frescoes exists now as a *mummy nightblade*. She will have begun to awaken when the stone slab door from **5f** was disturbed. Depending on how long it takes the adventurers to open the door from **5f**, the mummy may be either just rising or already roused when the adventurers enter. If given sufficient time (by adventurers who have trouble with her tomb door), she will cast **chameleon** and **spider climb** and lurk on the ceiling. Her spellcasting will be inaudible due to her Quiet Magic proficiency. She is armed with the 15' long black **whip** +1 she was buried with, which she may use to knockdown targets.

Mummy nightblade: MV 60', AC 6, HD 5+1***, hp 26, #AT 1 (touch 5+ or **whip** +1 4+), Dmg 1d12 + mummy rot or 1d2+1 / special maneuver, Save F5, ML +4, AL C, XP 860; Special: acrobatics 17+, backstab (+4 to hit, double damage), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Proficiencies: Combat Trickery (knockdown), Quiet Magic; Spells: 2 1st; Repertoire: 1st – **chameleon, spider climb**

[LOOT] There are *seven white alabaster figurines* (10gp each, 1 st. per 24 figures). The figurines resemble squat, hairy humanoids with long arms and bestial faces; characters with Beast Friendship or Naturalism can identify the creatures as great apes or gorillas. The *black-figure terracotta amphora* (20gp, 1 st.) holds 1,400sp. The shiny box is actually a *lacquered ebony jewelry box* (25gp, 1/6 st.). It holds a *gold nose-ring set with a diamond* (1,200gp). The *long scroll* is the *nightblade's spellbook* (see p. 137; weighs 1/6 st.). In total, the treasure in this room has a value of 1,455gp and an encumbrance of approximately 3 st.

F. LOWER LEVEL CENTRAL COMPLEX

F1. LOWER LEVEL ENTRANCE CHAMBER (2700 BE)

This 60' x 25' chamber has plaster-lined walls and black marble flooring, with two heavy bronze doors in the east wall (to **E6b** and **C12**) and a heavy bronze doorway in the center of the west wall (to **F2**). The south wall has a fresco depicting a dragon-winged demonic queen, a six-armed warrior, a medusa with a serpent's torso, a skull-faced sorcerer, and an antlered prince. The north wall has a damaged fresco showing a bearded patriarch, a grey-robed crone, a beautiful woman in bronze armor, a blind old man, a matronly woman in white, a young man in hunting garb, and a burly man with a hammer. Crumbled plaster dust litters the floor near the north wall.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the figures on the southern fresco as the Chthonic deities Iskara, Bel, Nasga, Dirgion, and Ravanor respectively. A character who succeeds on a Lore mastery proficiency throw or has Theology proficiency can identify the figures in the northern fresco as the seven Empyrean deities, Ammonar, Calefa, Ianna, Istreus, Mityara, Naurivus, and Türas. A cursory inspection of the northern fresco shows that it was damaged by being plastered over; an ancient earthquake has cracked off the plaster and exposed the original below.

F2. LOWER LEVEL COMPLEX GALLERY (2700 BE)

This 15' wide gallery extends 40' between a heavy bronze door to the east (to **F1**) and a cedar door to the west (to **F4**). Just before the cedar door a sloping passageway branches off, descending noticeably (45% grade) to the south (**F3**). The gallery has a black marble-tiled floor and hewn stone walls with dozens of horizontal wall graves excavated from them.

[GRAVES] There are a total of 44 wall graves here, with six columns of four graves on the north wall and five columns of four graves on the south wall. All of the graves date to 2700 BE and carry the usual inscriptions, remains, and goods (average 88gp worth).



F3. LOWER LEVEL COMPLEX SLOPING PASSAGE (2700 BE)

This 10' wide sloping passage descends at a noticeable grade from a t-intersection to the northeast down to the southwest, where it opens up into a hemispherical burial chamber (F5).

The sharp curve and 45% grade persuaded the ancient elves not to place any horizontal wall graves here.

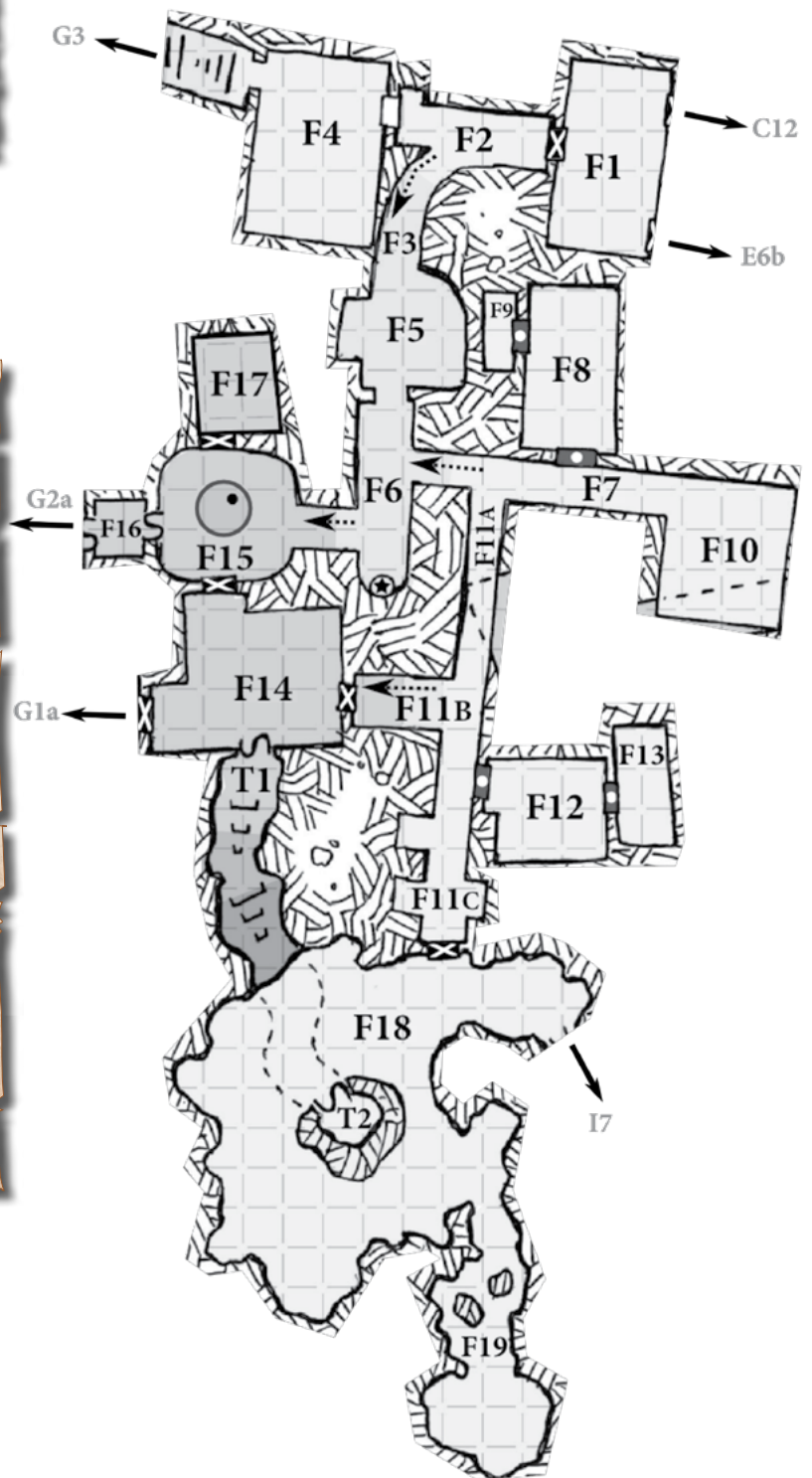
F4. LOWER LEVEL MARTYR TOMB AND STAIRCASE (2600 BE)

This chamber measures 30' wide x 50' long. Two of its plaster-lined walls are painted with frescos: on the north wall, the fresco shows a dark-haired elf praying in deep caves, while on the south wall it shows the same elf being burned alive by angry elves in white. *Four terracotta canopic jars* stand below the southern fresco. Great cracks rend both frescos, as well as the low stone dais that rises from the center of the room's black marble floor

Atop that dais sits a limestone sarcophagus sculpted in the visage of the elf depicted in the frescoes. The eyes of the sarcophagus are *glittering amethysts of large size*. However, the floor of the dais and the base of the sarcophagus are covered by a silently quivering mass of *black scarab beetles*.

Past the sarcophagus, an archway in the west wall opens onto a flight of steps descending downward (to G3). The archway is adorned with beautiful *ivory cornice tiles with geometric fretwork*.

[MONSTER] This chamber was the tomb of an early Chthonic high priest highly revered as a martyr for his faith. In time, it became the basis for an entire temple complex. The scarab beetles on the priest's sarcophagus are actually an *undead insect swarm*. An undead insect swarm has all the ordinary characteristics of insect swarms, but it is immune to **sleep**, **charm**, **hold**, and **poison**, damaged by holy water, and turned as a wight. The undead insect swarm will awaken if any character attacks it or disturbs the sarcophagus or archway. Simply passing through the chamber will not awaken the beetles.





[MONSTER] The sarcophagus itself contains a *mummy cultist of Dirgion* (see New Classes, p. 162) infested with 14 *sarcophagal worms* (see New Monsters, p. 149). The mummy cultist and his worms awaken one round after the undead insect swarm is awakened.

Undead insect swarm: MV 30', AC 2, HD 3, hp 15, #AT 1 (swarm), automatically hits in area, Dmg 2, double damage if no armor, half damage if warding off insects, Save NM, ML N/A, AL C, XP 65; Special: immunity to weapons, undead immunities

Mummy cultist of Dirgion: MV 60', AC 6, HD 5+1***, hp 25, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 860; Special: control undead (as 4th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), inexorable (immune to fear), inspire dread (4/day), lordship of undead, mummy rot (unable to magically heal),

immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st, 1 2nd; Repertoire: as 4th level cultist of Dirgion (see p. 162)

Sarcophagal worms (14): MV 30', AC 3, HD 1**, hp 4 each, #AT 1 (bite 10+), Dmg 1d4 + mummy rot, Save F4, ML N/A, AL C, XP 16; Special: contributory fear (-1 penalty to saves v. mummy's fearsome visage per worm), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] The four terracotta canopic jars of embalmed organs are worth 25gp and weigh 1/6 st. each. The two large amethysts on the sarcophagus are worth 200gp each. The ivory cornice tiles with geometric fretwork are worth 100gp and weigh 1 st. total. In total, the treasure in this room has a value of 600gp and a weight of 1 4/6 st.

F. LOWER LEVEL CENTRAL COMPLEX

F5. LOWER LEVEL ARCOSOLIUM (2600 BE)

This 25' x 30' long tomb with plaster-lined walls features a shallow 10' wide alcove on the west side and an arched, semi-circular recess covered by a semi-dome on the east side. The semi-dome is painted to show a view of the night sky, but the fresco is too badly cracked from ancient earthquakes for any constellations to be identified. Beneath the semi-dome are 12 horizontal wall graves, each holding a reclining *skeleton* bearing a bronze sickle-shaped sword and a bronze shield. Opposite the semi-dome, the alcove holds the sculpted limestone sarcophagus of an ancient elf of grim visage. The sarcophagus is decorated with *red garnets* and accompanied by *four terracotta canopic jars*, two per side. Archways offer exit from the arcosolium to the north (to **F3**) and south (to **F6**).

[MONSTER] [GRAVES] The wall graves date to 2600 BE and bear the usual inscriptions. However, the remains in the graves are actually animated *skeletons*. The sarcophagus holds a *mummy curate* infested with *10 sarcophagal worms* (see New Monsters, p. 149). All of the undead will stir if the arcosolium is disturbed in any manner, though simply passing through will not awaken them.

12 skeletons (12): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

Mummy cultist of Dirgion: MV 60', AC 6, HD 5+1***, hp 24, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 860; Special: control undead (as 4th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), inexorable (immune to fear), inspire dread (4/day), lordship of undead, mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st, 1 2nd; Repertoire: as 4th level cultist of Dirgion (see p. 162)

Sarcophagal worms (10): MV 30', AC 3, HD 1**, hp 4 each, #AT 1 (bite 10+), Dmg 1d4 + mummy rot, Save F4, ML N/A, AL C, XP 16; Special: contributory fear (-1 penalty to saves v. mummy's fearsome visage per worm), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] The sarcophagus is decorated with a total of *18 red garnets* (25gp each). The *four terracotta canopic jars* contain *embalmed organs* (25gp value, 1/6 st. each). In total, the treasure in this room has a value of 4,600gp and an encumbrance of 4/6 st.

F6. LOWER LEVEL FRESCOED GALLERY (2600 BE)

This gallery runs 50' north-south. Both the west and east walls are frescoed with sylvan landscapes under starlight. To the north, the gallery passes through a marble archway and opens up into a tomb (**F5**). 10' south of the archway, a side ramp ascends eastward at a moderate (50%) grade (**F7**). Continuing south, the gallery passes by a side ramp descending westward (**F15**) to terminate in a frescoed alcove, whose gentle curve depicts a panoramic view of a bucolic forest under the night sky. A marble statue of some ancient elf stands before the fresco, his face carved with a serene expression.

[LORE] The elf in the statue is recognizably the same as that of the curate in F5, though his expression is peaceful rather than grim.

F7. LOWER LEVEL EAST GALLERY (2600 BE)

This corridor runs 60' from west to east. At its western terminus, it descends downward at a moderate (50%) grade to terminate in a t-intersection (**F6**). Just east up the slope, it forms a t-intersection with a southbound corridor (**F11a**), then continues eastward past a stone slab door on the north wall (to **F8**) for another 40' before opening up into a large chamber (**F10**). The south wall of the gallery has been carved with over a dozen horizontal wall graves.

[GRAVES] There are a total of 16 horizontal wall graves in this portion of the gallery, four columns of four. All date to around 2600 BE and carry the usual inscriptions, remains, and goods (average 32gp worth).

F8. LOWER LEVEL WARRIOR TOMB (2600 BE)

Beyond the stone slab door (**F7**) lies a 25' x 45' tomb. The walls are plaster-lined, while the floor is tiled with black marble, though it is uneven and cracked. Frescoes on the wall show a heroic elven spellsworn fighting savage bands of primitive humans. A low stone dais rises from the center of the tomb's floor. The sculpted limestone sarcophagus atop the dais bears the visage of the same elven warrior depicted in the frescoes. A stone slab door stands in the west wall, to the left of the sarcophagus.

[MONSTER] The elven warrior in the sarcophagus is a *mummy spellsword*. The mummy will have begun to awaken when the stone slab door to its tomb was disturbed. Depending on how long it takes the adventurers to open the door to the tomb, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast **ogre power** (improving its attack throw to 2+ and its damage to 1d12+5), then **mirror image**, and then **protection from good** (+1 AC and +1 to saving throws).

Mummy spellsword: MV 60', AC 6, HD 5+1***, hp 25, #AT 1 (touch 5+), Dmg 1d12+2 + mummy rot, Save F5, ML +4, AL C, XP 1,060; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells 2 1st, 2 2nd; Repertoire: 1st – **magic missile**, **protection from good**, 2nd – **mirror image**, **ogre power**

F9. LOWER LEVEL WARRIOR ANNEX (2600 BE)

The stone slab door in the west wall of the tomb (from **F8**) leads to a 10' x 20' annex. Inside the annex, amidst many heaps of broken pottery remains, sits an intact *terracotta bowl* containing a *long scroll* rolled around a pair of bronze handles. Next to the bowl stands a *hepatizon statuette of a winged dragon*. Thousands of silver and gold coins are spilled across the floor throughout the rest of the room.

[LOOT] The bowl is a *finely-made terracotta libation bowl decorated with lotus flowers* worth 15gp and weighs 1/6 st. The *long scroll* is the *spellsword's spellbook* (see p. 137; weighs 1/6 st.). The *hepatizon statuette* is worth 600gp and weighs 3/6 st. The coin spilled on the floor totals 6,000sp and 600gp. In total, the treasure in this room has a value of 1,815gp and an encumbrance of approximately 7 3/6 st.

F10. LOWER LEVEL EMBALMING CHAMBER (2600 BE)

The corridor (**F7**) opens up into a 30' x 40' plaster-lined room with two great marble tables in its center, each stained black with ancient blood and marred by cuts. A massive *cedar armoire* rests against the east wall. Next to the armoire stand *four black-figure terracotta urns*.

[LOOT] The armoire is filled with ancient white linens, sheets of canvas, 8 *bronze hooks* (5gp, 1/6 st. each), a drainage hose, 44 *terracotta canopic jars* (5gp, 1/6 st. each), and 30 *vials of blue natron* (15gp, 1/6 st. each). The *four black-figure terracotta urns* (10gp,

3/6 st. each) hold a variety of sacred charms and amulets – a pair of *bronze pendants* (100gp each), an *ivory brooch* (500gp), and a *black serpent scarab of carved onyx* (500gp). In total, the treasure in this room has a value of 1,950gp and an encumbrance of approximately 15 4/6 st.

F11. LOWER LEVEL GALLERY (2600-2500 BE)

All of the remains in the graves in the Lower Level Gallery are actually *skeletons*. If the party is carrying any treasure taken from the tombs in the Lower Level Complex (F), the *skeletons* will begin to animate and attack. 1d20 *skeletons* will animate every round that the party remains in any part of the gallery. They are all armed with sickle-shaped bronze swords and bronze shields.

Skeletons (128): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

F11A. LOWER LEVEL GALLERY NORTH

This gallery runs from a t-intersection to the north (**F7**) to a second intersection 60' to the south with a westbound side corridor (**F11b**), then continues on into the darkness. The entire gallery has marble-tiled floors and hewn-stone walls that are carved with dozens of horizontal burial niches. Every niche is occupied by a *skeletal figure* with a sickle-shaped bronze sword and bronze shield.

[MONSTER] [GRAVES] There are a total of 64 horizontal wall graves in this portion of the gallery – nine columns of four (36 total) on the east wall and seven columns of four (28 total) on the west wall. The wall graves date to 2600 BE and bear the usual inscriptions. However, all are *skeletons* (as noted above).

F11B. LOWER LEVEL GALLERY WESTWARD SLOPE

If the characters arrive here from either **F11a** or **F11c**, reveal the following:

At this point in the gallery, a side corridor descends to the west, sloping sharply downward (100% grade/45 degree angle) for 20', and terminating in a heavy bronze door (to **F14**). 10' south of the sloping corridor, on the east wall of the gallery, a stone slab door looms (to **F12**). Past the stone slab door, the gallery continues south into darkness. The walls are pocketed with horizontal wall graves containing *skeletons equipped with bronze helmets and swords*.

F. LOWER LEVEL CENTRAL COMPLEX

If the characters arrive here from **F14**, reveal the following:

The heavy bronze door opens up to an eastbound corridor that slopes sharply upward (100% grade/45 degree angle) until, after 20', it reaches a t-intersection. The walls on all sides are pocketed with horizontal wall graves containing *bronze-armed skeletons*.

[MONSTER] [GRAVES] The side corridor has 24 horizontal wall graves, organized into three columns of four on each wall, north and south. The wall graves date to around 2550 BE, and bear the usual inscriptions, but like those in **F11a** and **F11c**, their occupants are *skeletons* that will animate to attack grave-robbers.

F11C. LOWER LEVEL GALLERY SOUTH

This gallery runs from a heavy bronze door to the south (**F18**) to an intersection 60' to the north with a westbound side corridor (**F11b**), then continues on north into the darkness. Near the southern door are a series of three 5'-deep alcoves, two on the west wall and one on the east wall. Past the alcoves, a stone slab door looms on the east wall (to **F12**). The entire gallery has marble-tiled floors and hewn-stone walls, which, save for where the alcoves have been excavated, are carved with dozens of horizontal burial niches. Every niche is occupied by a *skeletal figure* with a sickle-shaped bronze sword and bronze shield.

[MONSTER] [GRAVES] There are a total of 40 horizontal wall graves in this portion of the gallery – five columns of four on each wall. The wall graves date to around 2500 BE and bear the usual inscriptions; as in **F11a** and **F11b**, their occupants are *skeletons* that will animate to attack grave robbers.

[LORE] Characters with Engineering proficiency can identify tool-marks and bracing indicating that additional construction had been planned for the alcoves.

F12. LOWER LEVEL SACRIFICER TOMB (2500 BE)

Past the stone slab door (from **F11b**) lies a 30' x 25' tomb. The walls are plaster-lined, while the floor is tiled black marble. The walls and floor are cracked with rents from ancient upheaval. Frescoes on the north and south walls show an elven priest leading a large congregation in acts of ritual human sacrifice in black caves. A low stone dais rises from the tomb's floor. The sculpted limestone sarcophagus atop the dais bears the visage of the same elven priest depicted in the fresco. On the far side of the sarcophagus, a stone slab door stands in the east wall of the tomb (to **F13**).

[MONSTER] The sacrificer lives on as a *mummy cultist of Iskara*. The mummy will have begun to awaken when the stone slab door from **F11b** was disturbed. Depending on how long it takes the adventurers to open the door to the tomb, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast **blast glyph of warding** (12 points of damage) just inside the tomb entrance, followed by **resist fire** for self-protection.

Mummy cultist of Iskara: Wis 13, Ch 16; MV 60', AC 6, HD 6+1***, hp 28, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Sv F6, ML +4, AL C, XP 1,280; Special: control undead (as 6th level Chaotic cleric), chthonic hegemon, dark blessing (+2 saves), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities, utter domination; Spells: 3 1st, 3 2nd, 1 3rd, 1 4th; Repertoire: as 6th level cultist of Iskara (see New Classes, p. 162)

[LOOT] The mummy wears a *gold funerary mask with moonstone eyes* (725gp, 1/6 st.) and an *engraved ivory collar* (800gp). In total, the treasure in this room has a value of 1,525gp and an encumbrance of 1 item.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency can identify the rites depicted in the frescoes as those of Iskara, the Demon Queen, Chthonic goddess of Chaos.

F13. LOWER LEVEL TOMB ANNEX (2500 BE)

Beyond the stone slab door (from **F12**) is a 30' wide and 10' deep annex containing a *canopic shrine of gilded cedar adorned with ebony dragons*. Next to the shrine sits a *cedar wood chair with gold foil overlay*. Around these furnishings are dozens of shattered terracotta vases from which have spilled *thousands of silver coins* onto the floor.

[LOOT] The *canopic shrine* is worth 1,250gp and weighs 7 st. It holds four *terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). The *cedar wood chair* is worth 535gp and weighs 3 st. The coinage totals 3,000sp. In total, the treasure in this room has a value of 2,185gp and an encumbrance of 13 4/6 st.





F14. GRAND CHTHONIC VESTIBULE (2500 BE)

This room is a rectangular 40' x 30' chamber that has plaster walls and a black marble tiled floor. Frescoes painted on the walls depict a variety of religious symbols. Most of the symbols have been cracked or peeled beyond recognition, but the largest symbol, painted on the south wall, recognizably depicts a snake looped around itself devouring its own tail. Bronze doors lead north (F15), west (G1), and east (F11b).

[TRICK] [TRAP] A secret door south is concealed in the snake-loop. The area inside the loop can be pushed inward to reveal a circular tunnel with steps leading down to the Sub-Abyssal Secret Alien Sepulcher (T1). However, pushing the secret door open triggers a scything blade that slices, guillotine-like, across the opening. The adventurer who opened the door must make a saving throw vs. Blast or suffer 3d6 points of damage and loses the hand or foot he used to open it (as the permanent wound). If the trap is detected, the door can be safely opened with a 10' pole or disarmed by a thief with successful proficiency throws. An easily-visible lever on the far side of the door automatically disarms the trap, so the khepri in T2 can exit without risk of harm.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the snake devouring its own tail as a holy symbol of Iskara in her aspect as Empress of Eternity.

F15. CHAMBER OF THE FLYING DISC (2500 BE)

The curving walls of this 30' chamber have been lined with plaster, and its floor has been tiled with black marble. The ceiling is painted to show a starry, moonless sky. Two heavy bronze doors sit opposite each other on the north and south walls (leading to F17 and F14, respectively). To the east, a ramp ascends at a moderate (50%) grade towards a northbound hallway (F6)

In the middle of the chamber is a raised 10' diameter dais, entirely enclosed by a glass hemisphere, almost opaque in parts from years of dust. A bronze tube leads from the top of the glass hemisphere up into the plaster ceiling above. The glass hemisphere has a chip in its sturdy, thick surface where ceiling blocks fell on it during an ancient quake, with chunks of plaster at its base. Dimly visible within the sphere is an 8' diameter shield or disc made of some strange, iridescent metal. It seems to be floating about 2' above the dais.

[TRICK] The secret door on the west wall, visible (on a successful proficiency throw) by the tiny cracks in the plaster that mark its border, leads to the Grand Chthonic Secret Alcove (F16). If found, it can be opened by rotating the panel around its vertical axis. The

F. LOWER LEVEL CENTRAL COMPLEX

heavy bronze door to the north (F17) has been **wizard locked** (9th level) and physically sealed; it can be opened only by magic or by the right-hand lever in the Secret Alcove (F16).

[TRICK] [TRAP] The glass hemisphere can be raised using the left-hand lever in F16 or broken with a strong blow (7+ points of damage) from a bludgeoning weapon. However, breaking the glass hemisphere releases an invisible, odorless poison gas into the room. Each round thereafter, any adventurers in the room must make saving throws versus Poison. Characters who fail the saving throw suffer 2d6 points of damage and are helpless from horrible, bloody coughing. Characters who succeed on the saving throw suffers 1d4 points of damage from wracking coughs but can still act. The poison gas dissipates after one turn (10 minutes).

[LOOT] The floating object contained within the glass hemisphere is a **flying disc** (see New Items, p. 139). Characters who have seen the fresco of elves on silver shields at the Deep Level Complex Gallery Intersection (E2c) will recognize it as such.

F16. GRAND CHTHONIC SECRET ALCOVE (2500 BE)

Opening the secret door reveals a simple 20' square alcove carved from the living rock and without adornment of any kind. Its only notable feature is a pair of large bronze levers mounted on the south wall.

[TRICK] [NOISE] Pulling the left-hand lever disperses the poison and raises the hemisphere in F15 using the hydraulic tube; pulling the right-hand lever disperses the poison in F17 and unlocks the door between F17 and F15. Characters who succeed on proficiency throws to hear noise will detect a low murmur, like wind blowing through castle walls, from this action. Note that this room can only be accessed from secret doors to the west (from G2a) and east (from F15).

F17. GRAND CHTHONIC RELIQUARY (2500 BE)

Fragments of *iridescent metal* hang on the walls of this 20' x 25' plaster-lined vault. Several sealed glass cases, each set with a strange grey egg-sized bulb, are arranged in the middle of the vault. The first case holds *five metallic orbs*, each about the size of a man's fist, and each of a different color – cadmium, chartreuse, cobalt, verdigris, and silver. The second case holds a *4' long lance* with a wide opening at one end and a crossbow-like handle at the other. The third case holds a *cylindrical sword hilt without a blade*.

[TRICK] As noted in F14, the door to this room is magically and physically sealed; it can be opened with magic such as **knock** or by

pulling the right-hand lever in the Secret Alcove (F16). If the door to the Grand Chthonic Reliquary is opened with the lever, it can be entered safely. If opened with magic, however, the room will be flooded with poison gas like that found in the glass hemisphere in F15. The gas will expand to fill both the Reliquary (F14) and the Chamber of the Flying Disc (F15).

[TRAP] The three cases can be opened psionically with **telepathy** or broken open with strong blows (7+ points of damage) from bludgeoning weapons. However, the egg-sized bulbs on the cases are telepathic alarm devices; if any of the cases is opened or broken, the case's device will awaken the *khepri hierarch* in the Secret Alien Sepulcher (T2). The alarm can be blocked with an **anti-magic shell**.

[LOOT] The three cases hold ancient artifacts from before the Day Without Night. The first case contains **5 death orbs** (one of each color, cadmium, chartreuse, cobalt, verdigris, and silver). The second case contains a **fire lance** (with **5 energy crystals** loaded). The third holds an **arcane sword** (powered by an **energy crystal** with 8 charges remaining). See New Items on p. 138 for details on these technological wonders.

[LOOT] The *iridescent metal* is a strange alloy used in many of the technological wonders. The metal is tougher, harder, and lighter than steel. A successful Knowledge (armorer) or Magical Engineering proficiency throw reveals that the iridescent metal would serve as a precious material or special component for forging masterwork or magical armor and weapons. The fragments on the walls are worth 5,000gp and weigh 1 st.

F18. LOWER LEVEL CAVE OF THE FALLING STAR (2500 BE)

This semi-circular cave has a 40' ceiling and a diameter that exceeds the radius of the light. In the center of the room, a spectacular 20' diameter column of black basalt soars floor to ceiling. The column has been elaborately carved to resemble a falling star, with the base of the column a fiery rock. The ceiling above has been carved in bas-relief to look like the stars. The outer walls of the cave are carved with extensive wall graves. A heavy bronze door is set in the north wall of the cave (to F11c), while a small finger extends eastward, eventually becoming stairs that descend downward (to I7). A 10' wide opening in the south wall leads to a southbound tunnel (F19).

[GRAVES] There are 110 wall graves, in 22 columns of 5, all dating to 2500 BE and all carrying the usual inscriptions, remains, and goods (average 495gp worth).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in F18, he will hear the sound of stone hammering on stone to the east (from I7). If the adventurers have already dealt with the troglodytes in I6, then the sound will have ceased.

G2. GRAND CHTHONIC TEMPLON (2500 BE)

G2A. GRAND CHTHONIC TEMPLON SOUTH

The walls of this 20' wide corridor are lined with white-speckled black marble decorated with elaborate mosaics showing powerful elven lords and ladies attended by white-furred apes and lizard-like bipeds. The floor is tiled in black marble. A bronze-inlaid cedar door sits at the southern extremity of the west wall (towards **G6**). 30' north of the door, a colonnade begins, with elaborately-carved columns worked from the stone to resemble great trees, soaring up to 20' ceilings. Two pair of columns are clearly visible, but anything beyond is obscured in darkness.

[TRICK] A secret door is concealed in the east wall of the mosaic. If found, it can be opened by pressing the eye of an elf noble, which releases the locking mechanism, then rotating the door around its vertical axis. Beyond is the Grand Chthonic Secret Alcove (**F16**).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G2a**, he will hear blasphemous whispers coming from the north. These are the **dark whispers** of the greater faewyrd in **G2b**, and he must make a saving throw vs. Death or become maddened (see p. 154).

G2B. GRAND CHTHONIC TEMPLON NORTH

The walls of this 20' wide corridor are lined with white-speckled black marble, while the floor is tiled in black marble. A colonnade of ten elaborately-carved columns runs for 60'. The columns have been worked from the stone to resemble great trees that soar up to 20' ceilings. South of the colonnade, the corridor extends into the darkness (to **G2a**). North of the colonnade, a marble-framed archway leads deeper into the complex (to **G3**). Midway along the colonnade, *five dark robed figures* kneel in prayer.

[MONSTER] The five praying figures are actually *faewyrd* (see New Monsters, p. 142). If any adventurers enter the northern portion of the templon without cleansing themselves first at the Purification Font (**G4**), the faewyrd will rise from their prayers and attack.

Faewyrd (5): MV 120; AC 5, HD 4*, hp 21, 20, 19, 18, 16, #AT 1 (chilling touch), Dmg 1d4 + WIS drain, Save E4, ML +4, AL C, XP 190; Special: dark whispers (creatures within 5' must save vs. Death each round or become maddened), undead immunities

[TRICK] Characters who have cleansed themselves at the Purification Font (**G4**) will be allowed to pass unmolested.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G2b**, he will hear blasphemous whispers coming from the faewyrd. These are **dark whispers**, and he must make a saving throw vs. Death or become maddened (see p. 154).

G3. GRAND CHTHONIC NARTHEX (2,500 BE)

This 50' x 70' chamber has vaulted 20' high ceilings. The walls are paneled with white-speckled black marble, while the floor is tiled in black marble. The west wall is pierced by two bronze-inlaid cedar doors, one near the northern corner (to **G15b**) and one near the center (to **G5**), while a third such door pierces the southern tip of the eastern wall (to **G4**). A 15' wide marble-lined archway opens up in the southern wall (to **G2**). Steps ascend upwards through a second archway in the east wall (to **F4**).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G3**, he will hear blasphemous whispers coming from the south. These are the **dark whispers** of the faewyrd in **G2b**, and he must make a saving throw vs. Death or become maddened (see p. 154).

G4. GRAND CHTHONIC PURIFICATION FONT (2,500 BE)

The 15' x 25' room here has white-speckled marble walls surrounding a bronze and marble font with Ancient Argolléan script engraved above it. The font is filled with what appears to be clear, clean water.

[LORE] [TRICK] Characters fluent in Ancient Argolléan can translate the inscription to Common as "Wash yourself of shame before stepping into the sacred halls." The font continuously refills itself with a permanent **create water** spell. Chaotic characters who wash themselves with the water receive the benefit of a **bless** spell, while Lawful and Neutral characters suffer the reverse, a **bane**. (Drinking the water has no effect save to quench thirst.) While these effects last, the purified character(s) can pass through the Grand Chthonic Temple (**G**) without being attacked by the *faewyrd*s and other guardians. The protection does not apply outside of Area G.

G5. GRAND CHTHONIC VESTRY (2,500 BE)

This 25' x 20' L-shaped side room has hooks on the white-speckled black marble walls. A door, inlaid with bronze carved with extensive serpentine fretwork, exits south (to **G6b**), and a similar door exits east (to **G3**). A set of four *bronze-reinforced cedar chests*, each closed with a serpentine fastener, has survived the years.

[LOOT] The bronze and cedar chests are locked, but not trapped. Their contents are as follows:

#1: A bundle of *religious record scrolls* (675gp, 1 st.) documenting the race, realm of origin, and date of death of sacrificial victims received in tribute from 2500 to 1700 BE.

#2: A stack of black and silver altar linens, tattered to the point of worthlessness.

#3: A large temple hanging depicting a snake looped around itself in a figure-eight, devouring its own tail, rotten and worthless.

#4: 4 *vials of cassia, cinnamon, and myrrh fragrance* (75gp, 1/6 st. each) and 7 *sticks of frankincense* (20gp each).

In total, the treasure in this room has a value of 1,115gp and weight of 1 4/6 st.

[LORE] Characters fluent in Ancient Argollëan can translate the religious record scrolls. The thousands of entries on the scrolls attest to widespread sacrifice of humans and dwarves by the elves from 2500 BE to 1700 BE. Each entry documents the race, sex, age, realm of origin, date of death, method of execution, and designated deity of a particular sacrificial victim received in tribute. Different gods received different sacrificial victims by different means – Iskara's victims were mature men and women killed by cutting out their hearts; Dirgion's victims were elders slain by having their skulls smashed; Bel's victims were young men killed in ritual combat; and Nasga's victims were young women slain by poison or strangulation. From 2500 to 2000 the victims are a mix of dwarves and humans; thereafter, the victims are almost exclusively humans. Characters following these instructions gain a +1 bonus to blood sacrifice throws (see **ACKS**, p. 125).

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the snake eating its own tail as a holy symbol of Iskara in her aspect as Empress of Eternity.

G6. GRAND CHTHONIC CHANCEL AND ENVIRONS (2,500 BE)

G6A. GRAND CHTHONIC CHANCEL

This chamber is 35' wide and 60' long, with 20' ceilings, white-speckled black marble walls, and black marble tiled floors. A tattered black curtain hangs across the north wall (to **G6b**), while a pair of large semi-circular marble daises are built into the west and east walls. The middle of the southern wall is dominated by an 8' tall chryselephantine statue of a beautiful elven woman with *black eyes* and dragon wings. On either side of the great statue, a corridor exits south (to **G6c** and **G6d**).

[LORE] [TRICK] A successful Theology proficiency throw identifies the figure as Iskara, the Demon Queen, Chthonic goddess of chaos. The statue is a chaotic altar that makes this room a **blighted sinkhole of evil**, where divine spellcasters of lawful alignment turn undead as if four class levels lower (see **ACKS** p. 252).

[LOOT] [TRICK] [MONSTER] Each of the statue's eyes is actually a *large onyx* (1,000gp each). Should the statue be disturbed, however, a *greater faewyrd* will enter the chancel from the Southwest Entrance (**G6c**) to attack the looters. The greater faewyrd will ignore characters cleansed by the font in **G4** unless they are carrying one of the onyx eyes or attack the undead.

G6B. GRAND CHTHONIC CHANCEL NORTHERN ENTRANCE

Like other rooms in this complex, this small chamber has white-speckled black marble walls and black marble tiled floors. It stands 20' wide and 15' long with 15' ceilings. A cedar door, plated with bronze, exits to the north (to **G5**), while to the south a tattered black curtain blocks the view (of **G6a**).

G6C. GRAND CHTHONIC CHANCEL SOUTHWESTERN ENTRANCE

This 10' wide corridor runs for 50', terminating at each end in spacious chambers. The corridor's walls are paneled in white-speckled black marble, and the floor is tiled with black marble.

[TRICK] A secret door is concealed by a marble panel in the west wall of the corridor. If found, it can be opened by rotating the panel around its vertical axis. Because of its great weight, the marble secret door must be opened as a stone slab door. It leads to **G6e**.



[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G6c**, he will hear blasphemous whispers coming from the west. These are the **dark whispers** of the greater faewyrd in **G6e**, and he must make a saving throw vs. Death or become maddened (see p. 154).

G6D. GRAND CHTHONIC CHANCEL SOUTHEASTERN ENTRANCE

This 10' wide corridor runs north for about 30' from a bronze-inlaid cedar door (to **G2**) at its southeastern terminus, before ending in a spacious chamber (**G6a**). The corridor's walls are paneled in white-speckled black marble and the floor is tiled with black marble.

G6E. GRAND CHTHONIC CHANCEL SECRET ALCOVE

The ceiling of this 5' x 10' alcove has caved in, and the calcified skeleton of a hapless grey-robed elf visible through the rubble of tuff and marble.

[MONSTER] This was the last high priest of the Grand Chthonic Temple, who died during the great earthquake that destroyed the Nethercity. In death he has transformed into a *greater faewyrd*. The faewyrd lurks unseen in the walls. It will attack any characters entering the alcove (unless purified at **G4**) or defacing the statue in the Chancel itself (**G6a**).

Greater faewyrd: MV 120', AC 9, HD 8***, hp 39, #AT 1 (chilling touch), Dmg 1d10 + WIS drain, Save E8, ML +4, AL C, XP 2,100; Special: dark whisper (creatures within 20' must save vs. Death each round or become maddened), immunity to ordinary weapons, undead immunities

[LOOT] [TRICK] The rubble can be cleared with one turn (10 minutes) of labor in order to search the body and/or room. Searching the priest's body will reveal a *silver key* (which unlocks

the door to **G21**) in the pocket of his robe. Searching the room can discover the secret doors in the alcove: to the west, a horizontal trap door leads to a horizontal wall grave in the Primary Gallery South (**G7b**), while to the east is a marble panel that rotates around its vertical axis (open as stone slab door).

G7. GRAND CHTHONIC PRIMARY GALLERY (2,500-2,300 BE)

G7A. GRAND CHTHONIC PRIMARY GALLERY NORTH

This 10' wide, 60' long stretch of corridor has 20' high ceilings. Its white-speckled black marble walls are pierced with countless wall graves. To the north, it terminates in a bronze-inlaid door (to **G15a**). To the south, the corridor passes through a marble archway and continues on into the darkness (**G7b**). A bronze-inlaid cedar door stands closed on the west wall, just north of the marble archway (to **G26**).

[GRAVES] There are 72 wall graves on the east wall, organized in nine columns of eight, and another 56 on the west wall, organized in seven columns of eight. All 128 wall graves date to around 2500 BE and carry the usual inscriptions, remains, and goods (average 576gp worth).

G7B. GRAND CHTHONIC PRIMARY GALLERY SOUTH

The white-speckled black marble walls of this 60' long stretch of corridor continue to be dotted with scores of wall graves. To the north, the corridor passes through a marble archway and continues on into the darkness (to **G7a**). Just south of the arch, a stone slab door stands on the west wall (to **G9**). To the south, the corridor extends to the limit of the light and beyond (towards **G8**).

[GRAVES] There are 72 wall graves on the east wall (nine columns of eight) and another 64 on the west wall (eight columns of eight). The 136 wall graves date to around 2400 BE and carry the usual inscriptions, remains, and goods. (average 612gp worth).

[TRICK] 50' south of the archway, on the eastern wall, a secret door to the Secret Alcove (**G6e**) is concealed in one of the wall graves. If found, it can be opened by pushing the grave's back panel like a trap door.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G7b**, he will hear blasphemous whispers coming from the east. These are the **dark whispers** of the greater faewyrd in **G6e**, and he must make a saving throw vs. Death or become maddened (see p. 154).

G8. GRAND CHTHONIC PRIMARY GALLERY Y-INTERSECTION

A Y-intersection joins three 10'-wide 20'-tall corridors here. West of the intersection, one corridor extends about 60', with a stone slab door (to **G13**), just visible on the north wall of its end point. North of the intersection, a second corridor runs into the darkness (**G7b**). A second stone slab door stands along its west wall about 20' to the north (to **G10**). Finally, to the southeast, a winding set of stairs curves downward (to **R1**). All of the available wall space is pierced with horizontal wall graves.

[GRAVES] There are 92 wall graves along the south wall and 84 along the north wall of the western corridor (176 total). All of the graves are stacked in columns of eight and date to around 2300 BE. They carry the usual inscriptions, remains, and goods (average 792gp worth).

[LORE] Anyone who inspects the stone slab doors sees they show some signs of wear, as if caressed by many hands over centuries.

G9. GRAND CHTHONIC ENCHANTRESS TOMB (2400 BE)

Past the smooth-worn stone slab door (from **G7**), a short 5' hallway opens into a 35' x 30' rectangular tomb with tiled black marble flooring and black-whorled purple marble walls decorated with an elegant mosaic of elven court life. A low, bronze-plated dais rises from the middle of the room, a *painted bronze sarcophagus* sitting atop it. The sarcophagus is sculpted in the likeness of a beautiful elven woman.

In front of the sarcophagus, a *small gold ceremonial boat* sits next to an *ivory and ebony jewelry box*. On the far side of the sarcophagus stands a *gold brazier* with a half-dozen pieces of ancient charcoal and a *bronze box*. Shattered pottery jars have spread *thousands of silver coins* and a few desiccated organs throughout the chamber leaving the faintest scent of natron in the air of the chamber.

[MONSTER] [LOOT] The occupant of the sarcophagus is a *mummy enchantress* wielding a *short bronze rod topped with a crystal (wand of illusion, 12 charges, apparent value 100gp)*. The mummy enchantress will have begun to awaken when the stone slab door from **G7** was disturbed. Depending on how long it takes the adventurers to open the door to the tomb, she may be either just rising or already roused when the adventurers enter. Given sufficient time, the mummy enchantress will cast **mirror image**, then **invisibility**.

Mummy enchantress: Int 15, Cha 17; MV 60', AC 7, HD 6+1***, hp 28, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,280; Special: fearsome visage (save v. Paralysis or paralyzed), glamorous aura, mastery of charms and illusions (cast as 8th level, targets suffer -2 penalties on saves), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, prestidigitation (as proficiency), ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st, 2 2nd, 2 3rd; Repertoire: 1st – **auditory illusion, charm person, incite madness**, 2nd – **invisibility, mirror image, phantasmal force** 3rd – **chimerical force, infuriate crowd, inspire awe**

[LOOT] The mummy's *painted bronze sarcophagus* is worth 500gp and weighs 20st. The *gold ceremonial boat* is worth 400gp and weighs 1/6 st. The *ivory and ebony jewelry box* is worth 50gp and weighs 1/6 st. It holds a *gold choker necklace* (800gp), and a *gold belly chain* (400gp). The *gold brazier* is worth 2,500gp and weighs 1 st. It holds **six charcoals of phantasms** (see New Items, p. 131). The *bronze box* holds the **enchantress' spellbook** (see p. 137; weighs 3/6 st.). There is 4,000sp spread out on the floor. In total, the treasure in this room has a value of 5,050gp and an encumbrance of 25 5/6 st.

[LORE] A character who succeeds on a Lore mastery or Knowledge (history) proficiency throw can identify the images in the mosaics as depictions of the height of Argollëan civilization, circa 2400 BE.

G10. GRAND CHTHONIC CONSUL TOMB (2300 BE)

Past the smooth-worn stone slab door (from **G8**), a short 5' hallway opens into a 40' x 30' rectangular chamber with tiled black marble flooring and walls of white-speckled black marble. A sparkling mosaic on the western wall shows elven nobility accompanied by white-furred ape and bipedal lizard servants. A stone slab door (to **G11**) sits on the eastern half of the northern wall. The southern wall is pierced with horizontal wall graves, 24 in total. Their skeletal occupants look inhuman: half of the skeletons have long, snouted skulls with large fangs, while the other half are thick-boned with heavy skulls, long arms, and short curved legs.

[MONSTER] Depending on how long it takes the adventurers to open the door to the tomb, the skeletons may be either just rising or already roused when the adventurers enter. The skeletons are a mix of brute-boned *ape skeletons* and raptor-like *lizardman skeletons*, buried to serve in the afterlife. Unlike other graves found in the Nethercity, the wall graves from which these skeletons emerge have neither names, nor dates, nor grave goods.

Lizardman skeletons (12): MV 120', AC 2, HD 2*, hp 9 each, #AT 1 (claw 9+), Dmg 1d6, Save F2, ML N/A, AL C, XP 29; Special: undead immunities

Ape skeletons (12): MV 120', AC 2, HD 4*, hp 17 each, #AT 1 (claw 7+), Dmg 1d6, Save 41, ML N/A, AL C, XP 135; Special: undead immunities

[TRICK] On the north wall, one of the marble panels conceals a secret door (to **G12**). If found, the door can be opened by rotating it around its vertical axis. Because of its great weight, the marble secret door must be opened as a stone slab door.

[NOISE] If a character succeeds on a proficiency throw to hear noise within the first five rounds of entering **G10**, he may hear the mummy courtier in **G12** exiting his sarcophagus and casting spells.

[LORE] A successful Animal Husbandry, Healing, or Naturalism proficiency throw confirms the species of the skeletons. A character who succeeds on a Lore mastery or Knowledge (history) proficiency throw knows that the ancient elven kingdom was reported to have been overthrown by Thrassians (lizardmen), but there is nothing in the histories about the elves keeping lizardman or ape slaves.

GII. GRAND CHTHONIC CONSUL TOMB TREASURY (2300 BE)

The stone slab door (from **G10**) leads to a 20' x 15' vault with white-speckled black marble walls and a tiled black marble floor. At the center of the vault lies a small *canopic shrine adorned with silver serpents*. To the left of the shrine are an *ornate white lamp* and a *small bronze and hepatizon statuette*. A *cedar chest* is stationed on the shrine's right.

[LOOT] The *canopic shrine* is of gilded cedar adorned with wrought silver serpents, worth 1,275gp, and weighs 7 st. Within are *four terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). The *white lamp* is made of ornately-wrought alabaster, worth 600gp, and weighs 2/6 st. The *small bronze and hepatizon statuette* is of a 2' tall dragon-winged woman with hepatizon skin and bronze leaf hair, clothes, and eyes. It is worth 900gp, and weighs 3/6 st. The *cedar chest* holds 2,000ep, **four candles of comfort** (see New Items, p. 130), **seven slices of waybread** (see New Items, p. 136) in careful wrapping, and the **consul's spellbook** (see p. 137; weighs 1/6 st.). In total, the treasure in this room has a value of 3,875gp and an encumbrance of 10 4/6 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statuette as a representation of Iskara, the Demon Queen, Chthonic goddess of Chaos.

G12. GRAND CHTHONIC CONSUL TOMB BURIAL CHAMBER (2300 BE)

Past the secret door (from **G10**) is a 15' x 10' burial chamber with white-speckled black marble walls and a low, bronze-plated dais rising from a black marble floor. Atop the dais lies the painted *bronze sarcophagus* of a stern-looking elven consul. Before the sarcophagus stand *eight elven warriors* in tight formation, all wearing bronze helmets of archaic design and wielding long blades of gleaming bronze. As one they move to attack...

[MONSTER] The bronze-helmeted elves are *summoned berserkers*. The *mummy courtier* which summoned them stands **invisible** behind them. Unlike most mummies in the Nethercity, which only rise when their stone slab door is disturbed, the mummy courtier was awakened as soon as his servants in **G10** animated (i.e., when the door from **G8** to **G10** was disturbed). He will have used the intervening time to exit and close his sarcophagus, then cast **summon berserkers** twice and **invisibility** once.

Mummy courtier: Int 14, Cha 13; MV 60', AC 6, HD 6+1*, hp 31, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,280; Special: classical weapons training (+1 with melee weapons), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, 1/2 damage from fire and magical attacks, undead immunities; Spells: 2 1st, 1 2nd; Repertoire: 1st – **display of power**, **summon berserkers**, **unseen servant**, 2nd – **invisibility**, **web**

Summoned berserkers (8): MV 120', AC 2, HD 1+1*, hp 6 each, #AT 1 (two-handed word 8+), Dmg 1d10+1, Save F1, ML +4, AL N, XP 21 each

[LOOT] Most of the mummy's courtier's treasure is in the nearby *Tomb Treasury (G11)*, but his *painted bronze sarcophagus* is worth 500gp and weighs 20 st. The berserkers' equipment vanishes, with their corpses, when they are slain.

G13. GRAND CHTHONIC LIZARDMAN TOMB AND STAIRCASE (2200 BE)

Beyond the stone slab door (from the western portion of **G8**) lies a 20' x 30' chamber with black marble floors and red-speckled black marble walls. The northern half of the chamber's floor is taken up by a winding marble staircase that leads down (to **G14**). The west and east walls each hold a dozen horizontal wall graves. Between the graves, two dozen *skeletons* with long, snouted skulls with large fangs stand in battle formation.

[MONSTER] [GRAVES] Unlike other graves found in the Nethercity, the wall graves here have neither names, nor dates, nor grave goods. The occupants are *lizardman skeletons*. The lizardman skeletons will have begun to animate when the stone slab door from **G8** was disturbed. Depending on how long it took the adventurers to open that door, the skeletons may be either just rising or already in battle formation when the adventurers enter.

Lizardman skeletons (24): MV 120', AC 3, HD 2*, hp 9 each, #AT 1 (weapon 9+), Dmg 1d6, Save F2, ML N/A, AL C, XP 29 each; Special: undead immunities

G14. ABYSSAL LEVEL KING TOMB (2200 BE)

If the adventurers enter from **G13**, reveal the following:

The staircase (from **G13**) leads down to a short 20' square antechamber which opens to the northwest into the southeast corner of a 30' x 40' tomb with a 20' ceiling. The tomb's walls are lined with red-speckled black marble, while the floor is tiled in black marble. A pair of beautiful mosaics adorn the north and south walls, each showing an elven king ruling over an obeisant crowd of subjects. A low, bronze-plated dais rises from the middle of the tomb, and atop it rests a *gilded bronze sarcophagus*. Stationed at the corners of the sarcophagus are *four bronze statues* of elven warriors with curved shortsworads and round bronze shields. The southwest corner of the tomb holds a *throne of ebony with ivory inlay and gold leaf panels*; a *golden box* lies on the throne. The northeast corner contains a *disassembled ivory and golden vehicle* of some sort. Scattered between are *dozens of terracotta pots and jars*. An annex on the far side of the tomb has a black-marble well (to **P9**).

If the adventurers enter from **P9**, reveal the following:

The hole (from **P9**) opens into a short 15' square annex on the northwest corner of a 30' x 40' tomb with 20' ceiling. The tomb's walls are lined with red-speckled black marble, while the floor is tiled in black marble. A low, bronze-plated dais rises from the middle of the tomb, and atop it is a *gilded bronze sarcophagus*. Stationed at the corners of the sarcophagus are *four bronze statues* of elven warriors with curved shortsworads and round

bronze shields. The southwest corner of the room holds a *throne of ebony with ivory inlay and gold leaf panels*; a *golden box* lies on the throne, while the northeast corner contains a *disassembled ivory and golden vehicle* of some sort. Scattered between are *dozens of terracotta pots and jars*. On the far side of the room, a short corridor exits southeast for 20', terminating in a curved, ascending marble staircase (to **G13**).

[MONSTER] The occupant of the sarcophagus is now a *mummy warlord* wearing bronze scale (equivalent to chain) and carrying a pair of curved bronze shortsworads. He is guarded by *four bronze animated statues* (see New Monsters, p. 150). The mummy will begin to awaken when anyone reaches the bottom of the stairs and the statues will activate simultaneously. Attacking the statues from the stairs, or otherwise disturbing the tomb's occupants or treasure, will also activate the mummy and the animated statues.

Mummy warlord: Int 13, Dex 13, Cha 16; MV 60', AC 11, HD 8+1**, hp 34, #AT 1 (touch 3+ or pair of shortsworads 1+), Dmg 1d12+3 + mummy rot or 1d6+6, Save F8, ML +4, AL C, XP 1,600; Special: +1 to surprise and initiative, fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, inspire courage (4/day), ½ damage from fire and magical attacks, undead immunities, warlord powers; Proficiencies: Combat Reflexes, Weapon Finesse

Bronze animated statues (4): MV 30', AC 5, HD 5**, hp 25, 23, 21, 20, #AT 1 (shortsworads 6+), Dmg 2d6, Save F5, ML N/A, AL N, XP 500; Special: construct immunities, immunity to ordinary weapons, resistance to magical weapons, weak point (identify as secret door, -4 to attack, bypass immunities, natural 20 destroys)

[LOOT] The mummy wears a *gold crown adorned with rubies and black sapphires* (8,000gp). The *gilded bronze sarcophagus* is worth 3,500gp and weighs 20 st. The *throne* is worth 2,000gp and weighs 10 st. The *gold jewelry box* (425gp, 1/6 st.) on the throne holds *three rubies* (1,000gp each). The *vehicle* is actually a *disassembled light chariot of gilded cedar with ivory trim* worth 1,500gp and weighing 10 st. There are *40 terracotta pots* (3gp, 1/6 st. each) holding 100gp each (4,000gp total) and *4 terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). In total, the treasure in this room has a value of 22,645gp and a weight of 51 3/6 st.

[TRICK] The well is 5' in diameter and opens over the river 10' below (at **P9**).

G. GRAND CHTHONIC TEMPLE



G15. GRAND CHTHONIC SECONDARY GALLERY (2500 BE)

G15A. GRAND CHTHONIC SECONDARY GALLERY SOUTH

This 20' wide corridor runs north 50' from a bronze-inlaid cedar door (to **G7a**) in the south wall before turning sharply east. The whole length of the corridor is pierced by wall graves.

[GRAVES] There are a total of 44 wall graves here – 16 on the east wall and 28 on the west wall. All date to around 2500 BE and carry the usual inscriptions, remains, and goods (average 198gp worth).

G15B. GRAND CHTHONIC SECONDARY GALLERY EAST

This 20' wide corridor runs west 60' from a bronze-inlaid door (to **G3**) in the east wall before turning sharply south. Midway down the length of the gallery, a heavy bronze door (to **G16**) stands closed on the north wall. The rest of the north wall, together with all of the south wall, is pierced with dozens of horizontal wall graves.

[GRAVES] There are a total of 52 wall graves here – 24 on the south wall and 28 on the north wall. All date to around 2500 BE and carry the usual inscriptions, remains, and goods (average 234gp worth).

G16. GRAND CHTHONIC SANCTUM (2500 BE)

This spacious 60' x 50' chamber has 25' tall walls paneled in blacked-whorled purple marble and a floor tiled in black marble. A cedar door stands closed in the northern corner of the west wall (to **G19**). Crumbling black curtains hang from the 25' high ceiling above the northern wall. Stubby hallways extend south from the southwest and southeast edges of the room, each terminating in a heavy bronze door (to **G24** and **G15b**, respectively). A colossal *chryselephantine statue* stands on a polished obsidian pedestal adjacent to the south wall between the two hallways. The statue is sculpted in the shape of an elven woman with snakes for hair and a serpent's torso and tail.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statue as a representation of Nasga, the Serpent, Chthonic goddess of beauty, pain, and lust.

[MONSTER] [TRICK] The statue is actually a *chryselephantine animated statue*. The statue will animate when any adventurers approach within 10', unless they have purified themselves at the Purification Font (**G4**). When the statue animates, it will issue its **thundering threat** in Ancient Argollëan ("Those who tread on this sacred ground face oblivion!") and thereafter hurl lightning bolts.

[TRICK] The thundering threat triggers an encounter throw, so additional creatures may enter the fight.

Chryselephantine animated statue: MV 60', AC 4, HD 8**, hp 40, #AT 1 (lightning bolt 3+), Dmg 3d10, Save F8, ML N/A, AL N, XP 1,600; Special: construct immunities, thundering threat (creatures within 60' must save v. Blast or suffer 1d6 damage and be deafened)

[TRICK] [LOOT] Once the animated statue is defeated, the obsidian pedestal it stood upon can be moved (as a stone slab door). Below is an underground vault with the temple's treasure, consisting of: A *gold tripod with ivory censer* (2,500gp, 1 st.); a casket of 20 *engraved amethysts* (250gp each); 5 *giant roc plumes* (100gp, 1 st. each) wrapped in dried lotus leaves; a *gold tiara fashioned in the shape of a serpent with diamond fangs eating its own tail* (2,500gp); a *gold amulet set with a flawless black sapphire* (5,000gp); and a *stack of pure gold bars* (166gp, 1/6 st. each; 6,000gp, 6 st. total). In total, the treasure in this room has a value of 21,500gp and weight of 12 st.

The curtain on the north wall conceals a 5' wide tunnel that leads northeast about 60' to a cave (**G17**).

G17. WEDGE-SHAPED SANCTUM CAVE (2600 BE)

This wedge-shaped cave is 30' wide and 20' long. Two tunnels exit it, one running south (to **G18**) and a second running southwest (to **G16**). The walls of the cave are pocked with about two dozen horizontal wall graves.

[GRAVES] All of the 24 wall graves here date to around 2600 BE. They carry the usual inscriptions, remains, and goods (average 48gp worth).



G18. PYTHON LAIR (2700 BE)

Formations of lava boulders and stalagmites crowd the cave floor of this 20' x 15' triangular cave. Tunnels exit from its northwest and northeast faces.

[MONSTER] A *giant python* lairs here. It normally feeds on the insects in Area C, and noise from that direction (northeast.) will draw it forth to hunt. Otherwise, it will be lying in wait behind the lava boulders.

Giant python: MV 90', AC 3, HD 5*, hp 25, #AT 1 (bite 6+), Dmg 1d4 + 2d8 constriction, Save F3, ML -1, AL N, XP 350; Special: grab (if bite succeeds, constrict target for 2d8 per round until target escapes)

The tunnel to the northeast terminates below an opening in the ceiling 10' above (to C11).

G19. GRAND CHTHONIC HIGH PRIEST GALLERY (2500 BE)

This 15' high gallery runs 35' east to west. Instead of wall graves, its walls are adorned with intricate mosaics that depict elven men and women in ornate cloaks with head dresses and jewelry. Cedar doors on the eastern terminus lead north (to H19) and east (to G16).

[LORE] A character who makes a successful Loremastership or Theology proficiency throw can identify the accoutrements as the vestments of Chthonic cultists.

G20. GRAND CHTHONIC HIGH PRIEST CHAMBER (2500 BE)

This 25' x 30' chamber has walls lined with white-speckled black marble and a floor of black marble tile. A canopied bed on a cedar frame takes up much of the floor space. The bed is aged to ruin, its mattress and coverings rotted. Next to the bed stands a great armoire, warped with age. A sublime mosaic on the east wall depicts a dragon-winged queen, a six-armed warrior, a skull-faced sorcerer, and an antlered prince slumbering in caverns deep beneath the earth. A cedar door with a bronze serpentine handle exits to the south (to G21).

[MONSTER] For centuries, this chamber was the private quarters of the high priests of the Grand Chthonic Temple. (The high priest himself still lingers on as the *greater faewyrd* that haunts G6a.) The cedar armoire holds nothing but the priest's personal effects

and grey robes (all rotted and valueless); the adjoining room (G21) was his treasury vault.

[TRAP] The door to G21 is locked and protected with a **blast glyph of warding**, triggered if the door is opened without the *silver key* (found on the corpse of the high priest in G6e). The door will radiate magic if detected, and a successful proficiency throw to find traps will notice the nearly-invisible tracery of the glyph on the marble frame. If triggered, the glyph will deal 24 points of electricity damage (12 points with a successful saving throw v. Blast.) to all characters within 10' of the door. The glyphs were cast at 12th level for the purposes of **dispel magic**.

[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the figures in the mosaic as the Chthonic deities Iskara, Bel, Dirgion, and Ravanor, who are said to sleep in the earth's bowels until the Awakening.

G21. GRAND CHTHONIC TEMPLE TREASURY (2500 BE)

The door (from G20) opens onto a 20' x 15' vault lined with black marble panels and stacked with *four massive cedar chests* secured with heavy bronze locks. A pair of *bronze statues of cobras*, poised as if to strike, stand at each edge of the vault.

[MONSTER] The bronze statues are *bronze mechanical cobras*; they will attack any characters except elves displaying chthonic holy symbols.

Bronze mechanical cobras (2): MV 120', AC 6, HD 2**, hp 11 each #AT 1 (bite 9+), Dmg 1d2 + poison, Save F2, ML N/A, AL N, XP 38; Special: paralytic poison (save v. Poison or paralyzed 3d6 turns)

[TRAP] Opening the door from G20 starts a mechanical countdown; one turn (10 minutes) thereafter, a pair of scything blades launches from a gap between the marble panels on the south wall and sweep left and right across the room at a height of 4', sheathing into the left and right walls when their arcs are complete. Any creature in the room must make a successful saving throw vs. Blast or suffer 1d10 points of damage from a blade. A creature paralyzed by the bronze mechanical cobras automatically fails the save and suffers double damage. A creature reduced to 0hp by the trap is decapitated and slain. The trap can be detected and disarmed with successful proficiency throws.

[LOOT] The *silver key* (found in G6e) will unlock the chests. The first two chests hold 6,000sp each; the third holds 6,000ep; and the fourth holds 6,000gp. In total, the treasure in this room has a value of 10,200gp and weight of 24 st.

G22. GRAND CHTHONIC RITUAL GALLERY EAST (2500 BE)

This gallery runs 60', intersecting with a northerly corridor to the west (G23) and dead-ending to the east. The gallery's white-speckled black marble walls are 15' tall and are adorned with a panoramic mosaic depicting large crowds of elves gathering in ritual prayer in dark caves.

[TRICK] A secret door to G24 is concealed in the east wall of the mosaic. If found, it can be opened by rotating the mosaic panel around its vertical axis.

[LORE] A successful Loremastership or Theology proficiency throw identifies the gathering as a Chthonic rite associated with supplication of Iskara, the Demon Queen, Chthonic goddess of chaos.

G23. GRAND CHTHONIC RITUAL GALLERY NORTH (2500 BE)

This gallery terminates 30' to the south in a cedar door (to G27) and 50' to the north, where it turns sharply east. In between, it connects to an eastbound corridor (G22) that dead ends after 30'. The white-speckled black marble of the gallery's 15' walls is adorned with mosaics that depict robed cultists conducting ritual sacrifices of animals and humans in black caves.

[LORE] A successful Loremastership or Theology proficiency throw identifies the gathering as a Chthonic rite associated with supplication of Iskara, the Demon Queen, Chthonic goddess of chaos.

G24. GRAND CHTHONIC EROTIC GALLERY (2500 BE)

This gallery runs 30' north-south, with 15' ceilings. There are no wall graves; instead, the walls are mosaics depicting elves engaged in erotic pleasure under the watchful eye of Chthonic priestesses. An archway of black-whorled purple marble opens up to the south (to G25), while to the north, the gallery terminates at a heavy bronze door (to G16).

[TRICK] A secret door to G22 is concealed in a panel of the mosaic on the west wall. If found, it can be opened by rotating it around its vertical axis.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in G24, he will hear blasphemous whispers coming from the south. These are the **dark whispers** of the faewyrd in G25, and he must make a saving throw vs. Death or become maddened (see p. 154).

[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the rites depicted as those of Nasga, the Serpent, Chthonic goddess of beauty, pain, and lust.

G25. GRAND CHTHONIC DORMITORY (2500 BE)

This 45' x 35' room has 15' high ceilings, with white-speckled black marble walls and a marble floor painted with red and black geometric shapes. A sinister symbol has been painted on the east wall: a snake looped around itself in a figure-eight, devouring its own tail. Eight ancient chaises (sleeping cots) are lined against the walls, with a cedar trunk at the foot of each. Crumbling skeletons in rotting grey robes lie on half the cots. A cedar door leads south (to G26), while a black-whorled purple marble archway leads north (to G24).

[MONSTER] 4 faewyrds lurk unseen in the walls of their ancient home. They will emerge if living creatures occupy their dormitory for more than one round. Characters who have purified themselves in G4 will not be attacked unless the faewyrd's remains are disturbed.

Faewyrd (4): MV 120', AC 5, HD 4*, hp 21, 20, 19, 17, #AT 1 (chilling touch), Dmg 1d4 + WIS drain, Save E4, ML +4, AL C, XP 190; Special: dark whispers (creatures within 5' must save vs. Death each round or become maddened), immunity to ordinary weapons, undead immunities

[LOOT] The eight trunks each contain a holy symbol of Iskara (25gp) and four tattered and rotten grey priest's robes.

[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the snake eating its own tail as the holy symbol of Iskara in her aspect as Empress of Eternity.



G26. GRAND CHTHONIC WARRIOR'S GALLERY EAST (2500 BE)

This gallery runs west from a cedar door on the east wall (to **G7a**) for 65' before making a sharp turn northward (to **G27**). Just before the turn, a second cedar door stands closed, inset into the north wall (to **G25**). The black-speckled red marble of the gallery's walls is adorned with mosaics of elven warrior-priests leading hosts of lizardmen into battle against bronze-armed dwarves.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **G26**, he will hear blasphemous whispers coming from the north. These are the **dark whispers** of the faewyrd in **G25**, and he must make a saving throw vs. Death or become maddened (see p. 154).

[LORE] A character who succeeds on a Loremastery or Knowledge (history) proficiency throw knows that the Argollëan elves fought a long and bitter war against the Meniri dwarves starting around 2,500 BE, but there are no reports of them using lizardman armies.

G27. GRAND CHTHONIC WARRIOR'S GALLERY NORTH (2500 BE)

This gallery runs south from a cedar door on the north wall (to **G23**) for 60', terminating in a small prayer alcove hung with battered bronze axes, hammers, and swords, all patinated and pitted with age. Just before the prayer alcove, a side corridor extends eastward (**G26**). The black-speckled red marble of the gallery's walls is adorned with mosaics of elven warrior-priests leading hosts of lizardmen into battle against bronze-armed dwarves.

[LORE] A character who succeeds on a Craft (weaponsmithing) proficiency throw can identify the weapons hanging on the wall by their maker's marks and ornamentation to be of ancient dwarven make, perhaps three thousand years old. Though valueless in combat, they would be of interest to dwarven historians or collectors. There are six weapons total (three axes, two hammers, and one sword), collectively worth 650gp and weighing 1 st. total. The mural can be identified as above.

H. GREAT TEMPLE OF AWAKENING

H1. GREAT TEMPLE ENTRANCE (2500 BE)

The heavy bronze doors (from **C9**) open into a 25' wide, 50' long chamber with 20' ceilings, with plaster walls and a black marble-tiled floor. Halfway up the chamber, a set of beautifully-carved steps leads upward 10'. The upper portion of the chamber has a cedar door on both the west wall (to **H3**) and east wall (to **H2**).

H2. GREAT TEMPLE PURIFICATION FONT (2500 BE)

The 15' x 25' room here has plaster walls and a black marble-tiled floor. A bronze and black marble font, built into the east wall, is filled with clear, clean water. The font has Ancient Argollëan script engraved above it.

[LORE] [TRICK] Characters fluent in Ancient Argollëan can translate the inscription to Common as "You must cleanse yourself of unbelief if you hope to Awaken." The font continuously refills itself with a permanent **create water** spell. Chaotic characters who wash themselves with the water receive the benefit of a **bless** spell, while Lawful and Neutral characters suffer the reverse, a **bane**. (Drinking the water has no effect save to quench thirst.) While these effects last, the purified character(s) can pass through the Great Temple (**H**) unmolested by some of its guardians. The protection does not apply outside of Area H.

H3. GREAT TEMPLE CURVING CORRIDOR (2500 BE)

The curving corridor of the Great Temple is 350' long, 10 to 15' wide, and 10' tall. It was carved from the living rock, lined with plaster, and floored with black marble tiles. The corridor is pierced with a total of 360 wall graves all circa 2500 BE. The graves carry the usual inscriptions, remains, and goods. The specific number of wall graves is noted in each sub-location below.

H3A. GREAT TEMPLE CURVING CORRIDOR SOUTHERN ALCOVE

The cedar door on the east wall (**H1**) opens into a long corridor with plaster-lined walls and a black marble-tiled floor. To the south, the corridor narrows into a marble-framed archway that leads to a grave-lined chamber (**H4**). To the north, the corridor widens after 30' into an alcove, where a fresco depicts a hydra, a mantichore, and a giant cobra. Past the alcove, the corridor continues north (to **H3b**).

H. GREAT TEMPLE OF AWAKENING

[GRAVES] There are 40 horizontal wall graves along this stretch of the corridor, 28 on the west wall and 12 on the east wall (average 180gp worth of goods).

[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the figures depicted in the fresco as representations of the Chthonic gods Iskara, Bel, and Nasga, respectively.

H3B. GREAT TEMPLE CURVING CORRIDOR EASTERN LEG

This long corridor runs north and south to the limit of the light. On the west wall, a side corridor leads deeper into the complex, where a ruddy glow is dimly visible (**H5**). 50' north of the side corridor, a pair of stone slab doors stand on each wall (to **H6** and **H7**). Past the stone slab doors, the corridor begins to curve to the west (**H3c**).

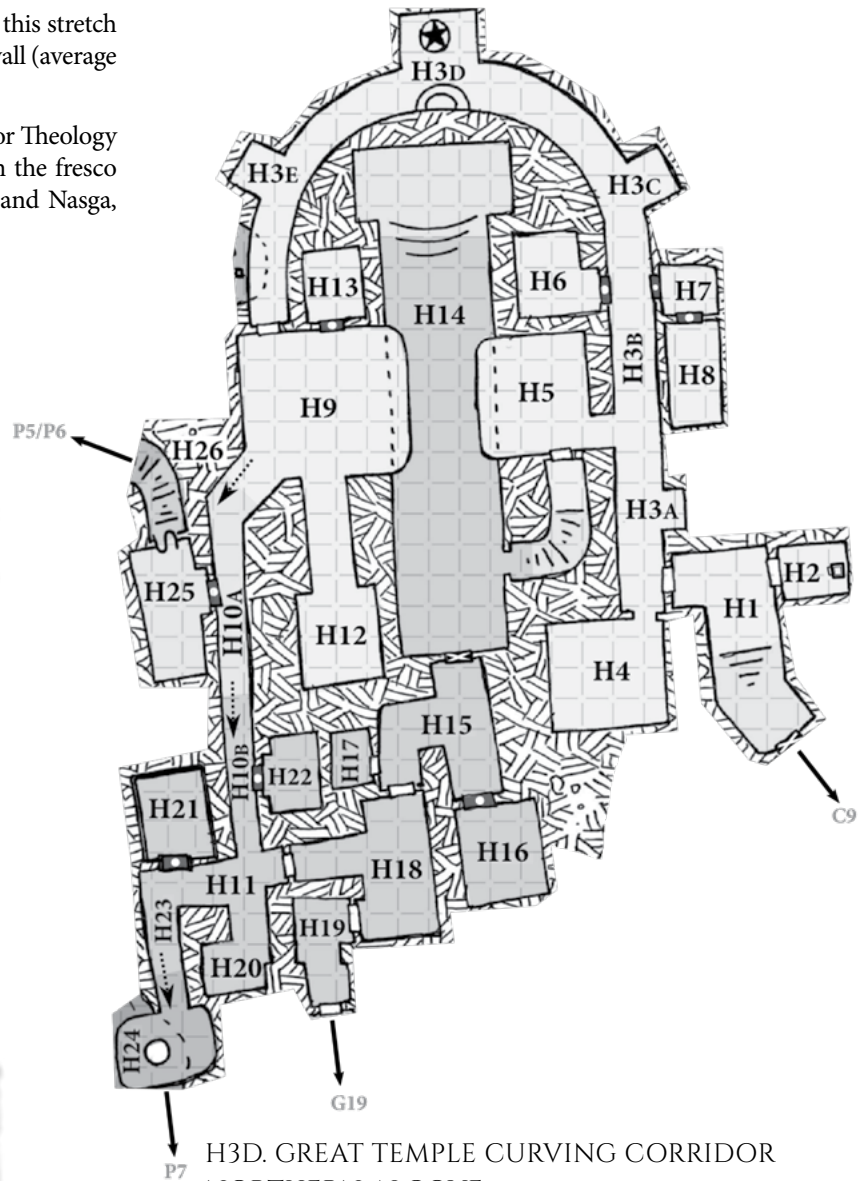
[GRAVES] There are 72 horizontal wall graves along this stretch of the corridor, 36 on each wall (average 324gp worth of goods).

[LORE] The stone slab doors to **H6** and **H7** have both been worn smooth as if from many hands touching them over centuries.

H3C. GREAT TEMPLE CURVING CORRIDOR EASTERN ALCOVE

A 10' by 15'-wide alcove has been excavated in the outer (east.) wall of the corridor here. The alcove is painted with a fresco depicting a giant vulture, giant scorpion, and antlered satyr. North of the alcove, the corridor curves northwest, while south of the alcove it heads straight south, past a pair of stone slab doors (**H6** and **H7**) and into the darkness.

[LORE] A character who succeeds on a Loremastership or Theology proficiency throw can identify the figures depicted in the fresco as representations of the Chthonic gods Dirgion, Galmorm, and Ravanor, respectively.



H3D. GREAT TEMPLE CURVING CORRIDOR NORTHERN ALCOVE

As the curving corridor begins to head due east-west, the north wall recedes back 15' for a length of 25', creating a large alcove. The walls of the alcove are painted with a fresco of elven students seated respectfully. In the middle of the alcove stands a cast-iron statue of a humanoid creature with black skin and a scarab for a face. Behind the statue, on the south (inner) wall, a two-stepped marble dais reaches a height of about 5'. The iron statue is positioned as if it had just stepped off the dais to lecture to the painted students in the fresco. On the far side of the alcove, the corridor begins to curves south.

[GRAVES] There are 112 horizontal wall graves along this stretch of the corridor – 56 on the north wall and 56 on the south wall, with half of each on the west and east sides of the alcove (average 504gp worth of goods).

[LORE] [TRICK] [MONSTER] A character who succeeds on a Lore mastery proficiency throw, or a Theology proficiency throw at -4, can identify the figure depicted as Khepri, a mysterious Chthonic god worshipped in antiquity. The statue is an *iron animated statue* and will attack any characters that disturb it or pass through the corridor without first purifying themselves at the Purification Font (**H2**).

Iron animated statue: MV 30', AC 5, HD 4**, hp 20, #AT 2 (fists 7+), Dmg 1d8/1d8, Save F4, ML N/A, AL N, XP 190; Special: weapon capture (non-magical metal weapons striking statue become stuck; save v. Spells to avoid)

H3E. GREAT TEMPLE CURVING CORRIDOR WESTERN ALCOVE

A 10' by 15' alcove has been excavated in the outer (west.) wall of the corridor here. The alcove is painted with a fresco depicting a kraken, a basilisk, and a minotaur. Past the alcove to the south, the passage terminates in a bronze-inlaid cedar door (**H9**).

[GRAVES] There are 44 horizontal wall graves along this stretch of the corridor, 16 on the west wall and 28 on the east wall. (Average 198gp worth of goods.)

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the figures depicting in the fresco as the Chthonic gods Lammala, Telith, and Nargund respectively.

H4. GREAT TEMPLE COMMONER'S TOMB (2500 BE)

The 35' square, plaster-lined tomb has 10' high walls pierced by dozens of wall graves. The marble floor has been tiled in white and black to show a great black serpent coiled around itself in a figure-eight devouring its own tail.

[GRAVES] There are a total of 60 horizontal wall graves here (24 on the south wall, 16 on the west wall, 16 on the east wall, and 4 on the north wall). All 60 are circa 2500 BE and carry the usual inscriptions, remains, and goods (average 270gp worth).

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the serpent eating its own tail as a holy symbol of Iskara in her aspect as Empress of Eternity.

H5. GREAT TEMPLE EAST BALCONY (2500 BE)

This 40' x 35' room has a black marble-tiled floor and plaster-lined walls with 10' ceilings. A bronze-inlaid cedar door stands closed on the south wall (to **H14**). The north and eastern walls are painted with a mural depicting a paradisiacal parkland at eventide, with tall trees, broad green lawns, and flowered fields, where clean-limbed elves in burial shrouds gaze up at the stars in wonder. The western portion ends not with a wall, but with a 4' high balcony railing of painted black cedar. The balcony overlooks a grand gallery 20' below.

The grand gallery is a massive 170'-long, 35'-wide hall with 30' ceilings. This room, the east balcony, juts out over the middle of the grand gallery; a west balcony (**H9**) is visible on the opposite wall, 20' away. A single heavy bronze door in the middle of the south wall (**H15**) and an eastern archway about 25' north of the south wall (to **H5**) offer exit from the floor.

The floor throughout is tiled with black and red marble. The walls of the grand gallery are painted the red and grey of sunset, and pierced with hundreds of horizontal wall graves stacked eight high, each wall grave set in an elaborate red marble frame – a staggering display of opulence. The graves contain skeletons with curved bronze short swords and round bronze shields – hundreds of them!

The northern 30' of the gallery forms a raised dais, 10' wider and 5' higher than the rest of the hall. The north wall carries a mosaic depicting great and terrible beings slumbering in the secret bowels of the earth – a hydra, a giant vulture, a fleshy mouth surrounded by eyes, a mantichore, a giant scorpion, a giant cobra, an antlered satyr, a minotaur, a wyvern, a kraken, and a basilisk. West and east of this mosaic are four vertical (standing) wall graves with black marble frames. The vertical wall graves hold embalmed, preserved corpses wearing bronze scale armor and conical bronze helmets with tall plumes and carrying curved bronze short swords and round bronze shields.

The entire grand gallery is dimly illuminated from overhead by a spectacular mosaic of the heavens with glowing red stars that stretches across the entire ceiling. The ceiling is 10' above the balcony, 30' above the floor of the grand gallery.

H. GREAT TEMPLE OF AWAKENING

The cedar door on the south wall leads to a flight of steps that curves to the southwest and terminates at the archway on the east wall. See **H14** for additional details on the Great Temple Grand Gallery.

H6. GREAT TEMPLE PRINCESS'S TOMB (2500 BE)

The smooth-worn stone slab door (from **H3b**) opens into an L-shaped 25' x 25' tomb, lined with plaster. Frescoes painted on the north and south walls depict an elven noblewoman of exquisite charm and beauty living a life of luxury. A fresco on the west wall depicts a medusa with a serpentine torso receiving libations. A *hepatizon statuette of a coiled cobra*, reared as if striking, sits beneath the painting. A nearby *black-figure terracotta amphora* has been toppled over; *hundreds of gold coins* have spilled out of it. Mixed in with the coins is a *small ebony jewelry box*. *Dozens of smooth silver plates* are scattered across the floor, amidst broken pottery, desiccated organs, and *bundles of sticks*. A limestone sarcophagus, carved in the shape of the elven woman from the frescoes, sits atop a low stone dais in the middle of the tomb.

[MONSTER] The former princess is now a *mummy cultist of Nasga*. The mummy cultist will have begun to awaken when the stone slab door from **H3b** was disturbed. Depending on how long it took the adventurers to open that door, the princess may be either just rising or already roused when the adventurers enter. If given time to prepare, the princess will cast **sticks to snakes** (2d8 snakes, 50% poisonous), then **shimmer** (+2 AC and saving throws), then **resist fire**.

Mummy cultist of Nasga: Ch 18; MV 60', AC 6, HD 6+1***, hp 27, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,280; Special: control undead (as 6th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), glamorous aura, mastery of charms & illusions (cast as 11th level, targets suffer -2 penalties on saves), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, provoke passions, ½ damage from fire and magical attacks, undead immunities; Spells: 3 1st, 3 2nd, 1 3rd, 1 4th; Repertoire: as 6th level cultist of Nasga

Summoned Snakes (2d8): MV 90', AC 3, HD 2**, hp 9 each, #AT 1 (bite), Dmg 1d4, poison (if poisonous), Save F1, ML N/A, XP 38 each

[LOOT] [TRICK] The princess is wearing a *pink swan-feather cloak*. The cloak is actually a *cloak of skinchanging* and (see New Items, p. 131), if hard-pressed, she will transform into a swan and seek to fly to safety.

[LOOT] The *hepatizon statuette* is worth 800gp and weighs 3/6 st. The *black-figure terracotta amphora* is worth 20gp and weighs 1 st. 900gp have spilled out of it. Mixed in with the coin is the *small ebony jewelry box* (25gp, 1/6 st.) that contains 3 *vials of styrax and sweet rush perfume* (100gp, 1/6 st. each), an *opal cameo portrait of the princess* (800gp), a *pair of silver bangles* (500gp each), and a *silver belly chain studded with tiny agates* (800gp). A set of 48 *smooth silver plates* (480gp and 2 st. total) are scattered across the floor. The bundles of sticks are useful for **sticks to snakes** but otherwise valueless. In total, the treasure in this room has a value of 5,125gp and weight of 4 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the medusa with serpentine torso as a representation of Nasga, the Serpent, Chthonic goddess of beauty, pain, and lust.

H7. GREAT TEMPLE WARRIOR'S TOMB ANTECHAMBER (2500 BE)

The smooth-worn stone slab door (from **H3b**) opens into a 15' wide, 20' long antechamber, lined with plaster. The eastern wall is painted with a fresco of a six-armed warrior slaughtering hordes of dwarven foes. Beneath the east wall sits a *large black-figure terracotta amphora*. A stone slab door stands on the south wall (to **H8**). Eight wall graves pierce the northern wall. Each is occupied by a *skeleton* with curved bronze shortsword and round bronze shield.

[MONSTER] [GRAVES] The wall graves date to 2500 BE and carry the usual inscriptions. However, each occupant is actually an animated *skeleton*. The skeletons will have begun to animate when the stone slab door from **H3b** was disturbed. Depending on how long it took the adventurers to open that door, the skeletons may be either just rising or already in battle formation when the adventurers enter.

Skeletons (8): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

If it takes the adventurers more than four rounds total to open the stone slab door and defeat the skeletons, the skeletons will be reinforced by the *mummy warlord* from the adjoining Warrior's Tomb Burial Chamber (**H8**).

[LOOT] The amphora is worth 60gp and weighs 3 st. It holds 6,000sp. In total, the treasure in this room has a value of 660gp and a weight of 7 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the figure in the mural as a representation of Bel, the Slaughterprince, Chthonic god of war.

H8. GREAT TEMPLE WARRIOR'S TOMB BURIAL CHAMBER (2500 BE)

The stone slab door (from **H7**) opens into a 15' x 30' rectangular tomb, lined with plaster. Fresco images painted on the walls show a great warrior performing deeds of valor against bronze-armed dwarves. A limestone sarcophagus, carved in the shape of the elven warrior, sits atop a low stone dais in the middle of the tomb. On the dais around the sarcophagus are *four terracotta canopic jars*, a *golden shield with an ivory rim*, a *silver bowl*, and a *cedar chest with fancy bronze fittings*.

[MONSTER] The *mummy warlord* that is buried here will have begun to awaken when the stone slab door to **H7** was disturbed. If it takes longer than four rounds for the adventurers to open the door to **H7** and dispatch the skeletons there, the warlord will open his own tomb door and join the fray. Otherwise he will wait for trespassers here. He is equipped with bronze scale armor (equivalent to chain), a round bronze shield, and a curved bronze shortsword.

Mummy warlord: Str 13; MV 60; AC 11, HD 6+1**, hp 31, #AT 1 (touch 3+ or shortsword 3+), Dmg 1d12+4 + mummy rot or 1d6+7, Save F6, ML +4, AL C, XP 980; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities, warlord powers

[LOOT] The *four terracotta canopic jars containing embalmed organs* are worth 25gp and weigh 1/6 st. each. The *ceremonial gold shield with an ivory rim* is worth 3,100gp and weighs 3 st. The *silver sacrificial bowl* is worth 85gp and weighs 2/6 st. The *cedar chest with fancy bronze fittings* is worth 50gp and weighs 4 st. It contains 500gp. In total, the treasure in this room has a value of 3,835gp and weight of 9 3/6 st.

[LORE] A successful Lore mastery or Knowledge (history) proficiency throw can identify the deeds of valor depicted in the fresco as taking place during the Bitter War between the Argollëan elves and Meniri dwarves.

H9. GREAT TEMPLE WEST BALCONY (2500 BE)

This 50' x 50' room has a black marble-tiled floor and plaster-lined walls with 10' ceilings. To the north, a bronze-inlaid cedar door (to **H3e**) stands closed at the western corner, while a care-worn stone slab door (to **H13**) stands in the middle of the wall. To the south, a hallway exits from the middle of the wall (to **H12**), while a ramp descends from the southwest corner at a moderate slope (50% grade) into the darkness. To the east, the room ends not with a wall, but with a 4' high balcony railing of painted black cedar that overlooks a grand gallery 20' below.

The grand gallery is a massive 170'-long, 35'-wide hall with 30' ceilings. This room, the west balcony, juts out over the middle of the grand gallery; an east balcony is visible on the opposite wall, 20' away. A single heavy bronze door in the middle of the south wall (to **H15**) and an eastern archway about 25' north of the south wall (to **H5**) offer exit from the floor.

The floor throughout is tiled with black and red marble. The walls of the grand gallery are painted the red and grey of sunset, and pierced with hundreds of horizontal wall graves stacked eight high, each wall grave set in an elaborate red marble frame – a staggering display of opulence. The graves contain skeletons with curved bronze shortswords and round bronze shields – hundreds of them!

The northern 30' of the gallery forms a raised dais, 10' wider and 5' higher than the rest of the hall. The north wall carries a mosaic depicting great and terrible beings slumbering in the secret bowels of the earth – a hydra, a giant vulture, a fleshy mouth surrounded by eyes, a mantichore, a giant scorpion, a giant cobra, an antlered satyr, a minotaur, a wyvern, a kraken, and a basilisk. West and east of this mosaic are four vertical (standing) wall graves with black marble frames. The vertical wall graves hold skeletons wearing bronze scale armor and conical bronze helmets with tall plumes and carrying pairs of curved bronze shortswords.

The entire grand gallery is dimly illuminated from overhead by a spectacular mosaic of the heavens with glowing red stars that stretches across the entire ceiling. The ceiling is 10' above the balcony, 30' above the floor of the grand gallery.

H. GREAT TEMPLE OF AWAKENING

See **H14** for additional details on the Great Temple Grand Gallery.

H10. GREAT TEMPLE WEST SOUTHERN GALLERY (2500 – 2400 BE)

H10A. GREAT TEMPLE SOUTHERN GALLERY (2500 BE)

This 60' stretch of corridor is bracketed on either side by ramps. At its northern terminus, a ramp ascends upward at a moderate slope (50% grade) to the northeast (to **H9**). At its southern terminus, another ramp descends downward at a similar slope (50% grade) into the darkness (to **H10b**). A stone slab door (to **H25**) sits on the west wall midway between the two ramps. The rest of the wall space has been carved up into dozens of horizontal wall graves.

[GRAVES] 78 horizontal wall graves line this stretch of corridor – 32 on the west wall, 36 on the east. All date to around 2500 BE and carry the usual inscriptions, remains, and goods (average 351gp worth).

H10B. GREAT TEMPLE SOUTHERN GALLERY SLOPE (2400 BE)

This 40' stretch of corridor runs between a slope to the north and a four-way intersection to the south. The moderate slope to the north ascends (at a 50% grade) for about 20' into darkness (to **H10a**). On the east wall, just before the corridor reaches the four-way intersection, stands a stone slab door (to **H22**). The rest of the wall space has been carved up into dozens of horizontal wall graves.

[GRAVES] 54 horizontal wall graves line this stretch of corridor – 28 on the west wall, 24 on the east. All date to around 2400 BE and carry the usual inscriptions, remains, and goods (average 243gp worth).

H11. GREAT TEMPLE FOUR-WAY INTERSECTION (2300 BE)

A four-way intersection cuts through the temple complex here. To the east, it leads to a cedar door (to **H18**). To the south, it runs 15' before opening up into a room (**H20**). To the west, it runs 30' before turning sharply southward (towards **8u**). The western hallway has a stone slab door on its north face (to **H21**). Throughout the various corridors, the walls are pierced with horizontal wall graves.

[GRAVES] 12 horizontal wall graves line the corridors around the intersection. All date to around 2300 BE and carry the usual inscriptions, remains and goods (average 54gp worth).

H12. GREAT TEMPLE EMBALMING CHAMBER (2500 BE)

This 25' x 30' plaster-lined room has two great marble tables in its center, each stained black with blood and marred by cuts. A massive *cedar armoire* collapsed during an ancient quake, crushing a *figure now visible only by a hint of grey, rotted robe and some ancient bone*. Next to the armoire, *two black-figure terracotta urns* have toppled over to spill out a variety of sacred charms and amulets.

[LOOT] The splintered armoire contains ancient white linens, sheets of canvas, 12 *bronze hooks* (5gp, 1/6 st. each), a drainage hose, 22 *terracotta canopic jars* (5gp, 1/6 st. each), and 14 *vials of blue natron* (15gp, 1/6 st. each). The *two black-figure terracotta urns* (10gp, 3/6 st. each) have spilled a *set of black pearl prayer beads* (2,000gp), an *engraved ivory pendant* (500gp), a *bronze brooch* (100gp), and a *bronze amulet with inset amber* (200gp). In total, the treasure in this room has a value of 3,200gp and weight of 9 st.

[TRICK] [MONSTER] However, the damned spirit of the embalmer still lurks in the chamber; if any of the materials are disturbed, it manifests as a *wraith* in a grey hooded robe clutching a bronze braining hook.

Wraith: MV 120'/240' fly, AC 6, HD 4**, hp 21, #AT 1 (touch 7+), Dmg 1d6 + energy drain, Save F4, ML +4, AL C, XP 190; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wraith in 24 hours), ½ damage from silver weapons, undead immunities

H13. GREAT TEMPLE BARD TOMB (2500 BE)

The smooth-worn stone slab door opens into a 20' x 25' rectangular tomb, lined with plaster. Fresco images painted on the walls show an elven bard entertaining courtly crowds. A limestone sarcophagus, carved in the shape of the elven bard, sits atop a low stone dais in the middle of the tomb. At the head of the sarcophagus rests a set of *giant deer antlers* with a leather head-harness. The tomb looks to have been well-furnished with grave goods, but most have shattered and broken, spilling *thousands of coins*, desiccated organs, and fragments of pottery all over the floor. Amidst the wreckage, a few *musical instruments* and *some vials and jars* look intact.

[MONSTER] The *mummy courtier* that is buried here will have begun to awaken when the stone slab door from **H9** was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, he will cast **illusory interior** (making his tomb appear to be empty of everything save cobwebs and dust.) followed by **chameleon** (to hide). Thereafter he will seek to exit his tomb and use **auditory illusion** or **ventriloquism** to lure intruders into departing. His Quiet Magic proficiency allows him to cast these spells without being heard.

Mummy courtier: Int 13, Cha 16; MV 60', AC 6, HD 6+1*, hp 26, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,280; Special: classical weapons training (+1 with melee weapons), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Proficiencies: Quiet Magic; Spells: 2 1st, 1 2nd; Repertoire: 1st – **auditory illusion**, **chameleon**, **ventriloquism**, 2nd – **invisibility**, **illusory interior**

[LOOT] The *giant deer antlers* with a leather head-harness are worth 120gp and weigh 3 st. The coin spilled on the floor totals 2,000sp, 2,000ep, and 1,000gp. The other surviving grave goods include a *finely-crafted cedar syrinx* (a **faerie flute**, apparent value 100gp), a *gold lyre decorated with sea-shells* (1,400gp, 3/6 st.), 6 *vials of cinnamon-rose perfume* (50gp each, 1/6 st. each), a *black-figure terracotta amphora* (20gp, 1 st.) holding 750gp, and a *large terracotta scroll jar* (20gp, 1 st.) holding a *book of Ancient Argolléan requiems and dirges* (300gp, 2 st.), and a *long scroll rolled around antlers* (**bard's spellbook**, see p. 137; weighs 1/6 st.). In total, the treasure in this room has a value of 5,110gp and weight of 14 2/6 st.

H14. GREAT TEMPLE GRAND GALLERY (2500 BE)

The grand gallery is a massive 170'-long, 35'-wide hall with 30' ceilings. The northern 30' forms a raised dais, 10' wider and 5' higher than the rest of the gallery. 55' up along the eastern and western walls, the walls of the gallery are penetrated by, respectively, 40' and 50' long, 5' wide balconies from upper-story rooms above (**H5** and **H9**). A single heavy bronze door in the middle of the south wall leads out (to **H15**), while a curved staircase about 25' north of the south wall ascends eastward (to **H5**).

The floor throughout is tiled with black and red marble.

The walls of the grand gallery are painted the red and grey of sunset and pierced with hundreds of horizontal wall graves stacked eight high, each wall grave set in an elaborate red marble frame – a staggering display of opulence. The graves all contain skeletons with curved bronze short-swords and round bronze shields – hundreds of them!

The north wall carries a mosaic depicting great and terrible beings slumbering in the secret bowels of the earth – a hydra, a giant vulture, a fleshy mouth surrounded by eyes, a manticore, a giant scorpion, a giant cobra, an antlered satyr, a minotaur, a wyvern, a kraken, and a basilisk. West and east of this mosaic are four vertical (standing) wall graves with black marble frames. The vertical wall graves hold skeletons wearing bronze scale armor and conical bronze helmets with tall plumes and carrying pairs of curved bronze short-swords.

The grand gallery is dimly illuminated from overhead by a spectacular mosaic of the heavens with glowing red stars that stretches across the ceiling 30' above.

[LORE] Show the players the **accompanying illustration of the mosaic**. Any character of INT 9 or above who studies the mosaic for at least one round readily identifies it as depicting the familiar stars and constellations of the local night sky. A character who succeeds on a Lore mastery or Knowledge (astrology) proficiency throw can identify the configuration of the stars and its significance. Reveal the following:

The mosaic depicts the sun, the moon, and the 5 wandering stars (planets) of the celestial sphere, as well as 5 of the 12 constellations of the zodiac – in order, the Cowl (with 6 stars), the Empress (with 5 stars), the Void (a starless patch of darkness), the Thunderbolt (with 4 stars), and the Egg (with 6 stars), for a total of 28 glowing stars. The sun, moon, and five planets are shown in alignment within the body of the Void. (See the accompanying illustration, which may be shown to the players.) Since these seven heavenly bodies are associated with the Empyrean gods, while the Void is associated with the Chthonic Darkness, it suggests a conjunction of sinister significance.

[LORE] If the character succeeds on his throw by 4 or more, he knows the next Conjunction of the Void will occur in just three years. If none of the adventurers can interpret the mosaic, a





character with Art (drawing) or Mapping proficiency could draw the mosaic accurately enough for a sage to later identify it.

[LOOT] Each of the 28 glowing stars in the mosaic is actually an *energy crystal* (see New Items, p. 139) which can be pried from the ceiling by a character who climbs or flies to the ceiling. It takes an action in lieu of attacking to pry each crystal from the ceiling.

[MONSTER] [TRICK] If the party disturbs the mosaic of the heavens, or any of the wall graves, the chieftains immediately animate (4 *lesser undead bone golems*; see New Monsters on p. 144), as do 2d20 *skeletons* each round (up to 480 total). The grand gallery is a **blighted sinkhole of evil**, so divine spellcasters of lawful alignment turn undead as if four class levels lower within it.

Skeletons (480): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

Lesser undead bone golems (4): MV 120', AC 5, HD 4**, hp 21, 19, 18, 16, #AT 2 (weapon 7+), Dmg 1d6, Save F4, ML +4, AL C, XP 110; Special: golem and undead immunities (charm, sleep, and hold spells; ordinary weapons; cold, fire, and electricity; gas and poison), turned as wights

Note: If used as written, this adventure suggests that the Awakening might occur in just a few years. The appearance of this threat in an adventure location designed for around 5th level characters is no coincidence. In the original Auran Empire campaign, the threat of the Awakening was central to the transition from adventurer-level to conqueror-level and finally king-level play. The adventurers initially brought the evidence of the Awakening to the local magistrates. The threat was ignored by the petty and decadent leadership of the region. As more evidence of the imminent calamity was discovered in further play, the adventurers concluded the only way to save the realm was to seize power... Of course, Judges who do not wish to have an existential threat loom over their campaign can simply push the date of the prophesied conjunction back a thousand years or so!

H15. GREAT TEMPLE ANNEX (2400 BE)

This annex is shaped like a backwards "h". The "stem" of the "h" is formed by a 40' long plaster-walled corridor that runs north-south between a heavy bronze door to the north (H14) and a stone slab door to the south (H16). Midway down the "stem," a side corridor extends west 20', then runs south for another 20'. There it terminates in a pair of cedar doors, one to the west (H17) and one to the south (H18).

H16. GREAT TEMPLE ASTROLOGER TOMB (2300 BE)

The stone slab door (from H15) opens into a 25' x 25' square tomb with walls lined with white-speckled black marble. A mosaic on the east wall shows a grey-robed astronomer charting the stars in a night time forest; a mosaic on the west wall shows the same astronomer leading the construction of a starry mosaic in a grand hall. A painted *bronze sarcophagus*, formed in the shape of the elven astronomer, sits atop a bronze-plated dais in the middle of the tomb. The south wall is a vertical wall grave holding two *embalmed black cats* in tattered linens. Various grave goods are arranged around the tomb. Between the dais and the southern wall graves stands a *bronze contraption of tubes and shafts*. Dozens of pieces of shattered pottery lie scattered around the contraption. Four *terracotta canopic jars* are stationed against the west wall, adjacent to a *large terracotta scroll jar* and a *cedar box*.

[MONSTER] There are three undead within this tomb: the sarcophagus's *mummy hierophant* as well as his two pets, now *cat mummies*. All three will have begun to awaken when the stone slab door from H15 was disturbed. Depending on how long it took the adventurers to open that door, the mummies may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy hierophant will cast **detect invisible** on himself and **phantasmal force** over his tomb to mask himself and his pets behind a false wall.



Mummy hierophant: Int 16, Wis 13; MV 60', AC 6, HD 6+1****, hp 29, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,580; Special: fearsome visage (save v. Paralysis or paralyzed), hierophant powers, mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: (arcane) 2 1st, 2 2nd, 2 3rd, (divine) 2 1st, 2 2nd, 1 3rd, 1 4th; Repertoire: (arcane) 1st – **detect magic, magic missile, light, shield**, 2nd – **continual light, detect invisible, hypnotic pattern, phantasmal force**, 3rd – **clairvoyance, dispel magic, lightning bolt, telepathy**; Repertoire (divine): as 6th level Chaotic cultist

Cat mummies (2): MV 90', AC 4, HD 1+2*, hp 7 each, #AT 3 (2 claws 9+, 1 bite 9+), Dmg 1/1/1d2 + mummy rot, Save F1, ML +3, AL C, XP 21; Special: mummy rot (unable to magically heal), undead immunities

[LOOT] The *bronze contraption* consists of two conjoined bronze tubes mounted on a bronze stand with discs of smooth crystal set in each tube. A character peering into one end of the contraption has his vision magnified by three times, albeit in a very narrow field of view. It is worth 1,675gp and weighs 1 st. The contraption cannot be replicated by current Auran lens-grinding techniques, but it would be considered a curiosity by the Tower of Knowledge, which largely relies on magic for such purposes.

[LOOT] Mixed in with the shattered pottery is a *sphere of black crystal about 9" in diameter (crystal ball, weight 1 st, apparent value 1,000gp)*. The crystal has a tiny crack from pottery falling on it. Because of the crack, the **crystal ball** is unreliable; each time it is used, there is a 10% chance it shows embarrassing images from the user's past rather than scrying the desired creature, object, or place.

[LOOT] The *four terracotta canopic jars of embalmed organs* are worth 25gp and weigh 1/6 st. each. The *large terracotta scroll jar* is worth 20gp and weighs 1 st. It contains a *long scroll rolled around ebony handles (astrologer's spellbook, see p. 138; weighs 3/6 st.)*, the *astrologer's rolled astrological charts* (675gp, 1 st.), and his *map of the elven kingdom* showing the location of Cyfaraun, Cyfandir, and other ancient cities in what is now the Borderlands (250gp, 1/6 st.). In total, the treasure in this room has a value of 2,720gp and weight of 4 st.

[LORE] A character who examines the shattered pottery will see that the fragments are all painted with white dots on black in asymmetrical patterns. If the character has Loremastership or Knowledge (astrology) proficiency, he can identify these fragments as the remains of star maps that charted the configuration of the heavens over decades of time.

[LORE] The grand hall depicted in the mosaic on the west wall is recognizable as the Grand Gallery (**H14**) to any characters who have visited (or later visit) that room. The star pattern depicted in the mosaic on the east wall is *not* the same as that in the Grand Gallery. However, it is related. If a character who has successfully identified the Conjunction of the Void in the Grand Gallery studies the pattern here for one turn (10 minutes), he can make another Loremastership or Knowledge (astrology) proficiency throw at -4. If he succeeds, he identifies the star pattern on the mosaic as showing the sky as it looked around 2600 to 2700 years ago.

[LORE] A character who succeeds on a Loremastership or Knowledge (astrology) proficiency throw can, after one turn (10 minutes) of study, understand the astrological charts in the scroll jar. The long-dead astrologer was attempting to predict the date of the Conjunction of the Void and eventually concluded that it would occur in approximately 2,685 years – or about three years from now. See the details in the Grand Gallery (**H14**) for more information on this ominous finding.

[LORE] Astute adventurers might surmise that this tomb was built *after* the Great Temple of the Awakening was complete, as it has more “modern” features (marble walls and mosaics) compared to the plaster-lined tombs and painted frescos found elsewhere in this area.

H17. GREAT TEMPLE VESTRY (2400 BE)

Opening the cedar door (from **H15**) reveals a 10'-deep and 20'-wide side room with black marble tiled flooring and plaster-lined walls. *Five terracotta scroll jars* sit along the north wall, cracked but intact. A *cedar armoire* that once stood along the west wall has toppled over and lies face down.

[LOOT] **[LORE]** This chamber was formerly a vestry for the priests who led services in the Grand Gallery (**H14**). The *five terracotta scroll jars* (5gp, 1/6 st. each) hold a set of *religious record scrolls* (675gp, 1 stone). If the cedar armoire is broken open, it reveals *moldy black and silver altar linens* (valueless); *tattered temple hangings displaying a strange alignment of stars* (valueless, but depicting the Conjunction of the Void from the Grand Gallery mosaic); and a bundle of oilcloth holding *11 sticks of myrrh* (25gp each). In total, the treasure in this room has a value of 975gp and a weight of 1 st.

[LORE] Characters fluent in Ancient Argollëan can read the religious record scrolls. The scrolls chronicle the names and deeds of the 480 Argollëan warriors chosen to guard the Great Temple of the Awakening in undeath.

H18. GREAT TEMPLE MOSAIC GALLERY (2400 BE)

This 20' wide, 50' long gallery has cedar doors in the center of its north wall (to **H15**) and the southern corner of its west wall (to **H19**). A side hallway exits from the northern portion of the west wall, running 25' to terminate in another cedar door (to **H20**). The entirety of the east and south wall is given over to a resplendent mosaic depicting tomb doors opening to exiting elves, looking as if woken from slumber.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify this as a depiction of the Awakening.

H19. GREAT TEMPLE SOUTHERN GALLERY (2400 BE)

Cedar doors exit from this 35' long, 15' wide corridor to the south (to **G19**) and north-east (to **H18**). The marble-tiled floor here is cracked by some ancient earthquake, and the western wall has partly crumbled in places.

H20. GREAT TEMPLE COMMONER TOMB (2300 BE)

This 20' x 15' tomb has plaster-lined walls pierced by 24 horizontal wall graves. Its marble floor has been tiled in white and black to show a scorpion striking.

[GRAVES] The 24 wall graves date to circa 2400 BE and carry the usual inscriptions, remains, and goods (average 108gp worth).

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the striking scorpion as the holy symbol of Galmorm, the Poisoner, Chthonic god of thieves, treachery, and poison.

H21. GREAT TEMPLE INQUISITOR TOMB (2300 BE)

The smooth-worn stone slab door (from **H11**) opens into a 30' x 20' tomb, lined with black-striated red marble. Mosaics on the west and east walls show a fanatical-looking young elven man leading elves to burn down white Empyrean temples. A painted *bronze sarcophagus* carrying the likeness of the elven priest sits atop a low bronze-plated dais that rises from the middle of the tomb. *Four terracotta canopic jars* are lined up against the north wall. At the foot of the sarcophagus, *white and gold religious regalia* lie piled like trophies of triumph.

[MONSTER] The fanatical priest lives on as a *mummy cultist of Bel*. The mummy will have begun to awaken when the stone slab door from **H11** was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast **summon berserkers**, followed by **striking** (+1d6 damage), **vigor** (+1d10 hp, +2 saving throws, +1 to hit and damage), and **resist fire** on himself.

Mummy cultist of Bel: Wis 13, Ch 14; MV 60', AC 6, HD 6+1***, hp 32, #AT 1 (touch 4+), Dmg 1d12 + mummy rot, Save F6, ML +4, AL C, XP 1,280; Special: battle magic (+1 initiative, +2 level vs. dispel), control undead (as 6th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), inspire courage (6/day), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 3 1st, 3 2nd, 1 3rd, 1 4th; Repertoire: as 6th level cultist of Bel

Summoned berserkers (4, if summoned): MV 120', AC 2, HD 1+1*, hp 6 each, #AT 1 (two-handed sword 8+), Dmg 1d10+1, Save F1, ML +4, AL N, XP 21 each

[LOOT] The mummy's *four terracotta canopic jars of embalmed organs* are worth 25gp and weight 1/6 st. each. His painted *bronze sarcophagus* is worth 500gp and weighs 20 st. The white and gold religious regalia piled by his sarcophagus are relics taken after the burning of the Empyrean temples. They include:

- » 21 sticks of white lotus incense (30gp each)
- » 7 vials of holy water (25gp, 1/6 st. each)
- » A white terracotta amphora (20gp, 1 st.) containing 700 gold coins bearing the symbol of the Winged Sun, holy symbol of Ammonar
- » A set of seven ivory carvings of heroes and gods from Empyrean mythology (1,400gp, 1 st.)
- » A chryselephantine torch, holy symbol of Mityara (500gp, 1/6 st.)
- » A gold nine-pointed star, holy symbol of Ianna (500gp, 1/6 st.)
- » Golden scales, holy symbol of Türas (1,000gp value, 1/6 st.)
- » A dawn redwood rod topped by a winged sun of wrought gold and imperial topaz, holy symbol of Ammonar (a **scepter of sacred power**, see p. 135; apparent value 3,000gp).

In total, the treasure in this room has a value of 5,025gp and weight of 24 3/6 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the gods and goddesses associated with each relic.

H22. GREAT TEMPLE EMBALMER TOMB (2300 BE)

The smooth-worn stone slab door (from **H10b**) opens into a 25' x 25' long rectangular tomb, lined with black-speckled grey marble. Mosaic images on the walls show the life and deeds of a Chthonic priest leading elves in embalming the dead. A painted *bronze sarcophagus*, carrying the likeness of the elven priest, sits atop a low bronze-plated dais in the middle of the tomb. On the far side of the dais sits a large cedar chest. Next to the chest, *two black-figure terracotta urns* have toppled over to spill out *variety of sacred charms and amulets*. The mummy's canopic jars have also been knocked over and lie broken, revealing the preserved organs within.

[MONSTER] The dead priest is now a *mummy cultist of Dirgion*, buried with his *gold embalmer's hook* (500gp, 1/6 st.) and infested with *12 sarcophagal worms*. The mummy will have begun to awaken when the stone slab door from **H10b** was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast *shrieking skull* (see New Spells, p. 158), followed by *necromantic potency* (+1d10+6 temp hp) and *resist fire* on himself.

Mummy cultist of Dirgion: Wis 16; MV 60; AC 6, HD 6+1***, hp 27, #AT 1 (touch 4+ or hook 4+), Dmg 1d12 + mummy rot or 1d4+3, Save F6, ML +4, AL C, XP 1,280; Special: control undead (as 6th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), inexorable (immune to fear), inspire dread (6/day), lordship of undead, mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 3 1st, 3 2nd, 1 3rd, 1 4th; Repertoire: as 6th level cultist of Dirgion

Sarcophagal worms (12): MV 30; AC 3, HD 1**, hp 4 each, #AT 1 (bite 10+), Dmg 1d4 + disease, Save F4, ML N/A, AL C, XP 16; Special: contributory fear (-1 penalty to saves v. mummy's fearsome visage per worm), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

Shrieking skull (if summoned): MV 20' flying, AC 9, HD 4+4, hp 22, #AT 1 (bite 6+), DG 1d6 + fear or shriek, Save C5, ML +3, AL C

[LOOT] The mummy's painted *bronze sarcophagus* is worth 500gp and weighs 20 st. The *large cedar chest* holds ancient white linens, sheets of canvas, *four bronze hooks* (5gp, 1/6 st. each), a drainage hose, *eight terracotta canopic jars* (5gp, 1/6 st. each), and *eight vials of blue natron* (15gp, 1/6 st. each). The *two black-figure terracotta urns* (10gp, 3/6 st. each) have spilled out a *carved obsidian scarab* (500gp), a *gold pendant* (500gp), a *silver circlet* (300gp), and a *gold ring set with alabaster* (300gp). In total, the treasure in this room has a value of 2,800gp and weight of 24 2/6 st.

H23. GREAT TEMPLE SOUTHERN GALLERY (2300 BE)

This southbound hallway runs for 20', then begins to slope (at a 50% grade) steadily down into the darkness (**H24**).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **H23**, he will hear the sound of flowing water echoing from the south.

H24. GREAT TEMPLE MEDITATION WELL (2300 BE)

The slope (from **H23**) descends steadily (at a 50% grade) for 20' before opening up into a 30'-wide, 20'-deep oval cave carved from the living rock. Ancient Argollëan inscriptions have been etched into the walls. A 5' hole opens up in the middle of the floor. The sound of flowing water seems to echo throughout the chamber.

[TRICK] The acoustics of the Meditation Well are designed such that mere breathing seems to echo like shouts. The flowing waters of the river 10' below at **P7** are clearly audible.

[LORE] Characters fluent in Ancient Argollëan can translate the inscription to Common as prayers to the Chthonic gods.

H25. GREAT TEMPLE PRIEST TOMB (2200 BE)

The stone slab door (from **H10a**) opens into a 25'-wide x 45'-long rectangular tomb, lined with plaster. Frescoes on the north, west, and south walls show the life and deeds of a Chthonic priest, leading elves in ritual sacrifice and meditating in the bowels of the earth. A painted *bronze sarcophagus* bearing the likeness of the elven cleric sits atop a bronze-plated dais in the middle of the tomb. Next to the sarcophagus is a *wrought silver urn carved with serpents* and a *box-like object wrapped in aged white linen*. *Twenty-odd silver offering plates* are scattered near a dozen broken pots, from which have spilled *hundreds of gold coins* and desiccated organs onto the floor of the dais.

[MONSTER] Disturbing the tomb awakens the creature within, a *mummy cultist of Telith*. (The mummy is not the actual priest depicted in the frescoes but rather a lower-level retainer. The actual priest is hidden away in **P6**).

Mummy cultist of Telith: MV 60', AC 6, HD 5+1***, hp 25, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 860; Special: control undead (as 4th level Chaotic cleric), earth awareness, elemental connection, fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, rock solidity (+4 vs. knockdown), undead immunities; Spells: 3 1st, 1 2nd; Repertoire: as 4th level cultist of Telith

[LOOT] The painted *bronze sarcophagus* is worth 500gp and weights 20 st. The *silver urn* is worth 125gp and weights 3/6 st. It is filled with 500ep. Wrapped in aged white linen nearby is an *ebony and dawn redwood jewelry box* (25gp, 1/6 st.) holding *black pearl prayer beards* (500gp), 4 *small opals* (100gp each), and a *set of teeth engraved with chthonic prayers* (100gp, 1/6 st.). 24 *silver offering plates* (10gp, 1 st. per 24 plates) are scattered among 960gp spilled on the dais. In total, the treasure in this room has a value of 3,100gp and weight of 22 2/6 st.

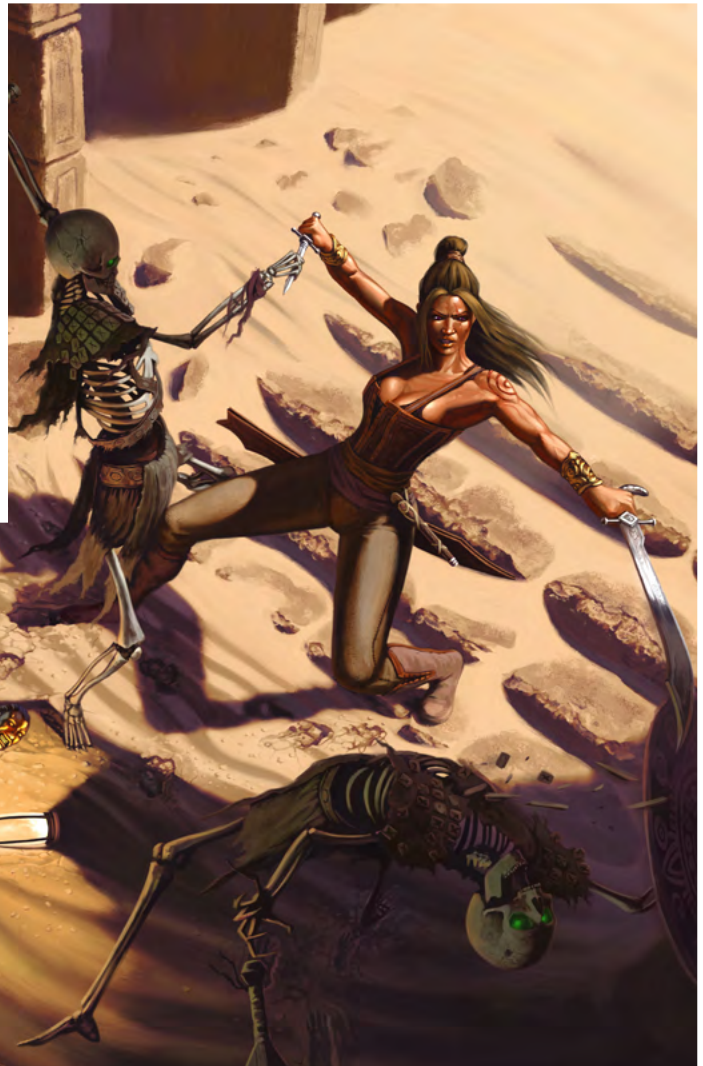
[LORE] [TRICK] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the rites depicted in the mosaic as belonging to Telith, Chthonic goddess of earthquakes, volcanoes, and wildernesses. The fresco on the north wall has plastered over a *secret door* to **H26**. A character who succeeds on a proficiency throw to detect secret doors feels the cracks of the door frame through the plaster. If found, the door can be opened by first cutting through the plaster of the fresco, then by rotating it around its vertical axis (as a stone slab door).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **H25**, he will dimly hear the sound of flowing water coming from the northwest.

H26. GREAT TEMPLE SECRET STAIRCASE (2200 BE)

The door opens onto a sloping 30'-long tunnel carved with rough-hewn steps. The tunnel's walls carry high reliefs showing volcanoes and earthquakes. The steps end at a stone wall, carved in high relief with the image of a pregnant crone.

[TRICK] [LORE] Note that there is actually a carving at each end of the steps, but only one will be visible at a time – whichever one is opposite the entrance the adventurers used. A character who succeeds on a Lore mastery or Theology proficiency throw can identify the carving of the pregnant crone as a depiction of Telith, the Great Earth Mother, Chthonic goddess of the underground. The carvings at each end disguise the secret doors to **P5** (bottom) and **H25** (top). If found, the secret doors can be opened as stone slab doors by rotating them around their vertical axes. Opening the secret door to **H25** is at a -2 penalty if the plaster fresco in that room has not yet been cut away; success destroys that fresco.



I. DEEP LEVEL SOUTHERN CAVE COMPLEX

[LORE] A character who succeeds on a Tracking proficiency throw anywhere in **I** finds troglodyte tracks. The proficiency throw gains a +4 bonus if assisted by scent (e.g. with a hunting dog) due to the troglodyte's slimy, foul-smelling coating. The tracks suggest large numbers of reptilian humanoids frequently traverse the region.

II. SUB-ABYSSAL TROGLODYTE CAVES ENTRANCE (2500 BE)

A gallery (from **E4c**) emerges through a cave opening in the western wall into a 25'-wide, 55'-long natural cave with 30' ceilings. The eastern wall is lined with wall graves carved into the living rock. The western wall is actually a 12' high cliff, beyond which the cave apparently extends. A curved set of rock-carved steps, near where the south wall touches the cliff, ascends up the cliff.

[MONSTER] 11 troglodyte warriors led by a pair of troglodyte champions wait hidden here and will attempt to ambush characters entering from **E4c**. (If adventurers approach from **I2**, the troglodytes will move to support their allies in that cave). The warriors each have 3 barbed darts (as javelins, but +3 to attack throws); the champions have hide armor, stone battle axes, and 3 barbed darts.

Troglodyte champions (2): MV 120', AC 5, HD 3, hp 16 each, #AT 3 (2 claws/bite 8+) or 1 (barbed dart 5+ or axe 8+), Dmg 1d4+2/1d4+2/1d4+2, 1d6+2, or 1d8+2, Save F3, ML +1/+2, AL C, XP 50; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte warriors (11): MV 120', AC 4, HD 2, hp 9 each, #AT 3 (2 claws/bite 9+) or 1 (barbed dart 6+), Dmg 1d4/1d4/1d4 or 1d6, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[GRAVES] There are 30 wall graves all dated circa 2500 BE. They carry the usual inscriptions, remains, and goods (average 135gp worth).

[NOISE] If the adventurers have not already dealt with the troglodytes in **I2**, then the sound of stone hammering on stone is clearly audible to the southwest.

[LORE] A character who succeeds on a Tracking proficiency throw here notices that a small band of troglodytes headed north towards **E4c**.

I2. ABYSSAL LEVEL CHIEFTAIN CAVE (2400 BE)

This 60' diameter cave has soaring 20' ceilings adorned with magma stalactites frozen in mid-drip. To the southwest, the semicircular cave extends, via a finger-like tunnel, into the darkness (**I3**). The eastern wall of the cave is actually a cliff-face that descends 12' to form a lower level (**I1**), accessible via stairs hewn in the rock near the south wall. All the walls are carved with wall graves up and down to the ceiling, far too many to easily count. Several dozen of the wall graves have been converted into resting-cells, with "beds" made of some foul resin, while many others have been sealed under a thin resinous membrane, giving the walls the appearance of some monstrous honeybee nest.

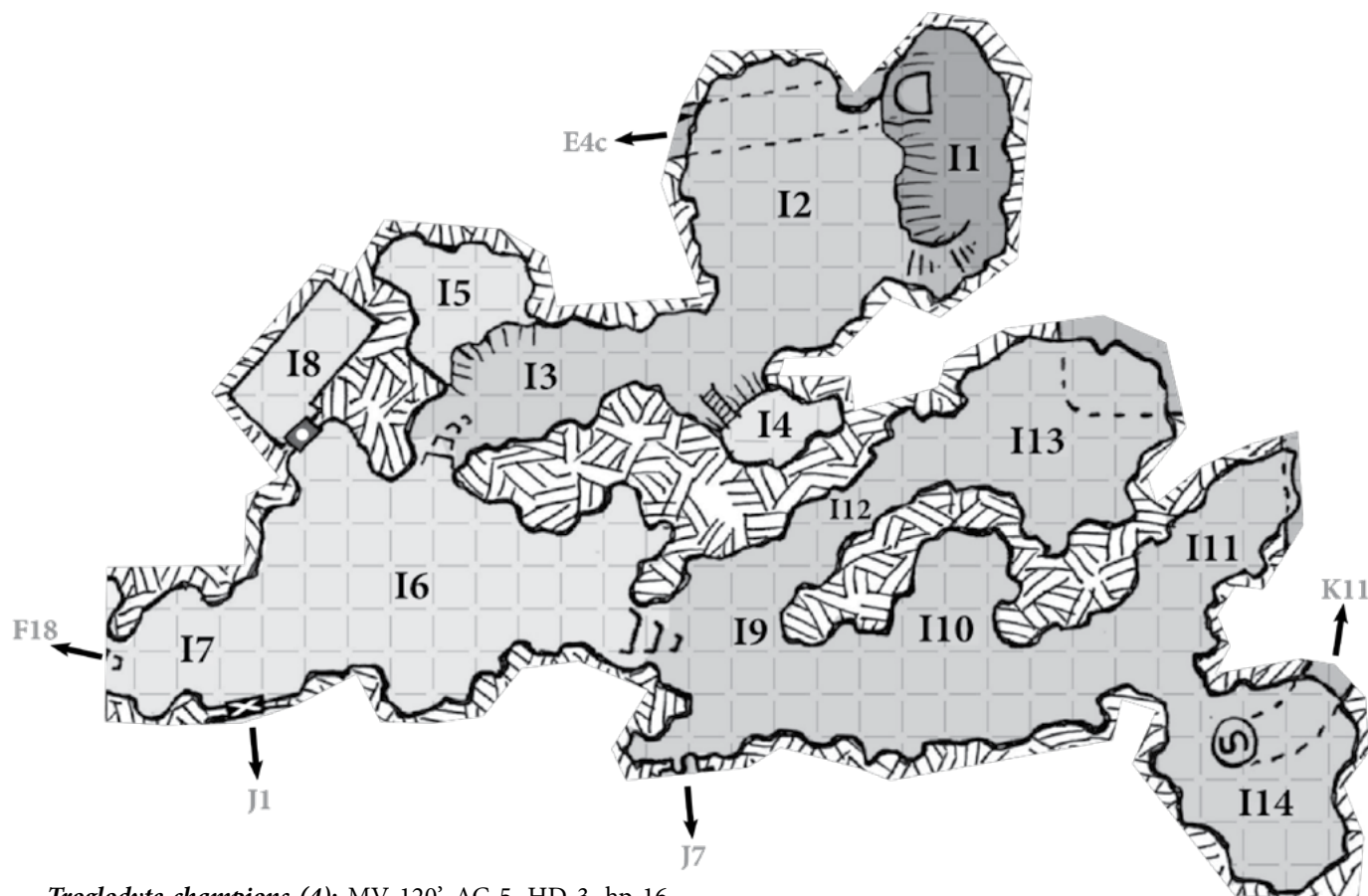
[MONSTER] The cave is inhabited by 27 troglodyte breeders, 15 troglodyte warriors, 4 troglodyte champions, the troglodyte sub-chieftain, and the troglodyte chieftain. The breeders are unarmed; the warriors each have 3 barbed darts (as javelins, but +3 to attack throws); the champions have hide armor, stone battle axes, and 3 barbed darts; and the chieftains have leather armor, stone battle axes, and 3 barbed darts.

Unless an alert has been raised, the warriors will be asleep in converted wall graves, while the breeders will be working at sharpening bones collected from the dead and chipping at shards of stone. Reveal the following:

Dozens of grotesque lizard-like humanoids are gathered in a loose circle near the center of the cave. About half are at work sharpening what look like bones, while the remainder are chipping at shards of stone. Around them, another few dozen of the creatures can be seen sleeping in the horizontal wall graves.

Troglodyte chieftain: MV 120', AC 7/9, HD 6, hp 28, #AT 3 (2 claws/bite 5+) or 1 (barbed dart 2+ or axe 5+), Dmg 1d4+3/1d4+3/1d4+3, 1d6+3, or 1d8+3, Save F6, ML +2, AL C, XP 320; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte sub-chieftain: MV 120', AC 6, HD 4, hp 20 each, #AT 3 (2 claws/bite 7+) or 1 (barbed dart 4+ or axe 7+), Dmg 1d4+2/1d4+2/1d4+2, 1d6+2, or 1d8+2, Save F4, ML +1/+2, AL C, XP 80; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)



Troglodyte champions (4): MV 120', AC 5, HD 3, hp 16 each, #AT 3 (2 claws/bite 8+) or 1 (barbed dart 5+ or axe 8+), Dmg 1d4+2/1d4+2/1d4+2, 1d6+2, or 1d8+2, Save F3, ML +1/+2, AL C, XP 50; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte warriors (15): MV 120', AC 4, HD 2, hp 9 each, #AT 3 (2 claws/bite 9+) or 1 (barbed dart 6+), Dmg 1d4/1d4/1d4 or 1d6, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte breeders (27): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d2, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[GRAVES] There are a total of 172 wall graves here, stacked in columns eight high, all dating to 2400 BE. While they carry the usual inscriptions, they have no remains or goods. Most of the wall graves are used for food storage, with various cave millipedes, crabs, and locusts kept sealed behind thin resinous walls.

[LOOT] One wall grave contains the warband's treasure, cobbled together from the other graves. It includes 775gp, 640ep, 37 bone figurines (37gp), 19 bronze hair-combs (19gp), 42 bronze rings (42gp), 33 small copper goblets (33gp), 20 copper circlets (20gp), and 104 copper necklaces (104gp). In total, the treasure in this room has a value of 5,025gp and weight of 24 3/6 st.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in I2, he will hear the sound of stone hammering on stone to the southwest (from I6). If the adventurers have already dealt with the troglodytes in I6, then no sound will be heard.

I3. ABYSSAL LEVEL WESTERN TUNNEL (2400 BE)

This 20'-wide tunnel ends to the southwest in rock-carved steps that ascend upwards (to I6). A large 20'-long, 10'-high ledge marks the northern wall of the tunnel (I5), near the steps, while a smaller, 10'-long, 8'-high ledge sits on the southern wall of the tunnel just where it branches off from the cave to the east (I4). The walls here are pierced with dozens of wall graves lined with foul resin.

I. DEEP LEVEL SOUTHERN CAVE COMPLEX

[GRAVES] There are 72 wall graves here, stacked in columns eight high, all dating to 2400 BE. As with those in **I2**, they have no remains or goods, having been re-purposed for food storage or resting places.

[NOISE] If the adventurers have not already dealt with the troglodytes in **I6**, then the sound of stone hammering on stone is clearly audible to the southwest. If they haven't dealt with the troglodytes in **I2**, then the sound of stone hammering on stone is clearly audible to the northeast.

I4. DEEP LEVEL TROGLODYTE EGG NEST (2400 BE)

A ladder of bone and sinew ascends up to an 8' high ledge. Whatever is atop the ledge smells horrid.

If characters ascend the ladder or otherwise scale the ledge, reveal the following:

The ladder reaches a 15'-wide, 15'-long terrace. 16 wall graves pierce the living rock of the terrace; all have been converted into egg nests. The eggs sit in beds of sewer sludge and are coated with a nauseating resin.

A huge, grossly fat *troglodyte breeder* with a blue head-spine watches over the eggs here. Due to her size, the breeder fights as a warrior, and she is armed with 3 barbed darts. The troglodyte breeder will lurk camouflaged until trespassers approach. Depending on circumstances, she might pull up the ladder and attack with darts, ambush characters who climb to the terrace, or – if sufficiently threatened – offer up a horrible screech to attract the attention of her kin in **I2** and **I6**. She has line of sight to the egg nest at **I5** as well and will raise the alarm if the adventurers disturb the nest there.

Gross troglodyte breeder: MV 120', AC 4, HD 2, hp 9, #AT 3 (2 claws/bite 9+) or 1 (barbed dart 6+), Dmg 1d4/1d4/1d4 or 1d6, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[TRAP] Due to the wretched stink from the eggs, any character ascending to the ledge must make a saving throw vs. Poison. If the saving throw fails, the character is overcome with nausea and can take no action except to crawl back down the ladder. The nausea continues for 1d4 rounds after the character has left the ledge.

[LOOT] [GRAVES] The 16 troglodyte eggs here are worth 45gp each. It takes one turn (10 minutes) to clean the eggs of the nauseating resin that coats them. The 16 wall graves carry the usual inscriptions but have no remains or grave goods.

I5. DEEP LEVEL TROGLODYTE EGG NEST (2400 BE)

A large 25'-long, 10'-high ledge hangs over the cavern here. The scent wafting from above can only be described as wretched, even by the standards of the sewers.

If characters scale the ledge, reveal the following:

The ledge flattens into a 25'-wide, 35'-deep terrace. Two dozen wall graves pierce the living rock of the terrace; all have been converted into egg nests. The eggs sit in beds of sewer sludge and are coated with a nauseating resin.

[TRAP] [LOOT] [GRAVES] Any character ascending to the ledge must make a saving throw vs. Poison or be overcome with nausea (see **I4**). The 24 troglodyte eggs here are worth 45gp each, but it takes one turn (10 minutes) to clean the eggs of the nauseating resin that coats them. The 24 wall graves carry the usual inscriptions but have no remains or grave goods.

I6. DEEP LEVEL GRAND CAVE (2300 BE)

This roughly triangular cave is about 50' long along its north-south axis and at least 60' wide along its west-east axis. Rough-hewn stairs descend downward from the middle of the northeastern face (to **I3**) and from the eastern tip (to **I9**). A stone slab door stands on the north-west face (to **I8**). To the west, the cave extends into darkness (**I7**). All the visible walls are extensively carved with wall graves. Several dozen wall graves have been converted into resting-cells, with beds made of foul resin, while others are sealed with resinous membrane like a monstrous honeybee nest.

[MONSTER] The cave is inhabited by 2 *troglodyte champions*, 11 *troglodyte warriors*, and 24 *troglodyte breeders*. The breeders are unarmed; the warriors each have 3 barbed darts (as javelins, but +3 to attack throws); and the champions have hide armor, stone battle axes, and 3 barbed darts.

Unless an alert has been raised, the warriors are snoozing, and the breeders are working on collecting bones from the dead and hammering at the walls to get stone. Reveal the following:

I. DEEP LEVEL SOUTHERN CAVE COMPLEX



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I. DEEP LEVEL SOUTHERN CAVE COMPLEX

Near the center of the cave, a dozen grotesque lizard-like humanoids are crouched over a pair of corpses of white-furred humanoids. The corpses have been horrifically ripped open, and the reptilian monsters are spattering viscera and blood as they work redly with tooth and claw to break and extract the corpses' bones. Another dozen of the lizard-like creatures are chipping away at the cave walls, flaking off shards of stone. Perhaps a dozen more can be seen sleeping in the horizontal wall graves.

Troglodyte champions (2): MV 120', AC 5, HD 3, hp 16 each, #AT 3 (2 claws/bite 8+) or 1 (barbed dart 5+ or axe 8+), Dmg 1d4+2/1d4+2/1d4+2, 1d6+2, or 1d8+2, Save F3, ML +1/+2, AL C, XP 50; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte warriors (11): MV 120', AC 4, HD 2, hp 9 each, #AT 3 (2 claws/bite 9+) or 1 (barbed dart 6+), Dmg 1d4/1d4/1d4 or 1d6, Save F2, ML +1/+2, AL C, XP 20; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

Troglodyte breeders (24): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d2, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[TRICK] The stone slab door to **I8** has been sealed in place with a thick layer of resin. The resin must be cut through or burnt off before the stone slab door can be opened. Cutting through the resin takes one turn (10 minutes). Burning the resin away takes only one round (10 seconds) but produces a putrescent stench. All characters within 10' of the door must make a saving throw vs. Poison. If the saving throw fails, the character is overcome with nausea and can take no action for 1d4 rounds. The stench attracts the attention of any surviving troglodytes in area **I**.

[GRAVES] There are a total of 120 horizontal wall graves here, all dated circa 2300 BE. While they carry the usual inscriptions, they have no remains or goods. Half of the wall graves are used for food storage, with various cave millipedes, crabs, and locusts kept sealed behind thin resinous walls.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **I6**, he will hear the sound of stone hammering on stone to the northeast (from **I2**). If the adventurers have already dealt with the troglodytes in **I2**, then no sound will be heard.

[LORE] A character who succeeds on an Animal Husbandry or Naturalism proficiency throw can identify the white-furred humanoids as white apes, a rare species of great apes that has adapted to subterranean living.

17. DEEP LEVEL GRAND CAVE WESTERN TUNNEL (2300 BE)

This tunnel is approximately 20' wide and 40' long. At the western tip of the tunnel, rock-carved stairs ascend upwards (to **F18**). A heavy bronze door with death's head handle, framed by a black marble cornice, stands partly opened on the tunnel's southern wall (to **J1**). To the east, the tunnel opens up into a vast cave that stretches into the darkness (**I6**). The walls are everywhere dotted with horizontal wall graves that have been coated with a resinous membrane, giving the cave the appearance of a hideous honeycomb.

[GRAVES] There are another 24 horizontal wall graves here, dated circa 2300 BE and used for food storage (as in **I6**).

[MONSTER] A purification font in area **J** serves as the primary water source for the troglodytes that live in area **I**. If the adventurers have somehow made their way here without defeating the troglodytes, make an encounter throw of 1d6 each turn; on a 5+, five troglodyte breeders arrive bearing terracotta amphorae (20gp, 1 st. each), heading into **J1** on their way to get water.

Troglodyte breeders (5): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d2, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

[NOISE] If the adventurers have not already dealt with the troglodytes in **I6**, then the sound of stone hammering on stone is clearly audible to the east.

18. DEEP LEVEL BROTHERS SEPULCHER (2300 BE)

The stone slab door opens to reveal a 30' wide x 15' deep sepulcher. The walls are plaster-lined, while the floor is tiled in black marble. The floor is uneven and cracked. Mosaics on the wall show a pair of heroic elven brothers fighting in a valiant last stand against bronze-armed dwarves. Low, bronze-plated daises rise from either end of the chamber. Atop them, a pair of painted bronze sarcophagi bear the visages of the same elven brothers. Amidst many heaps of broken pottery can be seen a few intact grave goods – a pair of terracotta bowls, sets of terracotta canopic jars, a hepatizon statuette, and an ivory war-horn. A few thousand silver coins have spilled from pottery and litter the chamber floor.

I. DEEP LEVEL SOUTHERN CAVE COMPLEX



I. DEEP LEVEL SOUTHERN CAVE COMPLEX

[MONSTER] The two elven brothers are now *mummy warlords*. Each wears bronze scale armor (equivalent to chain) and carries a round bronze shield and a *masterwork bronze battle axe* (650gp value each, +1 to hit and damage).

Mummy warlords (2): STR 16; MV 60'; AC 11, HD 5+1**, hp 31, 30, #AT 1 (touch 5+ or masterwork battle axe 4+), Dmg 1d12+4 + mummy rot or 1d6+8, Save F5, ML +4, AL C, XP 660; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] The *painted bronze sarcophagi* are worth 500gp and weigh 20 st. each. The grave goods include *two terracotta libation bowls decorated with griffins* (15gp, 1/6 st. each) holding 1,000sp each (2,000sp total); *eight terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each); an *hepatizon statuette of a six-armed demonic warrior* (900gp, 3/6 st.); an *ivory war-horn engraved with hymns of battle* (500gp, 1/6 st.); and 2,000sp. In total, the treasure in this room has a value of 4,330gp and weight of 46 2/6 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statuette as a representation of Bel, the Slaughterprince, Chthonic god of war.

[LORE] A character who succeeds on a Lore mastery proficiency throw, or a Knowledge (history) proficiency throw at -4, knows that the Argolléan elves came close to defeat in the so-called Bitter War with the dwarves around 2300 BE.

19. DEEP LEVEL Y INTERSECTION (2200 BE)

The rough-hewn steps (from **I6**) descend into a 40' wide cavern with two exits 20' to the east. The northeast exit is a 15' wide tunnel that runs into the darkness (to **I12**). To the southeast, the tunnel widens to 20' and then to 25' before opening up into a large cavern (**I10**). About two dozen horizontal wall graves pierce the walls.

[GRAVES] The 24 graves here are dated circa 2200 BE. They carry the usual inscriptions, remains, and goods (average 108gp worth).

[TRICK] One wall grave in the southern wall conceals a secret door (to **J7**). If found, the secret door can be opened by sliding the plastered rear wall of the grave up (like a hatch).

[NOISE] If the adventurers have not already dealt with the troglodytes in **I6**, then the sound of stone hammering on stone is clearly audible to the west.

110. DEEP LEVEL SECONDARY CAVE (2200-2100 BE)

The 20'-wide tunnel (from **I9** or **I11**) widens here to the north, forming a cavern that measures about 50' wide. After 30', it narrows again to 20' width and continues on into the darkness (to **I11** or **I9**). All of the rocky walls are pierced with horizontal wall graves.

[GRAVES] There are 36 graves along the south wall and 48 along the curving north wall, 84 total. The graves date from around 2200 BE (in the western half of the cavern) to 2100 BE (in the eastern half). They carry the usual inscriptions, remains and goods (average 378gp worth).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **I10**, he will hear the sound of stone hammering on stone to the west (from the troglodytes in **I6**). If the adventurers have already dealt with the troglodytes in **I6**, then no sound will be heard.

111. DEEP LEVEL SECONDARY CAVE NORTHEAST (2100 BE)

The 20' wide tunnel (from **I10**) now arcs northeast for about 60'. The tunnels' north wall is pierced here and there with horizontal wall graves, perhaps a dozen total. A 10' wide side tunnel exits to the southeast (to **I14**).

[GRAVES] The 12 graves here are dated circa 2100 BE and carry the usual inscriptions, remains, and goods (average 54gp worth).

112. DEEP LEVEL SIDE TUNNEL (2200 BE)

This tunnel runs northwest from the Y intersection at the rough-hewn steps (**I9**) before opening up into a large cavern (**I13**) ahead. The tunnel walls are lined with dozens of horizontal wall graves.





[GRAVES] 72 graves have been excavated along the walls. All are dated circa 2200 BE and carry the usual inscriptions, remains, and goods (average 324gp worth).

II3. DEEP LEVEL DECORATED CAVE (2100 BE)

The tunnel from the southwest opens up into a 50' x 35' irregular oval cavern. Countless horizontal wall graves pierce the walls of the cavern on all sides. A *pale lizard-like humanoid, stooped and wretched with age*, slowly chisels drawings into the stone of the cave. Countless other drawings have already been chiseled into the rock, a process that must have taken years, or even generations, to accomplish.

[MONSTER] This is the lair of the *troglo-dyte shaman*, the oldest member of her tribe. It is her responsibility to maintain the history of her tribe, recounted in the extensive drawings on the cave-floor. If not immediately attacked, the shaman will attempt to negotiate peace for its tribe, pointing to the cave drawings to illustrate her points.

Troglo-dyte shaman: MV 120', AC 6, HD 4, hp 20, #AT 3 (2 claws/bite 7+) or 1 (barbed dart 4+ or axe 7+), Dmg 1d4+2/1d4+2/1d4+2, 1d6+2, or 1d8+2, Save F4, ML +1/+2, AL C, XP 80; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2

attack throws); Repertoire: as 4th level cultist

[GRAVES] 60 more graves have been excavated in this portion of the caves, dated circa 2100 BE, and with the usual inscriptions, remains, and goods (average 270gp worth).

[LORE] The cave drawings depict, in crude fashion, the history of the Nethercity. The drawings show troglodytes bowing to thin humanoids; cave-ins and rock falls; piles of troglodyte corpses; troglodytes over a font of water; troglodytes standing on a large pedestal, laden with prey; troglodytes fighting burly humanoids; a flood of sewage; and troglodytes hunting giant insects. The newest cave drawing might show thin humanoids laden with weapons – the number depicted equal to the size of the adventuring party.

[LORE] The troglodyte shaman remembers that warriors of her tribe once used a “magic rock” in a “cavern of the ants” to make hunting expeditions to “an endless cavern without walls or ceiling.” She may offer to guide adventurers to there (L4) if they will agree not to harm the tribe any further. She is unaware of the green slime in L3.

II4. DEEP LEVEL MEMORIAL TO THE FALLEN (2100 -2000 BE)

This semi-circular cave is roughly 40' in diameter with 20' ceilings. All of its walls are pierced with horizontal wall graves. A 15' tall stone pillar, inscribed with countless Ancient Argollëan runes, stretches upwards near the center of the cave (where the S is on map).

J. DOOM TEMPLE OF DIRGION

[TRICK] Anyone touching the pillar hears the names of the dead being chanted in Ancient Argollëan.

[TRICK] A character can discover a secret panel on the southern face of the pillar with a successful proficiency throw to find secret doors. If opened, the secret panel leads to the interior of the pillar (which is hollow), where a stone ladder leads down 10' (to the floor of **K11**). Characters who entered the hollow pillar by ascending the ladder from **K11** will easily see the secret panel leading out – it's only hidden from the outside.

[GRAVES] There are 144 wall graves stacked in columns of eight lining the walls. All date circa 2100 to 2000 BE and carry the usual inscriptions, remains, and goods (average 648gp worth).

[LORE] A character who succeeds on a Lore mastery proficiency throw, or a Knowledge (history) proficiency throw at -4, knows that the Argollëan elves finally won the Bitter War around 2,000 BE.

[LORE] Characters fluent in Ancient Argollëan can translate the inscription on the pillar to Common as “forever shall we honor those who died for our people during the bitter war against the dwarves.” The rest of the runes are the names of elven casualties.

J. DOOM TEMPLE OF DIRGION

J1. DOOM TEMPLE ANTECHAMBER (2300 BE)

Past the great bronze door is a 20'-wide, 30'-long antechamber with 15' ceilings. The walls are paneled with grey marble, speckled with black and green, while the floor is of black marble. Cracks and upheavals give notice of some ancient quake. A cedar door, with black marble framing and death's head handles, stands partly open on the south wall (to **J4**). On the west wall, a stone slab door seals a side passage westward (to **J2**). The stone slab door is smoothed and polished, as if by the touch of countless hands over hundreds of years.

[MONSTER] A purification font in area **J** serves as the primary water source for the troglodytes that live in area **I**. If the adventurers have somehow made their way here without defeating the troglodytes, make an encounter throw of 1d6 each turn; on a 5+, five troglodyte breeders arrive, each carrying a terracotta amphora (20gp, 1 st. each), heading to **J4** on their way to get water.

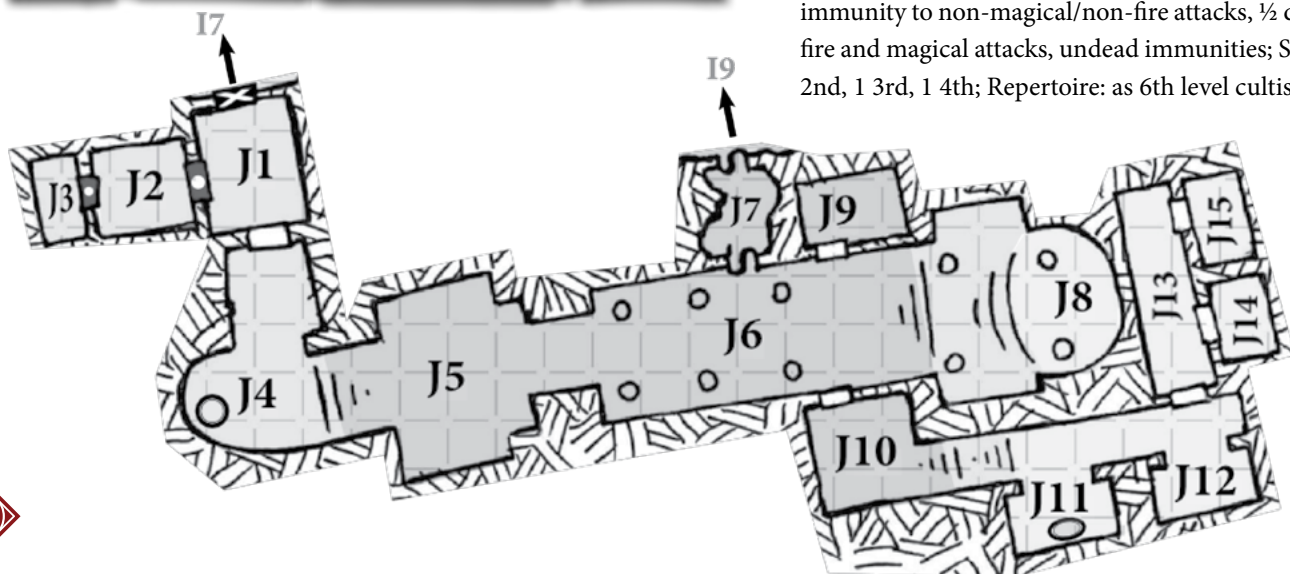
Troglodyte breeders (5): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d2, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)

J2. DOOM TEMPLE MARTYR TOMB (2300 BE)

This 15' x 15' tomb has walls of grey and black marble and a floor of black marble. In the middle of the tomb is a black marble sarcophagus, exquisitely carved in the perfect likeness of a grim-faced elven patriarch. The far wall has a stone slab door (to **J3**).

[MONSTER] The creature within is a *mummy cultist of Dirgion* infested with 10 *sarcophagal worms*. The mummy will have begun to awaken when the stone slab door from **J1** was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast **strengthen the unliving** (see New Spells, p. 159) on six of his sarcophagal worms (granting each 1d10+6 temporary hit points), then **resist fire** on himself.

Mummy cultist of Dirgion: MV 60', AC 6, HD 6+1***, hp 28, #AT 1 (touch 5+), Dmg 1d12 + mummy rot, Save F5, ML +4, AL C, XP 1,280; Special: control undead (as 6th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), inexorable (immune to fear), inspire dread (6/day), lordship of undead, mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities; Spells: 3 1st, 3 2nd, 1 3rd, 1 4th; Repertoire: as 6th level cultist of Dirgion



Sarcophagal worms (10): MV 30', AC 3, HD 1**, hp 4 each, #AT 1 (bite), Dmg 1d4 + disease, Save F4, ML N/A, AL C, XP 16; Special: contributory fear (-1 penalty to saves v. mummy's fearsome visage per worm), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

J3. DOOM TEMPLE TOMB VAULT (2300 BE)

This 15' x 10' vault holds a *canopic shrine of gilded cedar adorned with gold skulls*. Atop the shrine lies a *small black box*. Scattered around the vault are numerous tapestries, too musty and ancient to be of value, and dozens of broken pieces of pottery, but a large *terracotta funeral urn painted with black vultures* remains intact.

[LOOT] The *canopic shrine* (1,275gp, 7 st.) contains the mummy's four *terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). The small black box is actually an *ebony jewelry box with a jet scarab* (125gp, 1/6 st.). It contains three *moonstones* (50gp each) and a *silver ring set with amber* (300gp). The *terracotta funeral urn* (50gp, 3/6 st.) holds 750gp. In total, the treasure in this room has a value of 2,750gp and weight of 8 2/6 st.

J4. DOOM TEMPLE NARTHEX (2300 BE)

Past the cedar door is a 15' x 15' walkway that leads into a temple narthex. The west wall of the narthex is a curved stone wall with a semi-dome ceiling 15' above. In the geometric center of the narthex is a circular basin of black marble, filled with water. An Ancient Argollëan phrase is inscribed on the basin. To the east, the narthex descends down four great marble steps into a wide nave (J5).

[MONSTER] The purification font serves as the primary water source for the troglodytes that live in area I. If the adventurers have snuck into this room without defeating the troglodytes, make an encounter throw of 1d6 each turn that the characters linger in this room; on a 5+, five *troglodyte breeders* arrive, terracotta amphorae (20gp, 1 st. each) in hand to gather water.

Troglodyte breeders (5): MV 120', AC 3, HD 1+1, hp 6 each, #AT 3 (2 claws/bite 9+), Dmg 1d2/1d2/1d2, Save F1, ML 0/+1, AL C, XP 15; Special: chameleon (imposes -2 penalty on surprise rolls), horrid stench (5' radius, save v. Poison or -2 attack throws)



[LORE] [TRICK] Characters fluent in Ancient Argollëan can translate the inscription to Common as "Wash yourself of shame before stepping into the sacred halls." The basin constantly refills with a permanent *create water* spell. Chaotic characters who purify themselves here receive the benefit of a **bless** spell, while Lawful and Neutral characters suffer the reverse, a **bane**. While these effects last (6 turns), the purified character(s) can pass through the Doom Temple Nave (J5) without being attacked by the lurking shadows. The protection does not apply outside of J5.

J5. DOOM TEMPLE NAVE (2300 BE)

The temple's nave is 25' long and 35' wide, with a 15' long, 15' wide arcade separating the nave from a colonnaded templon to the east (J6). Bronze-trimmed cedar pews fill the nave, but virtually all have toppled over. Here and there, the black marble flooring is rent as if by ancient tremors in the earth.

[MONSTER] [TRICK] When the party enters the nave, 8 *shadows* will emerge from the templon area. The shadows attack any creature that has failed to anoint itself at the Doom Temple Narthex (J4).

8 shadows: MV 90', AC 2, HD 2+2**, hp 15, 13, 12, 11, 11, 10, 10, 7, #AT 1 (touch 8+), Dmg 1d4 + STR drain, Save F2, ML +4, AL C, XP 59; Special: devitalizing touch (drains 1 STR for 8 turns), immunity to non-magical weapons, infectious (creature drained to 0 STR becomes shadow immediately), shadow immunities (poison, charm, sleep, hold)

J6. DOOM TEMPLE TEMPLON (2300 BE)

Three pairs of fluted columns support a 20' ceiling overhead this 80' long 30' wide templon. Two of the columns have visibly cracked, and the ceiling mortar is strained and loose in many places. The north and south walls display marvelously worked mosaics of glass and ornamental stone: the mosaic on the north wall shows a grey-robed god casting panic-stricken humans into a sea of fire, while that on the south wall shows elven dead rising in mass from earthen graves. Past the mosaics, arched doorways and open windows pierce both the north and south walls. The doorways each have a half-height door of cedar, and in combination with the window openings, make visible a pair of small rooms that sit both north (J9) and south (J10) of the templon. A 15'-wide arcade separates the templon from a nave to the west (J5), while an ambon of four marble steps leads to the chancel to the east (J8).

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the figure depicted in the northern mosaic as Dirgion, the Doombringer, Chthonic god of doom, death, and undead; and the events depicted in the southern mosaic as the Awakening, the promised end times of the Chthonic faith.

[TRICK] A secret door is disguised within the mosaic on the north wall; if found, a 5' segment of mosaic can be opened up to reveal a short 10' tunnel (J7).

J7. DOOM TEMPLE SECRET TUNNEL (2300 BE)

This 15' long, 10' wide tunnel has several bronze pipes fitted into the tunnel wall. It terminates at either end in a smooth stone wall.

[TRICK] Any sounds made into the pipes here echo through the Nave (J5) and Templon (J6) at differing volumes, ranging from a whisper to a boom. In ancient days, these pipes were used by the priests of Dirgion during services.

[TRICK] A secret door is concealed at either end of the tunnel. The secret door to the north pulls open like the lid of a hatch from the back of a horizontal wall grave in J9. The secret door to the south pushes out into J6.

[TRICK] [LOOT] A bone key is hidden in the largest bronze pipe. It will automatically be detected by any character blowing or speaking into the pipe; otherwise it requires a successful proficiency throw to detect traps to find it. The bone key can grant entrance to the Sanctuary (J14) and Reliquary (J15).

J8. DOOM TEMPLE CHANCEL (2300 BE)

Beyond the templon, an ambon of four marble steps lead up to a 30'-long, 25'-wide dais with 5' transepts on each side. The ceiling 20' above the dais is supported by two fluted columns. The dais rises two additional steps to reach the temple's chancel, where a jeweled, gilded acacia wood cathedra (throne) sits on the far side of a 25'-wide, 15'-long circular apse. Two fluted columns rise from the apse to the semi-dome ceiling, 25' above. Above the throne, a massive crack runs up the east wall of the apse until it reaches the ceiling, now partially collapsed, leaving glass, beads, and colored stones scattered everywhere; the mosaic they came from is only dimly recognizable as being the fingers of a man's hand, outspread over the chancel.

[TRICK] The cathedra is a chaotic altar that has left the Chancel a **blighted sinkhole of evil** (see *ACKS Core*, p. 251). Divine spellcasters of lawful alignment turn undead as if four class levels lower while in the Chancel.

[MONSTER] [TRICK] The cathedra is protected by an *incarnation of terror* (see *New Monsters*, p. 145), which lurks unseen in the wall of the Chancel. If an unanointed creature (e.g. one that has failed to anoint itself at the Doom Temple Narthex) even approaches within 15' of the cathedra, or any creature loots the cathedra of its jewels, the incarnation of terror will emerge and attack.

Incarnation of terror: MV 120', AC 12, HD12***, hp 54, #AT 1 touch + special, Dmg 1d10 + special, Save M12, ML +4, XP 3900; Special: bone-chilling touch, dreadful to behold, soul-chilling cry, immune to ordinary weapons, undead immunities

[TRAP] There is a pressure plate hidden beneath the cathedra that is pushed down when a force of 100lbs or more is applied to the cathedra (e.g. by someone sitting on it). The pressure plate can be detected with a successful proficiency throw to detect traps, and jimmied to either the "up" or "down" position (thief's choice) with a successful proficiency throw to remove traps. When the pressure plate is pushed down, the trap on the door to the Reliquary (J15) is deactivated.

[LOOT] The glass and colored stones of the mosaic are valueless, but the cathedra is adorned with 20 *red garnets* (250gp each) and 20 *black garnets* (250gp each). In total, the treasure in this room has a value of 10,000gp.

J9. DOOM TEMPLE NORTHERN SANCTUARY (2300 BE)

This 15' x 10' side room has a half-height cedar door and two open windows, making it easy to see into the templon. Ancient bronze-and-cedar seating, dusty and undisturbed, is arranged to look through the openings into the templon (J6). A stone pipe organ has been built into the eastern wall.

[TRICK] There are no monsters or treasures in this room, but characters who play the organ pipe trigger an encounter throw.

J10. DOOM TEMPLE SOUTHERN SANCTUARY (2300 BE)

This 15' x 15' side room has a half-height cedar door and two open windows. Ancient bronze-and-cedar seating, dusty and undisturbed, is arranged to look through the openings into the templon (J6). Marble stairs lead upwards 10' through an opening in the east wall.

[MONSTER] [TRICK] 6 shadows lurk here. The shadows do not reveal themselves to characters when they enter the Sanctuary from the Templon (J6). However, they will immediately attack any characters that *return* from upstairs without purifying themselves at the Sacarium (J12).

6 shadows: MV 90', AC 2, HD 2+2**, hp 14, 12, 11, 10, 10, 8, #AT 1 (touch 8+), Dmg 1d4 + STR drain, Save F2, ML +4, AL C, XP 59; Special: devitalizing touch (drains 1 STR for 8 turns), immunity to non-magical weapons, infectious (creature drained to 0 STR becomes shadow immediately), shadow immunities (poison, *charm*, *sleep*, *hold*)

J11. DOOM TEMPLE SACRARIUM (2300 BE)

The floor and ceiling of this 15' x 10' sacarium have crown moldings of ebony and ivory, with grey and black marble walls and black marble flooring. A white marble font sits on the crumbling, tattered remains of rich red brocade, near the southern wall. Ancient Argollëan runes are inscribed above the font.

[LORE] [TRICK] Characters fluent in Ancient Argollëan can translate the inscription to Common as "The purified body does not putrefy with death." The font constantly refills with a permanent *create water* spell. Chaotic characters who purify themselves here receive the benefit of a **bless** spell, while Lawful and Neutral characters suffer the reverse, a **bane**. While these effects last, the purified character(s) is protected against some of the creatures in the Doom Temple. They can pass through the Southern Sanctuary (J10) without being attacked by the lurking shadows, and can (if wearing the **shadowcowl robe** found in J14) take items from the Reliquary (J15) without being attacked by the jackals there. The protection does not apply outside of J10 and J15.

J12. DOOM TEMPLE VESTRY (2300 BE)

This 15' x 10' vestry has crown moldings of ebony and ivory, with grey and black marble walls and black marble flooring. A well-appointed table has toppled over and shattered, and the many grey robes that were hung on its wall hangers have fallen. A cedar door stands closed in the north wall (to J13).

[LOOT] The grey robes are rotted and worthless.

J13. DOOM TEMPLE UPPER GALLERY (2300 BE)

Opening the cedar door (from J12) reveals a 15'-wide and 40'-long gallery with grey and black marble walls and black marble flooring. 10' into the gallery, a cedar door stands closed on the east wall (to J14). 20' past it, stands a second cedar door on the east wall (to J15).

[TRICK] The doors to the Sacristy (J14) and Reliquary (J15) are locked. The *bone key* found in the Secret Tunnel (J7) can unlock the doors; otherwise, their locks can be picked with a successful proficiency throw.

[TRAP] The door to the Reliquary (J15) is trapped. A character who succeeds on a proficiency throw to detect traps will notice six thumb-sized holes in the threshold of the door. If the door is opened while the trap is active, poison darts are launched out of the holes. The six darts attack whichever adventurer opened the door with attack throws of 10+. Each dart that hits deals 1d4+1 points of damage and requires a saving throw vs. Poison. On a failed saving throw, the adventurer suffers an additional 2d12 points of damage and is paralyzed for 2d4 turns. The damage and the duration of the paralysis is cumulative if multiple saving throws are failed. The poison dart trap is automatically disarmed if at least 100lbs of force is being applied to the pressure plate below the cathedra in the Chancel (J8); otherwise, the holes can be solidly plugged with a successful proficiency throw to remove traps.



J14. DOOM TEMPLE SACRISTY (2300 BE)

The locked door opens to reveal a 10'-deep x 15'-wide room with grey and black marble walls. *Five terracotta scroll jars* along the east wall have toppled, spilling *ancient scrolls* onto the black marble floor. *Four cedar chests* are arranged along the south wall.

[LOOT] The *five terracotta scroll jars* (5gp, 1/6 st. each) have spilled *religious record scrolls* (675gp value, 1 st.). The four cedar chests are all locked. If opened, they are found to contain:

- #1: Black and red altar linens, moldy and worthless.
- #2: Temple hangings, displaying the symbol of a skull within a grey cowl. A character who succeeds on a Lore mastery or Theology proficiency throw can identify this as a holy symbol of Dirgion, the Doombringer, Chthonic god of doom, death, and undeath.
- #3: Eighteen grey-cowled robes. All are rotted and worthless, save one which has endured through the ages. It is a **shadowcowl robe** (see New Items, p. 135).
- #4: 20 sticks of frankincense (20gp each) and 2 scented wooden boxes of myrrh (25gp, 1/6 st.).

In total, the treasure in this room has a value of 1,150gp and weight of 2/6 st.

[LORE] Characters fluent in Ancient Argollëan can read the religious record scrolls. One record is a chronological list of Hierophants of the Secret Mysteries, recording their names as Garbhan, Naomhan, Mairenn, Eoghan, Anya, Urard, and Orthanach. (Characters who know Orthanach's name can bypass certain traps in the Secret Tomb of the Hierophant (Area O).

J15. DOOM TEMPLE RELIQUARY (2300 BE)

Past the door is a 10'-deep x 15'-wide room with grey and black marble walls. Mounted on the walls are fittings for ancient shelves; the shelves have collapsed, spilling *golden temple relics* and *smashed and broken glass* all over the black marble floor. In the center of the room, an *ebony and dawn redwood chest* is flanked on either side by a sinister life-sized statue of a *black jackal*.

[MONSTER] **[TRICK]** The statues are actually *jackals of darkness*. They will attack any trespassers, preferably starting with whichever hapless intruder was paralyzed by the poison dart trap. However, a character who has purified himself in the Sacrament (J11) and donned the **shadowcowl robe** found in the Sacristy (J14) can freely enter and remove items from the reliquary without fear of the jackals (even if he sets off the trap).

Jackals of darkness (2): MV 140', AC 5, HD 4**, hp 20, 18, #AT 1 (bite), Dmg 1d6, Save F4, ML +4, AL C, XP 285; Special: black fire (envelops one opponent within 50' range dealing 1 hp per round), undead immunities

[LOOT] The temple relics include a *gold libation bowl* (400gp, 1/6 st.), a *gold basin* (2,500gp, 1 st.), 2 *gold incense dishes* (100gp each), a *gold thurible* (**censer of prophetic dreams**, see New Items, p. 130; apparent value 400gp), a set of 4 *gold goblets with obsidians and red garnets* (300gp each), a *sculpted gold skull mask* (1,000gp), and a *sculpted iron mask* (**iron mask of Cyfaraun**, see New Items p. 132; apparent value 200gp). Amidst the broken glass, a single *vial of clear, bubbling liquid* (a **potion of freedom**) has survived the collapse of the shelves.

[LOOT] The *ebony and dawn redwood chest* (600gp, 4 st.) contains 2,000gp, 500gp, and a *locked bronze box*. Inside the box are 3 *polished rubies* (1,000gp each) and two items wrapped in oilcloth. The first is a *bone wand with a black skull carved on one end* (a **wand of fear**, 11 charges). The second is an *obsidian ring, adorned with bloodstone* (**ring of life protection**, apparent value 300gp).

In total, the treasure in this room has a value of 10,400gp and weight of 6 4/6 st.

K. HALLOWED HALL OF HEROES

K1. HALLOWED HALL ANTECHAMBER (2000 BE)

A 12' tall bronze door (to **L9**) with the carved likeness of a lion head in high relief stands on the north wall of this 20'-wide and 30'-long rectangular room. The walls and floor are paneled with red marble with black striations, while the ceiling 20' overhead is volcanic stone. Mosaics on the east and west walls depict the mustering of bronze-armed elves for war. A cedar door leads west (to **K2**), while a hallway exits from the east wall, heading south (to **K12a**).

K2. HALLOWED HALL INNER GALLERY ANTECHAMBER (2000 BE)

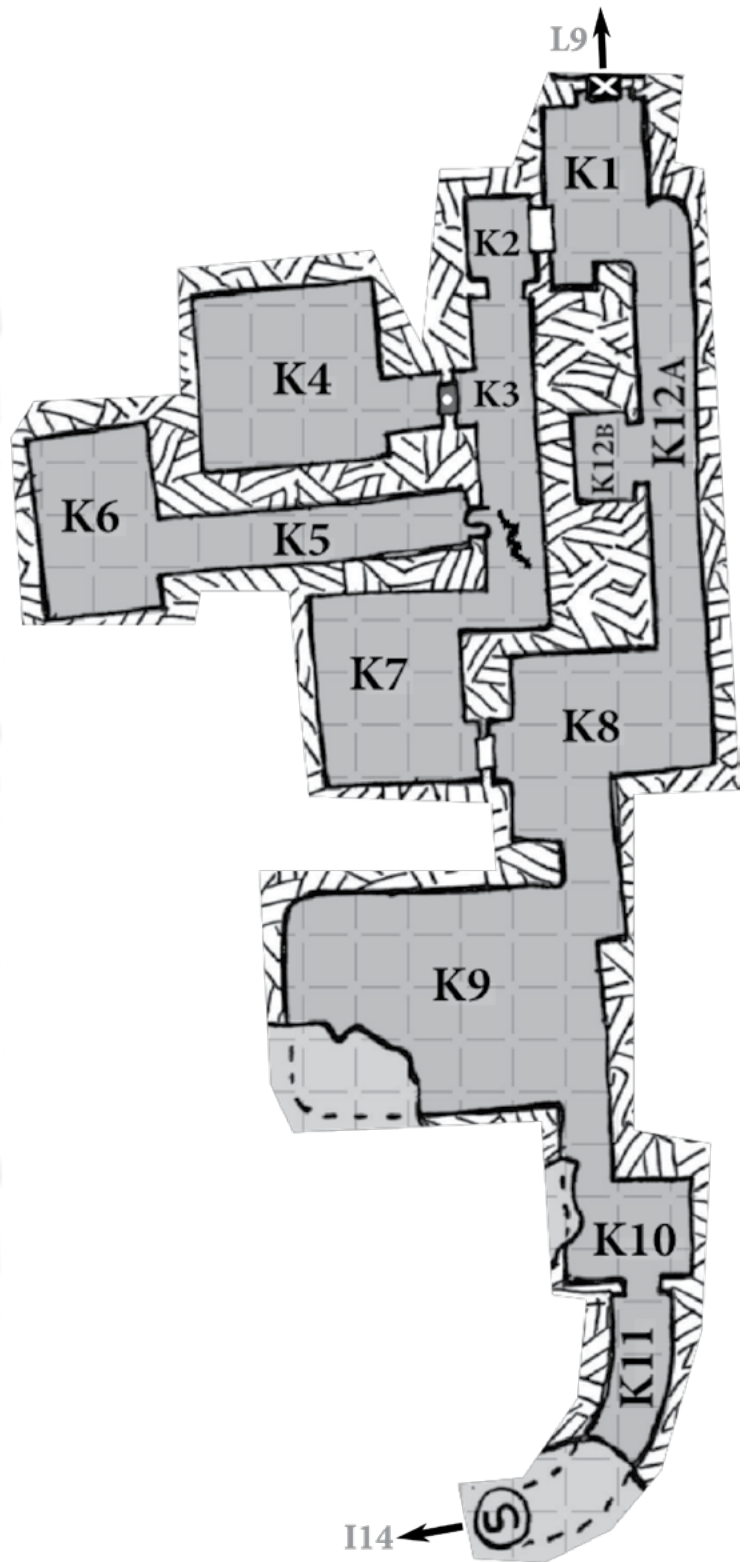
The cedar door opens from the east (**K1**) into a 15' x 15' antechamber with a marble archway to the south. Through the archway is a 10'-wide gallery with 20' ceilings. The antechamber and gallery both have floors of red-and-black marble.

K3. HALLOWED HALL INNER GALLERY (2000 BE)

This gallery stretches 50' north-south and stands 10' wide, with 20' ceilings. The floor is laid with black-striated red marble. The east wall of the gallery is adorned with a series of four mosaic panels, depicting the blockade, reduction, assault, and destruction of a mighty dwarven vault. The west wall has a stone slab door 15' past the archway (to **K4**). To the north, the gallery exits through an archway, while to the south a large crack mars the floor just before the gallery makes a turn westward (to **K7**).

[LORE] A character who succeed on a Lore mastery proficiency throw, or a Knowledge (history) proficiency throw at -4, can identify the events depicted in the mosaic as the siege of Azen Khador, which ended the Bitter War.

[TRICK] Just before the turn (near the crack), the mosaic panel is actually a secret door. If found, it can be slid open to gain access to **K5**.



K4. HALLOWED HALL HERO TOMB (2000 BE)

Past the stone slab door (from **K3**) is a short hallway that leads into a 35'x 30' tomb with 15' ceilings. The walls and floor here are paneled with red-and-black marble, but the stone is badly cracked from ancient quakes. A vertical wall grave has been carved into each of the tomb's walls. Each wall grave holds a strange figure resembling a *four-armed elven skeleton* wearing a conical bronze helmet and carrying *curved bronze shortswor*ds in each of its four hands.

[MONSTER] The four-armed skeletons are *greater undead bone golems*, creations of elven necromancy that wed elven souls to golem bodies (see New Monsters, p. 144). The undead bone golems will have awakened when the stone slab door from **J3** was disturbed and will attack anyone who enters.

Greater undead bone golems (4): MV 120', AC 7, HD 8**, hp 40 each, #AT 4 (masterwork shortswords 2+), Dmg 1d6+1, Save F8, ML +4, AL C, XP 1,600

[LOOT] The bone golems are equipped with *masterwork shortswor*ds (650gp each, 10,400gp total) that grant +1 to hit and damage.

K5. HALLOWED HALL TRAPPED CORRIDOR (2000 BE)

The secret door (from **K3**) opens to reveal a 60' long corridor. The walls of the corridor are made of polished black marble, while the floor and 10' ceiling are tiled with 10'-wide, 5'-long black marble slabs. Carved on each floor slab is the 4' diameter image of the winged sun, highest holy symbol of the Empyrean gods, so that with every boot step, a walker crushes the winged sun under his heel.

[TRAP] The hallway is wide enough that a worshipper of Ammonar might avoid sacrilege by stepping along either edge of the sun. However, halfway down the hall a pair of pressure plates are concealed on the edges of the floor slab. Adventurers who are avoiding the holy symbol will likely trigger the plates. The Judge should roll 1d6 for each character that walks along the edges of the hall; on a 1-4 the character has triggered the pressure plates. If the pressure plates are triggered, they cause a pair of 10'-wide, 5'-long, and 15'-high marble slabs to immediately drop, one at the west and one at the east end of the hall. Any characters standing beneath the slabs when they fall must make a saving throw vs. Death. (Characters with Acrobatics proficiency gain a +2 bonus to the saving throw.) Those that fail are killed by the impact. Those that succeed can either dive into, or out of, the hallway (their choice).

[TRAP] Once the slabs have dropped, they are immovable, even with a **knock** spell. Each slab has 50 shp. Slabs can be destroyed with magic such as **disintegrate** or **rock to mud**, or cut through with excavation as a 50gp construction project. Up to four characters can work on breaking through a slab. There are 30 man-days of air in the corridor (from 6,000 cubic feet of air), but no food and water.

K6. HALLOWED HALL HERO VAULT (2000 BE)

The hallway leads to a 20'-wide x 40'-long vault, where the treasures of ancient heroes and spoils of forgotten wars are kept. On the west wall is a weapon rack which holds a *curved silver-hilted shortswor*d sheathed in a *gleaming ebony scabbard* and a *bone-colored longbow* hanging next to a *polished ebony quiver*. At the foot of the rack sits a *cloak and pair of boots made of an iridescent fabric*.

Along the south wall sit a *pair of locked bronze chests*. In the vault's center lies a massive tribute pile: *tens of thousands of silver, electrum, and gold coins* topped by *various trophies of elven conquest*.

[LOOT] The weapon racks which holds a *curved rune-etched sword of orichalcum with a silver and ivory hilt* (**shortswor**d +2 of valor, named Ardghal, "high valor," apparent value 650gp) sheathed in a *polished ebony scabbard inlaid with electrum* (550gp, 1/6 st.); and a *dragonbone longbow* (**longbow** +1, apparent value 650gp), hanging next to a *polished ebony quiver inlaid with electrum* (550gp, 1/6 st.). At the foot of the rack sits an *iridescent spidersilk cloak and boots* (**elven cloak and boots**, apparent value 150gp).

[LOOT] There are two locked *bronze chests* (125gp, 5 st. each). The first holds 2,000sp, 100 quartzes (10gp each), 15 bloodstones (50gp each), 8 amethysts (100gp each), and 1 ruby (1,000gp). The second holds 2,000sp, 40 small crystals (10gp each), and 4 emeralds (1,000gp each).

[LOOT] The tribute pile contains 10,000sp, 10,000ep, 10,000gp, a golden goblet with four red garnets (1,000gp), a collar cut from a single sheet of gold (800gp), a pair of gold earrings (500gp each), an exquisitely-carved ivory war-horn (**horn of the eagle**, see New Items, p. 132, apparent value 750gp), a gold trumpet (1,200gp, 3/6 st.), and a chryselephantine statuette of a hammer-wielding dwarven warrior (900gp, 2/6 st.).

[LORE] A character who succeeds on a Lore mastery proficiency throw, or a Knowledge (history) proficiency throw at -4, can identify the coin in the tribute pile as the mint of Azen Khador, the greatest dwarven vault of antiquity. A character who succeeds on a Lore mastery or Theology proficiency throw can identify the statuette as a dwarven representation of Tūras, Empyrean god of justice.

In total, the treasure in this room has a value of 30,600gp and a weight of 45 st.

K7. HALLOWED HALL CHAMBER OF NAMES (2000 BE)

The polished marble walls of this 30' x 35' room are inscribed with the names of thousands of elves, from the red-and-black marble floor up to the ceiling 20' above. The ceiling is a mosaic which shows a bird's eye panorama of a battle between an elf-led lizardman army and a dwarven force, though it is too badly cracked from ancient quakes to be able to identify the specific battle. A hallway heads east out of the northeast corner (to **K3**), while a cedar door at the south end of the room exits east (to **K8**).

K8. HALLOWED HALL OUTER GALLERY (2000 BE)

This L-shaped gallery is 30'-long and 30'-wide, with 20' ceilings. The floor is paneled in black-striated red marble, while the walls are paneled in red-speckled black marble and pierced by dozens of horizontal wall graves. Many of the graves are cracked and fractured. A cedar door exits to the west (to **K7**), while the gallery continues to the south (**K9**) and northeast (**K12a**).

[GRAVES] There are a total of 48 horizontal wall graves, with three columns of eight on the north wall and two columns of eight on the west wall, and one column of eight on the south wall. All are dated circa 2000 BE and carry the usual inscriptions, remains and goods (average 672gp worth).

K9. HALLOWED HALL BLOOD ARENA (2000 BE)

The floor of this 60' x 40' chamber is covered with brown sand, about 1" thick, with great streaks of dark brown stains scattered throughout. Running along the length of the north wall is a series of short stone benches, adorned with red and black cushions now aged to ruin. The west wall is adorned with a mosaic of gladiators fighting under the watchful eye of a six-armed demonic warrior. On the east wall, a mosaic depicts the dead being carried away and the living exulting in victory.

[MONSTER] When the party enters, a strange phantom-like shape manifests in the middle of the arena, resembling a bronze-armored lizardman with a double-bladed axe. The lizardman's ghostly body is torn apart with ghastly wounds. It is a *flailing spirit* (see New Monsters on p. 143) that haunts the arena, and it attacks immediately.

Flailing Spirit: MV 0' / 240' fly, AC 8, HD 7**, hp 35, #AT 4 (touches), Dmg 1d6 + energy drain (1d6 x 1,000 XP), Save F6, ML +4, AL C, XP 1,300; Special: immunity to ordinary weapons and cold, undead immunities

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the six-armed figure depicted in the mosaic as Bel, the Slaughterprince, Chthonic god of war.

K10. HALLOWED HALL GLADIATOR'S ARMORY (2000 BE)

This room measures 25' x 20'. It holds six hardwood weapon racks, all of which have long since tumbled to the rocky floor, spilling their ancient bronze battle implements haphazardly. A hallway exits through a rock archway to the south (to **K11**).

[LOOT] There are 18 bronze short swords, 6 bronze axes, and 6 bronze-headed spears on the floor. The bronze weapons are patinated and corroded.

K11. HALLOWED HALL GLADIATOR'S GALLERY (2000 BE)

This 10' wide gallery curves from the southwest to northeast over a length of 50'. To the north, it terminates in an archway (to **K10**), while to the south it terminates in a stone ladder ascending through a hole in the ceiling. Its walls are adorned with mosaics of warriors doing ritual battle for the glory of a six-armed demonic warrior.

[TRICK] The stone ladder ascends up to the interior of the pillar in the Memorial of the Fallen (**I14**).

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the six-armed figure depicted in the mosaic as Bel, the Slaughterprince, Chthonic god of war.

K12. HALLOWED HALL INNER GALLERY (2000 BE)

K12A. HALLOWED HALL INNER GALLERY

This 70'-long, 10'-wide hallway has walls pierced from the floor to the 20' ceiling with horizontal wall graves. Several of the graves have collapsed, crushing whatever was interred within.

L. ABYSSAL LEVEL CAVES

[GRAVES] There are 144 wall graves total, with 12 columns of 8 on the east wall and 6 columns of 8 on the west wall. All are dated to around 2000 BE and carry the usual inscriptions, remains, and goods (average 2,016gp worth).

K12B. HALLOWED HALL INNER GALLERY ALCOVE

Midway down the long hallway, the west wall opens up into a 15' x 20' alcove. The north, south, and west walls of the alcove are decorated with mosaics of archaic elven military formations forming for battle.

[TRICK] If a character enters the alcove, the mosaic will animate via **programmed illusion**. Over a period of one turn (10 minutes), the illusion will show an elven wizard riding before the formations and giving a stirring speech in Ancient Argollëan supported by epic choral music. Elves who watch the spectacle gain the benefit of **inspire courage** (even if they can't understand the speech).

[LORE] A character who succeeds on a Lore mastery or Knowledge (history) proficiency throw can identify the animated mosaics as depicting a famous speech by the elven king Marcan, the victor of the Bitter War against the dwarves. If the character speaks Ancient Argollëan, there is a +4 bonus to the throw. Characters who know Marcan's name can bypass certain traps in the Great King Tomb (Area Q).



L. ABYSSAL LEVEL CAVES

The Abyssal Caves are home to a colony of 24 *giant ants*. The giant ants are fungal farmers who extract organic refuse from the sewer sludge, then use it to cultivate fungal growth in the wall graves within their warrens. When the sludge does not provide enough organic matter, the ants capture cave locusts, millipedes, and crayfish for their fungal farms instead. The "farm graves" carry the usual inscriptions, remains, and goods, but take twice as long to loot (e.g., 5 graves per turn instead of 10) as the fungus must be cleared away.

[TRAP] Characters that loot the farm graves must make a saving throw vs. Poison at +4 or suffer a fungal infection (see p. 12).

L1. ABYSSAL LEVEL CAVE ENTRANCE (2900 BE)

This 60'-long hourglass-shaped cave, with 20' ceilings, is about 30' at its widest, narrowing to 15' at the center. Sewer sludge flows from the ledge and steps that form the southwest wall (from **C2b**), and then spills down steps to the northwest (to **L2**) and slightly downward through a tunnel to the northeast (to **L5**). The air feels thick here, and the loathsome smell of rotten eggs suffuses everything.

[TRAP] The miasma from the sewer sludge is so thick here as to be combustible. Characters carrying torches or other fire sources anywhere over the sludge in this room have a 1 in 6 chance each turn of triggering a 6d6 **fireball** with an area of effect centered on themselves. Characters so foolish as to actually set the sludge alight, or to cast **fireball**, **wall of fire**, or similar magic here, will trigger a 6d6 **fireball** with an area of effect that covers all of the sludge in Area L!

L2. SUB-ABYSSAL EASTERN SLIMY CAVE (2800 BE)

This 30' x 30' heart-shaped cave is accessed via steps that descend from the southeast (**L1**). It is almost entirely filled with sewer sludge, deposits from years of spillage from above, that form an ankle-deep flow of muck. The muck flows down another staircase to the north (**L3**). The air is hazy here, and so dense as to feel almost liquid. The odor is eye-wateringly noxious.

[TRAP] The miasma here is combustible (as in L1).

L3. SUB-ABYSSAL EASTERN SLIMY TUNNEL (2800 BE)

Thick sewer sludge flows down the rough-hewn staircase that enters this tunnel from the south. After a few steps, the staircase is entirely below the surface of the sludge. 40' to the northwest, another staircase rises out of the sludge. It is impossible to tell how deep the sludge is in between the two staircases due to a *slimy green mucous* that covers the surface of the intervening sludge. The mucous palpitates occasionally, like a loathsome lung breathing in the thick noxious air.

[MONSTER] The slimy green mucous is actually *four patches of green slime* that feast on everything that reaches this far. The slime arrived via the teleportation platform (L4) and is rapidly spreading due to the abundant food supply. Once the slime has been encountered by the party, the Judge should add another 10' x 10' patch every three days until the adventurers destroy it.

Green slimes (4): MV 3', AC N/A, HD 2**, hp 16, 12, 10, 7
#AT 1 (envelopment 9+), Dmg dissolves metal in 6 rounds, flesh in 1-4 rounds, Save F1, ML N/A, AL N, XP 38

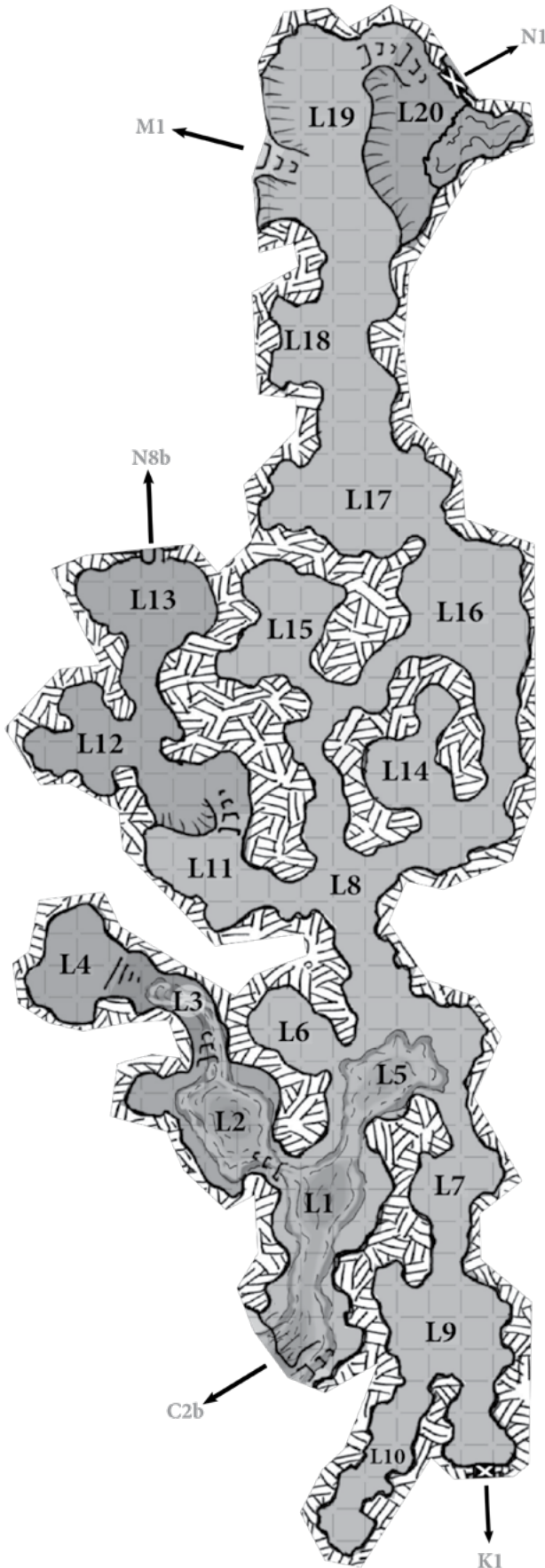
[TRAP] The miasma from the sewer sludge here is combustible (as in L1). Any fire-based attacks against the green slime will ignite the sludge, triggering a 6d6 **fireball** covering all of the sludge in Area L.

[TRICK] The floor of the Eastern Slimy Tunnel between the two staircases is 10' lower than the floors of L2 and L4. The first two steps on either side are above the surface of the sludge pool, which is 8' deep. Characters can hold their breath and walk across the floor of the tunnel, or swim across the sludge. In either case, the sludge is filled with diseased and decaying matter, so characters passing through it will come down with a fungal infection unless they succeed on a saving throw vs. Poison at +4 (see p. 12).

L4. ABYSSAL LEVEL TELEPORTATION PLATFORM (2800 BE)

This 30' x 20' cave sits northwest of the ascending staircase that rises from the slimy tunnel (L3). The rock floor here is curiously shiny, polished to an almost obsidian gleam, and arcane runes are inscribed on all the walls. The air is lighter here, and breathing is easier.

[TRICK] The room radiates strongly of magic, if detected. Anyone stepping into the cave is instantly **teleported** to a stone platform hidden in the wild Istrith Forest, many miles to the east. Anyone stepping off and then back on to that stone platform will find themselves teleported back to this point. Before the Auran sewers broke into the Nethercity and flooded it with sludge, this



L. ABYSSAL LEVEL CAVES



teleportation platform was one of the only means for creatures to enter and exit the Nethercity.

[LORE] A character who succeeds on a Lore mastery or Collegiate Wizardry proficiency throw can identify the runes on the walls as associated with movement spells.

[LORE] The ancestors of the troglodytes (in **I**) and the white apes (in **M**) had used this platform for hunting expeditions for centuries, but the arrival of the giant ants after the sludge-flood has ended that practice. The *troglodyte shaman* (in **I13**) and the *grey white ape* (in **M14**) are the only beings in the complex that still remember this place exists. If means of communication presents itself (e.g., **tongues** or **speak with animals**) those creatures might tell adventurers about the “magic rock” that carries brave hunters to and from “an endless cave with no walls or ceiling.”

L5. ABYSSAL LEVEL CENTRAL CAVE (2800 BE)

Sewer sludge (from **L1**) spills into this 50' x 50' triangular cave, filling about half its area before gradually coming to an end. Tunnels exit northwest (**L6**), north (**L8**), and south (**L7**). Dozens of horizontal wall graves have been hewn into the living rock. Six giant ants, each the size of a man, are carrying sludge to the wall graves. The air is hazy and heavy with the scent of rotten eggs.

The adventurers will be attacked by three of the ants, while the other three spread out (to **L15**, **L14**, and **L16**) to get reinforcements.

Giant ants (6): MV 180', AC 6, HD 4, hp 21, 20, 18, 16, 14, 13, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML +4, AL N, XP 80

[TRAP] The miasma from the sewer sludge here is combustible (as in **L1**).

[GRAVES] There are 36 graves lining the walls, all dated to around 2800 BE and carrying the usual inscriptions, remains, and goods (average 72gp worth). The ants are in the process of converting these into additional fungal farms.

L6. ABYSSAL LEVEL SIDE CAVE (2800 BE)

This 15' wide, 30' long tunnel extends like a finger from the triangular cave (**L5**) to the southeast. A half-dozen horizontal wall graves have been carved onto each wall of the tunnel.

[GRAVES] 12 graves line the walls, dated to around 2800 BE and carrying the usual inscriptions, remains, and goods (average 24gp worth). They have not been converted into fungal farms.

L7. ABYSSAL LEVEL SOUTHERN TUNNEL (2800 BE)

This tunnel varies in width from 5' to 15' along its 50' length before eventually opening up into caves to the north (**L5**) and south (**L9**). The rock walls of the tunnel have been carved with dozens of horizontal wall graves.

[GRAVES] 36 graves line the wall, dated to around 2800 BE and carrying the usual inscriptions, remains, and goods (average 72gp worth). They have not been converted into fungal farms.

L8. ABYSSAL LEVEL FOUR-WAY INTERSECTION (2800 BE)

A natural four-way intersection has formed here, with 8' to 10' tall tunnels extending west (**L11**), north (towards **L15**), east (towards **L14**) and south (towards **L5**). The air to the south carries the foul stench of rotten eggs.

L9. ABYSSAL LEVEL SOUTHERN CAVE (2700 BE)

A tunnel from the north (**L7**) expands into a 30' diameter cave with dozens of wall graves carved into the living rock. A 10' tunnel extends due south about 15', ending in a heavy bronze door with the carved likeness of a lion head in high relief (to **K1**). A narrower side tunnel extends to the southwest into the darkness. The stench of rotten eggs wafts in from the north tunnel.

[GRAVES] 48 graves line the walls, dated to around 2700 BE and carrying the usual inscriptions, remains, and goods (average 96gp worth). They have not been converted into fungal farms.

L10. ABYSSAL LEVEL SOUTHERN SIDE TUNNEL (2600 BE)

This narrow tunnel runs from its mother-cave (**L9**) for about 50' before terminating in a dead end. The walls are extensively carved with horizontal wall graves, perhaps 50 or more.

[GRAVES] 60 graves line the walls, dated to around 2600 BE and carrying the usual inscriptions, remains, and goods (average 120gp worth). They have not been converted into fungal farms.

L11. ABYSSAL LEVEL CLIFF CAVE (2700 BE)

The northern wall of this 30' x 30' cave ends in a 10' sheer drop, with narrow 5' steps carved into the eastern corner (to L12). The western and southern walls have been carved with a dozen horizontal burial niches each. All of the wall graves are covered with a blanket of moist wet fungus dappled with the cadavers of insects. A tunnel exits to the east (to L8).

[GRAVES] The 24 wall graves here, dated circa 2700 BE, have been transformed into fungal farms. They carry the usual inscriptions, goods, and remains (average 48gp worth), but it takes twice as long to loot them as usual due to the fungal growths, and carries the risk of fungal infection.

L12. ABYSSAL CLOVER-SHAPED CAVE (2600 BE)

The steps (from L11) descend into a 30'-wide, 15'-long cavern that extends to the northwest into a three-leafed clover-shaped cavern measuring about 30' across in each direction. A tunnel exits north from the "stem" of the clover (to L13).

[MONSTER] The Clover-Shaped Cave is the den of 4 *giant ants*. The ants are of unusual size and strength and are tasked with guarding the nearby giant ant queen (in L13).

Giant ants (4): MV 180', AC 6, HD 4, hp 24 each, #AT 1 (bite 6+), Dmg 2d6+2, Save F2, ML +4, AL N, XP 80

L13. SUB-ABYSSAL CAVE OF THE QUEEN (2500 BE)

18 vertical burial niches pierce the walls of this 30'-wide, 20'-long oval cavern. Each of the burial niches is occupied by a glistening yellow *ant egg*, surely lain by the 15' long *giant ant queen* that squats here like a chitinous titan.

[MONSTER] The *giant ant queen* will attack any creature that approaches. Any and all surviving giant ants in the Abyssal Level Caves will come to her aid.

Giant ant queen: MV 180', AC 6, HD 10, hp 47, #AT 1 (bite 2+), Dmg 3d8, Save F5, ML +4, AL N, XP 850

[GRAVES] [LOOT] The 18 vertical wall graves carry the usual inscriptions and goods (average 81gp), but instead of remains, they hold giant ant eggs. Each of the 18 eggs is about 6" tall, is worth

115gp, and weighs 1 st. In total, the treasure in this room has a value of 2,070gp and weight of 18 st.

[TRICK] There is a secret door (to N8c) hidden in the plaster paneling of one of the vertical wall graves. If found, it can be opened by pulling the panel down (like a draw-bridge).

L14. ABYSSAL LEVEL THUMBS-UP CAVE (2600 BE)

This cave is shaped like a fist giving a thumb-up, with the "fist" measuring about 30' square northwest-by-southeast and the 5' wide "thumb" extending northeast 15'. Numerous horizontal burial niches pierce the walls. All of the burial niches are blanketed by a white fungal growth that seems to be growing on the cadavers of insects and organic refuse embedded within.

[MONSTER] Unless already called away as reinforcements, there will be six *giant ants* here tending the fungal farms.

Giant ants (6): MV 180', AC 6, HD 4, hp 21, 20, 18, 16, 14, 13, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML +4, AL N, XP 80

[GRAVES] The 36 wall graves here, dated circa 2600 BE, have been transformed into fungal farms. They carry the usual inscriptions, goods, and remains (average 72gp worth), but it takes twice as long to loot them as usual due to the fungal growths and carries the risk of fungal infection.

L15. ABYSSAL LEVEL RECTANGULAR CAVE (2500 BE)

This rectangular cave runs about 45' southwest-by-northeast and 30' southeast-by-northwest. Scores of horizontal wall graves have been excavated into the cave walls. A disgusting white fungus has bloomed within each of the graves. Tiny insects and organic sediment are visible within the fungal bloom.

[MONSTER] Unless already called away as reinforcements, there will be another six *giant ants* here tending the fungal farms.

Giant ants (6): MV 180', AC 6, HD 4, hp 22, 19, 18, 18, 15, 14, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML +4, AL N, XP 80

[GRAVES] The 60 wall graves here, dated circa 2500 BE, have been transformed into fungal farms. They carry the usual inscriptions, goods, and remains (average 270gp worth), but it takes twice as long to loot them as usual due to the fungal growths and carries the risk of fungal infection.

L16. ABYSSAL LEVEL CAVE (2500 BE)

This 35' x 35' cave has walls lined with dozens of horizontal burial niches, all of which are overgrown with a disgusting blanket of white mold speckled with pieces of carrion. A tunnel exits to the south (towards **L14**) while a natural archway to the northwest opens up into a large cave (**L17**).

[MONSTER] Unless already called away as reinforcements, there will be another *six giant ants* here tending the fungal farms.

Giant ants (6): MV 180', AC 6, HD 4, hp 21, 18, 18, 17, 16, 12, #AT 1 (bite 7+), Dmg 2d6, Save F2, ML -1/+4, AL N, XP 80

[GRAVES] The 72 wall graves here, dated circa 2500 BE, have been transformed into fungal farms. They carry the usual inscriptions, goods, and remains (average 324gp worth), but it takes twice as long to loot them as usual due to the fungal growths and carries the risk of fungal infection.

L17. ABYSSAL LEVEL OVAL CAVE (2400 BE)

This 40' wide, 20' deep oval cave is lined with scores of horizontal wall graves. Most of the graves are blanketed with an insect-speckled white fungus, but on at least a third of the graves, great chunks of the fungal blanket are missing, as if torn off or devoured. The cave opens up to the north, where a 15' wide tunnel in the rock advances under a gradually-rising ceiling (towards **L18/L19**).

[GRAVES] The 120 wall graves here, dated circa 2400 BE, had all been transformed into fungal farms by the ants. However, the fungal food in 40 of the graves has been devoured by the white apes from Area M. All of the graves carry the usual inscriptions, goods, and remains (average 540gp worth). It takes twice as long to loot them as usual due to the fungal growths and carries the risk of fungal infection.

L18. ABYSSAL LEVEL POISONER'S ALCOVE (2400 BE)

The tunnel's ceiling has ascended to reach a height of 20', the rippling frozen magma here and there dotted with dripping stalactites. A 15'-deep, 30'-wide alcove has been roughly carved in the west wall of the tunnel. The alcove features a huge high relief of a giant scorpion piercing the sun with his stinger. The relief has been painted with a reddish black tincture. A *pair of maimed and rotting giant ants* wander in slow circles before the relief.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the carving as a depiction of Galmorm, the Poisoner, Chthonic god of lies and treachery.

[TRICK] The bloody sacrifice used in making the high relief has left the alcove a **blighted sinkhole of evil** (see *ACKS Core*, p. 251). Divine spellcasters of lawful alignment turn undead as if four class levels lower while in the Poisoner's Alcove.

[MONSTER] Recently, two giant ants were slain here by the white apes from Area M. The necromantic energies of the blighted sinkhole have reanimated them as *giant ant zombies*. Because of the influence of the Poisoner, the ants have become poisonous in undeath.

Giant ant zombies (2): MV 90', AC 6, HD 5**, hp 23, 22, #AT 1 (bite 6+), Dmg 2d6 + poison, Save F3, ML N/A, AL C, XP 500; Special: poison (save or die after 1 turn)

L19. ABYSSAL LEVEL CAVE (2300 BE)

A northbound tunnel (from **L18**) leads into a 30' wide shelf, which on the west is shielded by a 10' high ledge with hewn stone steps ascending upwards from the middle of the ledge (to **M1**); and on the right drops down a 12' precipice, with carved stairs winding down on the northern edge of the precipice (to **L20**). The ceiling is 20' overhead.

[NOISE] If a character succeeds on a proficiency throw to hear noise while in **L19**, he will hear occasional low sounds of animals scuffling and grunting from the direction of the west (**M2**, specifically).

L20. SUB-ABYSSAL NORTH EASTERN CAVE (2200 BE)

This triangular-shaped cave is 45' by 30'. The western base of the triangle is a 10' high cliff, the northern portion of which is a carved, curved staircase that ascends upward. A heavy bronze door sits in the northeast face of the triangle (to **N1**). A pool of dark water has formed along the southeast face.

[MONSTER] The pool serves as the primary water source for the white apes that live in area M. Make an encounter throw of 1d6 each turn that the characters linger in this cave; on a 5+, *three white apes* arrive to have a drink.

White apes (3): MV 120', AC 3, HD 4, hp 16 each, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML -1, AL N, XP 80

[TRICK] The heavy bronze door is permanently locked with magic. It will automatically unlock when “approved personnel” are within 5’. “Approved personnel” include any elf displaying a chthonic holy symbol, any character wearing the **shadowcowl robe** (found in J14) or **iron mask** (found in J15), and any character bearing the **sword of command** (found in Q5). Otherwise, a **knock** spell can unlock the door temporarily (for one turn), while a **dispel magic** cast at an 11th level or higher caster level can unlock the door permanently. The door will radiate magic if detected.

[LORE] Any character with the Caving proficiency who examines the pool will realize that the water is bubbling up from a subterranean spring. The caves at this depth might be near the water table.

M. NORTHERN CAVES

M1. DEEP LEVEL CENTRAL VOLCANIC TUBE EAST (2200 BE)

At its eastern end, this 40’ wide volcanic tube terminates in a steep 10’ drop (down to L19), with a narrow set of rough-hewn steps providing easier access. To the west, the cave extends 60’ and more, its length extending into the darkness (M2). The tuff walls are pierced with scores of horizontal wall graves.

[MONSTER] Adventurers who ascend into this cave from L20 carrying torches or other light sources will attract the attention of the *white apes* in the adjoining cave segment (M2).

[NOISE] If a character succeeds on a proficiency throw to hear noise while in M1, he will hear occasional sounds of animals scuffling and grunting from the direction of the west (M2).

[GRAVES] There are 60 graves here, 28 on the north wall and 32 on the south. All are dated circa 2200 BE and carry the usual inscriptions, remains, and goods (average 270gp worth).



M2. DEEP LEVEL CENTRAL VOLCANIC TUBE WEST (2200 BE)

The volcanic tube forms a Y-intersection here, with great rocky passages extending to the northwest (**M3**), southwest (**M5**), and east (**M1**). The westward passages are each 25' wide, while the eastern passage is 40' wide. The wall space is carved up by dozens of horizontal burial niches. A *band of savage-toothed shaggy white apes* emerges from the shadows to the west.

[MONSTER] This portion of the volcanic tube is the home to a band of *seven white apes*. These young males feed off the ant's food sources in Area L below. When the adventurers approach, the white apes will beat their chests, hurl loose rocks, and otherwise attempt to intimidate them into halting. If these threats are ignored, the apes will give out a cry to attract their brethren and then give battle. Six apes from **M5** will arrive two rounds later. If their morale breaks, the white apes will flee to the magical statue of Nargund in **M10**, calling out to alert the females in **M11** and the great white ape in **M13** before they begin to blood-rage.

White apes (7): MV 120', AC 3, HD 4, hp 24, 22, 20, 19, 18, 16, 14, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML -1, AL N, XP 80

[LOOT] [GRAVES] The *white ape's pelts* are worth 50gp each if captured intact. There are 36 graves here, with 12 on the northeast wall, 12 on the southeast wall, and 12 on the west wall (between the two arms of the Y). All are dated circa 2200 BE and carry the usual inscriptions, remains, and goods (average 162gp worth).

M3. DEEP LEVEL NORTHERN VOLCANIC TUBE EAST (2200 BE)

This oval-shaped cave is 45' long and 20' wide. To the west, a 20'-wide tunnel leads deeper into the cavern complex (**M4**), while opposite it connects to a 30'-wide eastbound passage (**M2**).

[GRAVES] There are 36 graves here, with 12 along the southern rim of the cave and 24 on the northern rim. All are dated circa 2200 BE and carry the usual inscriptions, remains, and goods (average 162gp worth).

M4. DEEP LEVEL NORTHERN VOLCANIC TUBE WEST (2200 BE)

This large oval-shaped cavern is 60' long and 40' wide. A small, 5'-wide tunnel extends north from the oval (to **M14**), while rock-hewn steps ascend to the west (to **M15**). The southern and northern walls of the cave are pierced by a few dozen horizontal wall graves.

[GRAVES] There are 60 graves here, with 36 along the southern rim of the cave and 24 on the northern rim. All are dated circa 2200 BE and carry the usual inscriptions, remains, and goods (average 270gp worth).

M5. DEEP LEVEL SOUTHERN VOLCANIC TUBE NORTHEAST (2100 BE)

The 25' wide volcanic tube continues southwest from the Y intersection. 45' past the intersection, a massive basalt pillar, sundered in two by an ancient quake, nearly blocks the tube, narrowing passage to three narrow routes. Horizontal wall graves pierce the walls of the volcanic tube everywhere along its length.

[MONSTER] A band of *six white apes* lives here, all young males. They will rush to help if their friends in **M2** are attacked. If forced to retreat, three apes will try to block adventurers at the chokepoint formed by the broken basalt pillar, while the rest flee to the magical statue of Nargund in **M10**, calling out to alert the females in **M11** and the great white ape in **M13** before they begin to blood-rage.

White apes (6): MV 120', AC 3, HD 4, hp 25, 22, 20, 18, 16, 12, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML -1, AL N, XP 80

[LOOT] [GRAVES] The *white apes' pelts* are worth 50gp each intact. There are 60 graves here, with 36 along the southeast wall of the tube and 24 on the northwest wall. All are dated circa 2100 BE and carry the usual inscriptions, remains, and goods (average 270gp worth).

M6. DEEP LEVEL SOUTHERN VOLCANIC TUBE CENTER (2100 BE)

On the far side of the basalt pillar (from **M5**), the volcanic tube widens to 30' as it continues its southwestern course (towards **M7**). About 30' past the boulder, the southeast wall of the tube has been smoothly hewn, and two massive stone slab doors stand there side-by-side (to **M8**). Other than the portion framing the doors, all the available wall space is taken up by horizontal burial niches.

[GRAVES] There are 60 graves here, with 24 along the southeast wall of the tube and 36 on the northwest wall. All are dated circa 2100 BE and carry the usual inscriptions, remains, and goods (average 270gp worth).

M7. DEEP LEVEL SOUTHERN VOLCANIC TUBE WEST (2100 BE)

The volcanic tube widens still further to 45' as it continues its southwestern course, then gradually begins to narrow again, reaching – after 60' – a width of 30', continuing on into the darkness beyond (**M10**). Throughout the length of the tube, its walls are pierced by dozens of horizontal wall graves.

[GRAVES] There are 72 graves here, with 36 along the southeast wall of the tube and 36 on the northwest wall. All are dated circa 2100 BE and carry the usual inscriptions, remains, and goods (average 324gp worth).

M8. DEEP LEVEL LARGE SEPULCHER (2100 BE)

Beyond the stone slab doors (from **M6**) lies a 35' wide, 35' long arrow-shaped sepulcher with black marble-paneled walls and floor. A stone slab door stands on the sepulcher's east wall (to **M9**), while the south wall carries a mosaic depicting three elves, obviously brothers, engaged in a desperate battle against bronze-armed dwarves. The mosaic carries an Ancient Argollëan inscription. Forming a triangle in the room are three low, bronze-plated daises, atop each of which rests a painted *bronze sarcophagus* bearing the likeness of one of the elven brothers.

[MONSTER] The three brothers are now *mummy warlords*. (Note that their characteristics below reflect the fact that the brothers were less than 5th level when slain.) The mummies will have begun to awaken when the stone slab door from **M6** was disturbed. Depending on how long it took the adventurers to open that door, the mummies may be either just rising or already roused when the adventurers enter.

Mummy warlords (3): MV 60', AC 6, HD 5+1**, hp 30, 25, 23, #AT 1 (touch 5+), Dmg 1d12+2 + mummy rot, Save F5, ML +4, AL C, XP 660; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities

[LOOT] The *painted bronze sarcophagi* are worth 500gp and weigh 20 st. each. In total, the treasure in this room has a value of 1,500gp and a weight of 60 st.

[LORE] Characters fluent in Ancient Argollëan can translate the inscription on the mosaic to Common as “My beloved sons, the gods granted you glory and took you unto the earth, from which you shall return to us at the hour of the Awakening.”

M9. DEEP LEVEL LARGE SEPULCHER VAULT (2100 BE)

This 20'-wide, 5'-deep vault has plaster-lined walls and black marble floors. It holds a large mass of broken pottery and shattered statuary, with a few *intact jars and urns* scattered throughout.

[LOOT] Intact amidst the rubble are 5 *terracotta canopic jars* of embalmed organs (25gp value, 1/6 st. each) and 6 *large red-figure terracotta urns* (20gp, 1 st. each). Each urn holds 500gp. In total, the treasure in this room has a value of 3,245gp and weight of 8 5/6 st.

M10. DEEP LEVEL FOUR WAY INTERSECTION (2000 BE)

The volcanic tube forms a four-way intersection here. To the west, a 20'-wide tunnel extends into the darkness (**M11**), from whence the whooping cries of apes is easily audible. To the southwest, a 5' wide tunnel quickly opens up into a cave beyond (**M13**). To the north, a 10'-wide tunnel extends like a finger (**M12**). To the east, the lava tube recedes into the darkness (**M6**). In the center of the intersection a black marble statue of a snarling wolf-headed humanoid, painted red blood adorning its muzzle, stands on a low pedestal. Pieces of cracked bones litter the floor at the base of the pedestal, as if the marrow were offered up in tribute.

[LORE] A successful Lore mastery or Theology proficiency throw identifies the figure as Nargund, the Dusk Wolf, Chthonic god of predators, hunting, and night.

[TRICK] The statue is enchanted with powerful magic. Nargund is, among other spheres of influence, patron god of berserkers. Any injured creature within 5' of his statue must make a saving throw vs. Spells each round at the start of its initiative. If the save fails, the creature enters **blood-rage**. A creature may injure itself intentionally (suffering 1 point of damage) to qualify, and it may choose to fail the saving throw voluntarily. A blood-raging creature foams at the mouth, bites its own flesh, and howls like a wild animal. It gains a +2 bonus to attack throws and damage rolls and becomes immune to fear. Additionally, the creature decreases the damage from any non-magical attacks by 1 point per die. (Damage can be reduced to 0, but not less than 0, on each die. Attacks from monsters of 5 HD or more are considered magical attacks due to

the monster's ferocity.) However, a blood-raging creature cannot retreat from combat and has trouble distinguishing friend from foe. If a blood-raging creature rolls a natural 1 on an attack throw, it automatically hits a nearby ally within 5' in lieu of its preferred target. A blood-raging creature cannot speak coherently, cast spells, or use magic items. Once begun, a blood-rage cannot be ended until all visible enemies are slain. When the blood-rage ends, the creature is immediately exhausted. While exhausted, the creature cannot charge or run, and it suffers a -1 penalty on attack and proficiency throws. The creature can recover from exhaustion by resting for 1 turn (10 minutes).

[LOOT] The statue and pedestal it stands upon can be moved (as a stone slab door). Below is an underground vault with trophies of hunting and conquest, sacred to Nargund. The treasure includes:

- » A huge cedar chest containing 10,000sp and 7,000gp of ancient dwarven mint (8,000gp and 17 st. total)
- » A cedar coffer with 18 *ebony carvings of wolves with tiny ruby eyes* (200gp and 1/6 st. each; 3,600gp and 3 st. total)
- » A stack of 22 *tumbaga (gold and copper alloy) ingots* (300gp and 2 st. each; 6,600gp and 44 st. total)
- » 2 *ancient dragon horns* (800gp and 10 st. each; 1,600gp and 20 st. total)
- » 4 *mature adult dragon horns* (400gp and 5 st. each; 1,600gp and 20 st. total)
- » 20 *wyvern horns* (80gp and 1st each; 1,600gp and 20 st. total)
- » 30 *pieces of elephant ivory* (50gp and 3/6 st. each; 1,500gp and 12st total)
- » An *ashen spear with a butt-cap fastened in the shape of a howling wolf* (apparent value 650gp, actually a **wolf-spear of the hunter**, see New Items p. 136)

In total, the treasure in this room has a value of 24,500gp and weight of 136 st.

M11. DEEP LEVEL BULBOUS CAVE (2000 BE)

This cave extends 35' past the volcanic tube to terminate in a bulbous tip that is 40' wide. More horizontal wall graves pierce the volcanic rock walls. About a *dozen female white apes* have formed a loose cordon to screen dozens more *ape young* behind them. The young apes range from nursing babies to near-adolescents, and many have clambered up and into the wall graves for safety.

[MONSTER] 13 *female white apes* live here, as do their 13 *ape children* and 14 *white ape babies*. If male white apes from M2 or M5 fled from the adventurers, they will be here as well. If attacked, the apes here will call out for assistance from the great white ape in M13. While any of the children and babies remain alive, the

surviving apes will fight to the death (+4 morale). Thereafter, the children will fight if necessary, but the babies are helpless.

White apes (13): MV 120', AC 3, HD 4, hp 16 each, #AT 2 (claws 7+) or 1 (rock 7+), Dmg 1d4/1d4 or 1d6, Save F2, ML -1, AL N, XP 80

White ape children (13): MV 120', AC 1, HD 2, hp 8 each, #AT 2 (claws 9+) or 1 (rock 9+), Dmg 1d2/1d2 or 1d3, Save F1, ML -1, AL N, XP 20

[LOOT] If captured alive, the 13 white ape children are worth 185gp each, while the 14 white ape babies are worth 35gp. If intact, the adult white apes' pelts are worth 50gp each, the children's 25gp each, and the babies' worth 12gp each.

[GRAVES] There are 40 graves cut into the outer rim of the cave wall. All are dated circa 2000 BE and carry the usual inscriptions, remains, and goods (average 560gp worth).

M12. DEEP LEVEL NORTHERN FINGER TUNNEL (1800 BE)

This tunnel runs north for 30' before curving slightly northeast for another 20', narrowing along its course from 10' wide to, eventually, a narrow point. Along the length of the tunnel, its walls have been chiseled with thin, deep lines that form a pattern of evenly-spaced rectangles stacked four high.

[LORE] Any character with Caving, Mapping, or Engineering proficiency who examines the markings on the walls will immediately realize they form rectangles that are the same dimension as the horizontal wall graves found throughout the complex. The markings were intended to guide elven miners in the excavation of horizontal wall graves here, but this had not yet been completed when the Nethercity was ruined.

M13. DEEP LEVEL HEART-SHAPED CAVE (2000 BE)

This heart-shaped cave is 22' wide at its maximum, stretching 30' long in a southwesterly direction from the volcanic tube that enters it. Several dozen horizontal wall graves pierce the cave walls.

[MONSTER] This is the lair of the *great white ape* who rules the band. He is a monstrous fellow that stands 6' tall at the shoulder and weighs 510 lbs. He will rush to assist if any of his tribe sound the alarm or if the female apes in M11 are attacked. He is a cunning creature, and will rally his apes at the statue of Nargund (M10) where they can benefit from the god's blood-rage.

Great white ape: STR 16, MV 120', AC 4, HD 6, hp 32, #AT 2 (claws 3+) or 1 (rock 3+), Dmg 1d8+2/1d8+2 or 1d10+2, Save F3, ML 0, AL N, XP 320

[LOOT] [GRAVES] The great white ape's pelt is worth 100gp if captured intact. 54 graves line the cave walls, all dated circa 2000 BE and carrying the usual inscriptions, remains, and goods (average 756gp worth).

M14. DEEP LEVEL BOOT-SHAPED CAVE (2100 BE)

This cave is shaped like an upside down ankle boot, with the heel measuring 35' wide, and the ankle measuring 35' tall. The northern wall is extensively excavated with wall graves. A very large and very *elderly white ape*, his hair grey and coarse, squats by the wall graves.

[MONSTER] The *elderly white ape* was once the alpha of the band. Since being ousted by the great white ape (in M13), he has resided here in sad exile. The other apes will not come to his defense, nor will he go to theirs. The elderly white ape was, in his youth, quite a curious fellow, and he is now quite lonely, so adventurers gain a +2 bonus to reaction rolls with him. If the great white ape is killed, the elder will assert his dominance over the band again.

Elderly white ape: MV 120', AC 3, HD 5, hp 24, #AT 2 (claws 6+) or 1 (rock 6+), Dmg 1d6/1d6 or 1d8, Save F2, ML -1, AL N, XP 200

[LOOT] [GRAVES] The elderly white ape's pelt is worth 100gp if captured intact. There are 30 wall graves here dated circa 2100 BE. They carry the usual inscriptions, remains, and goods (average 135gp worth).

[LORE] The grey white ape is the oldest member of his tribe and dimly remembers the Nethercity as it was before the sewer sludge changed the landscape. Adventurers who communicate using **speak with animals** might learn that his tribe once made use of a "magic rock" to make hunting expeditions to "an endless cavern without walls or ceiling." He no longer remembers the way, but does recall that it is somewhere in the "caves of the ants."

M15. LOWER LEVEL NORTHERN CAVE (2100 BE)

This natural cavern is shaped like a sickle 30' wide and 60' long that curves from the south to the west. The east end of the cave terminates in rock-hewn steps that descend downward (to M4). The northwestern tip of the sickle narrows to 5' before opening into a further cave (M21). A 15'-wide tunnel exits the cavern to the southwest (to M16). The walls are pierced by dozens of horizontal wall graves.

[GRAVES] There are 84 graves here, 44 on the northeast wall and 40 on the southwest wall of the sickle. All are dated circa 2100 BE and carry the usual inscriptions, remains, and goods (average 378gp worth).

M16. LOWER LEVEL NATURAL STAIRCASE (2100 BE)

This 15' wide tunnel forms a slight s-curve as it runs 30' from a cave to the north (M15) to then ascend rough-hewn steps to the south and into a tunnel beyond (M19).

M17. UPPER LEVEL RECTANGULAR CAVE (2000 BE)

This 30'-long and 20'-wide natural cavern has a roughly rectangular shape. A 10'-wide tunnel exits from the east edge of the north wall (to M18), while a 15'-wide tunnel exits from the south edge of the east wall (to M19). A few dozen horizontal burial niches have been carved into the west wall.

[GRAVES] The west wall is pierced by 36 wall graves. All are dated circa 2000 BE and carry the usual inscriptions, remains, and goods (average 162gp worth).

M18. UPPER LEVEL E-SHAPED CAVE (1900 BE)

This 50' long cavern is shaped somewhat like a capital E, with 15' long eastbound stems jutting from its 20' width at its north and southern edges and a 5' eastbound stem in between. A rough-hewn staircase in the middle of the west wall descends into darkness (to M22), while a southbound tunnel exits from the east tip of the southern stem (to M17). All of the available wall space is carved with horizontal burial niches. The niches seem unusually rich with grave goods.

[GRAVES] There are 72 graves here, 12 on the south wall, 24 on the west walls, 12 on the east walls, and 24 along the northern curve. All are dated circa 1900 BE and carry the usual inscriptions, remains, and goods (average 1,008gp worth).

M19. UPPER LEVEL SOUTHBOUND TUNNEL (1900 BE)

This 15' tunnel runs straight south for 60' before beginning to angle southeast (to **M20**) just as it passes out of torch-light. Both tunnel walls are pierced by dozens of horizontal burial niches. The niches seem to carry an unusual abundance of grave goods.

[GRAVES] There are 72 graves here, 36 on the west wall and 36 on the east. All are dated circa 1900 BE and carry the usual inscriptions, remains, and goods (average 1,008gp worth).

M20. UPPER LEVEL MANDOLIN CAVE (1800 BE)

This mandolin-shaped cave has a 30'-wide by 30'-long base, with a strut that runs northeast for an additional 20'. The walls are partly pierced by horizontal burial niches, perhaps 30 in total. All seem to carry an abundance of burial goods within. Another few dozen graves are half-way built – excavated, but without plaster lining and empty of occupants. There are signs of construction on the southern corner of the cave, as if a tunnel was being carved into the rock, but it is now a dusty, rocky mess, the roof having caved in long ago.

[GRAVES] There are 30 completed wall graves here dated circa 1800 BE. They carry the usual inscriptions, remains, and goods (average 420gp worth). There are another 30 incomplete wall graves. These have neither inscriptions, nor bodies, nor grave goods.

[LOOT] The skeleton of a long-dead elven engineer lies at the tip of the strut to the northeast. It has been partially crushed by fallen rock. In its bony fingers the skeleton clutches a scroll case holding an *engineer's map of the Nethercity*.

M21. LOWER LEVEL NORTHERN CAVE (1800 BE)

This roughly circular cave is 30' to 40' in diameter. Its walls are pierced by scores of horizontal graves. All of the graves seem to carry an unusual amount of burial goods. The eastern end of the cave has a 5' tunnel opening (to **M15**), and a second tunnel exiting south (to **M22**).

[GRAVES] There are 60 graves here dated 1800 BE. They carry the usual inscriptions, remains, and goods (average 840gp worth).

M22. LOWER LEVEL NORTHERN CAVE (1800 BE)

This oval cave is about 30' long and 20' wide, its walls carved with scores of wall graves. Even from cursory inspection, it is clear that the graves carry a plethora of grave goods. Rough-hewn steps ascend along the eastern wall of the oval (to **M18**), and a tunnel exits north (to **M21**).

[GRAVES] There are 75 graves here dated circa 1800 BE. They carry the usual inscriptions, remains, and ample goods (average 1,050gp worth).

N. SUB-ABYSSAL ALCHEMIC LABORATORY

The heavy bronze doors leading into the alchemic laboratory, and all the doors within it, are permanently sealed with magic. The doors are designed to admit "approved personnel" and will automatically unlock when such creatures are within 5'. "Approved personnel" include any elf displaying a chthonic holy symbol, any character wearing the **shadowcowl robe** (found in **J14**) or **iron mask** (found in **J15**) or any character bearing the **sword of command** (found in **Q5**). Otherwise, a **knock** spell can unlock a door temporarily (for one turn), while a **dispel magic** cast at an 11th level or higher caster level can unlock a door permanently. The doors will radiate magic if detected.

NI. ALCHEMIC LABORATORY ANTECHAMBER (2200 BE)

This antechamber is 30' wide and 55' long with 15' ceilings, all lined with plaster. A hallway extends westward from the north-west corner. The room itself is decorated with what was once comfortable, luxurious furniture, including a fur and cedar couch and a large reading desk with several armchairs. All are now rotted and ruined, as are the marble busts of elves that lie shattered from ancient quakes. The east wall has elaborate frescos depicting an elf on a griffin, lizardmen building white-walled buildings, and giant spiders carrying loads in webs to high towers. Beneath the fresco is an inscription in Ancient Argollëan.

[LORE] Characters fluent in Ancient Argollëan can translate the inscription beneath the fresco as "With Alchemy, All Things are Possible."

[LORE] After 15', the hallway to the west terminates in a magically-sealed heavy bronze door (to **N2**). This door is marked with Ancient Argollëan script that can be translated into Common as "Danger – Authorized Alchemists Only."

N2. ALCHEMICAL LABORATORY GALLERY (2200 BE)

Past the heavy bronze door (from **N1**) lies a 40' long x 15' wide plaster-lined gallery. A bronze chandelier has fallen on the floor, not far from a heavy bronze door on the north wall.

[LOOT] The *bronze chandelier* is worth 30gp and weighs 1 st. The chandelier has no sconces for candles of any sort and must have relied on magic to provide light.

N3. ALCHEMICAL LABORATORY LIBRARY (2200 BE)

This plaster-lined chamber is shaped like an upside down L, 30' long and 15' wide, widening to 25' in its northern half. The room is filled with ruined furniture, mostly leather and cedar chairs and wooden reading tables. A bronze chandelier has fallen from its mount onto one of the reading tables, smashing it into splinters. Shelves have been cut into the west, north, and east walls, where *hundreds of cedar scroll* are tucked away.

[LOOT] This is the research laboratory of the Nethercity. 340 cedar scroll jars contain parchment scrolls with notes, annotations, and comments on spell research, crossbreeding, and necromancy, all written in Ancient Argollëan. The library has a total value of 50,000gp and total encumbrance of 170 stone.

[LOOT] 8 scroll jars on the top shelf of the west wall contain *alchemical formulae for potions of animal control, dragon control, gaseous form, growth, human control, plant control, polymorph, and undead control*, all written in Ancient Argollëan.

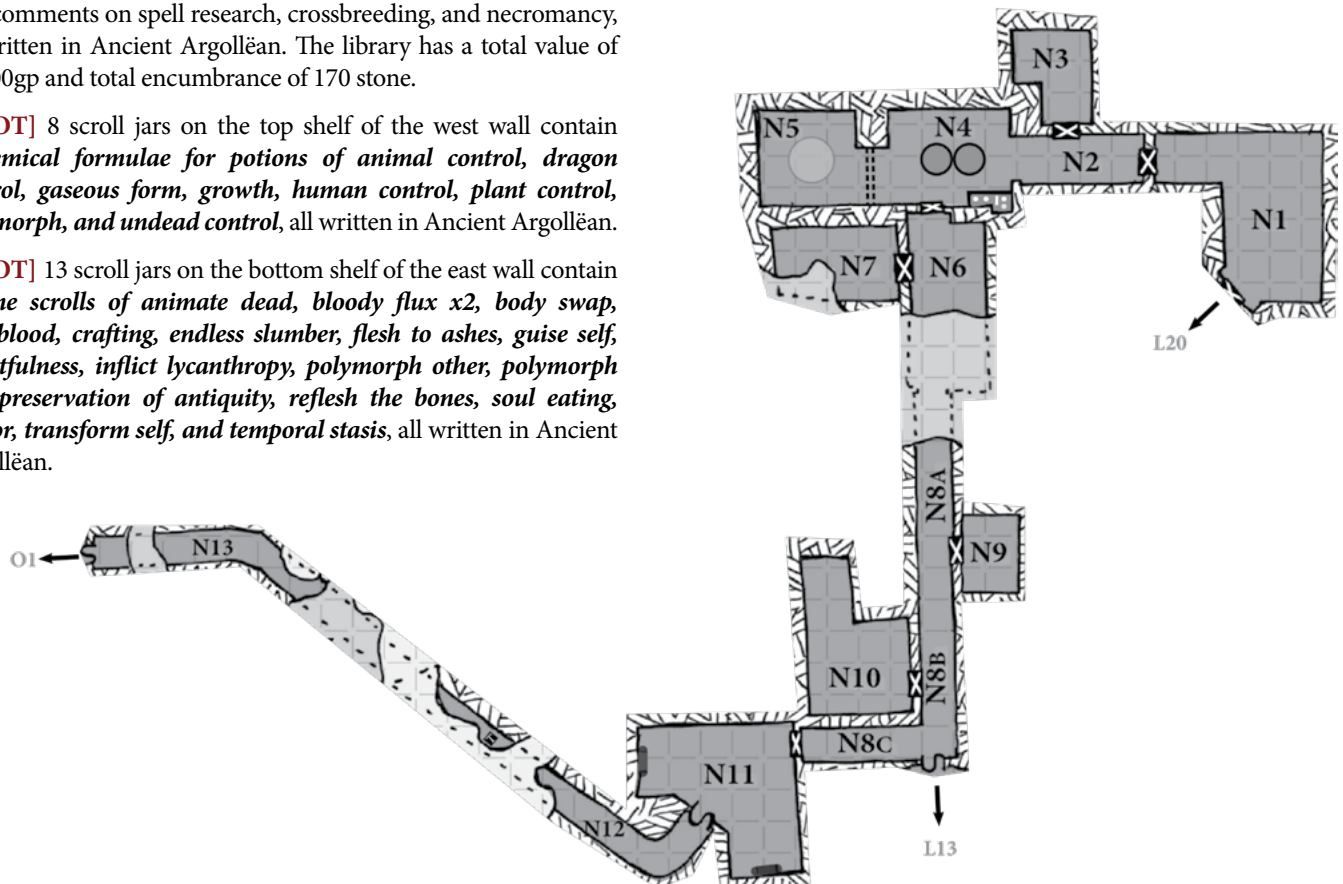
[LOOT] 13 scroll jars on the bottom shelf of the east wall contain *arcane scrolls of animate dead, bloody flux x2, body swap, boil blood, crafting, endless slumber, flesh to ashes, guise self, forgetfulness, inflict lycanthropy, polymorph other, polymorph self, preservation of antiquity, refresh the bones, soul eating, torpor, transform self, and temporal stasis*, all written in Ancient Argollëan.

[LOOT] The *bronze chandelier* is worth 30gp and weighs 1 st. The chandelier has no sconces for candles of any sort and must have relied on magic to provide light.

N4. ALCHEMIC LABORATORY CHIMERICAL APPARATUS (2200 BE)

Two large, 10' diameter hemispheres of strange, iridescent metal sit side by side on the north wall of this 40' x 30' plaster-lined room. The hemispheres are rimmed with clasps for manacles. 10' above the two hemispheres are *identical hemispheres, attached to the ceiling*, as if in mirror image. Across from the hemispheres, on the south wall, is a heavy bronze door (to **N6**). To the west of the door is a 15' wide and tall opening. A chamber (**N5**) is visible beyond, where a *strikingly life-like statue of a three-headed chimera* has been placed on a disk of metal. To the east of the door is a *metallic apparatus* connected to the south wall with *various dials and levels*.

[TRICK] The opening to the west that leads to **N5** is sealed by a permanent *wall of force*. The *wall of force* cannot be **dispelled**, but it can be **disintegrated**; alternatively, it can be deactivated using the controls on the apparatus on the south wall.





[TRICK] The apparatus has two small bronze vertical levers (currently both “up”), a bronze dial that can turn left and right (currently two-thirds to the left), a thick bronze vertical lever (currently “down”), a long bronze horizontal lever (currently “left”), and an ivory button (currently “up”). The controls have the following functions:

- » The two small bronze vertical levers control the left and right hemispheres. The left lever controls the left hemispheres, while the right lever controls the right hemispheres. Pulling the lever down lowers its ceiling hemisphere to couple with its floor hemisphere, forming a metallic egg. Raising the lever up separates its egg back into two parts again. The eggs are designed to each safely hold one creature of up to large size.
- » The long bronze horizontal lever triggers the chimeric process. If a pair of living creatures are inside the eggs formed by the lowered hemispheres, then sliding the lever to the right magically combines the creatures within! The creatures in the eggs are permanently destroyed, while a new crossbred creature instantly appears in the adjoining stasis chamber (N5). If a living creature is placed in just one egg, sliding the lever right simply teleports that creature to N5. If nonliving matter is placed in either or both eggs, it is ignored entirely by the chimeric apparatus – objects cannot be combined, nor can the bodies of dead or undead creatures, nor can living creatures be combined

with dead ones. After each use, the lever must be slid back to the left to reset the apparatus. The long bronze horizontal lever cannot be moved at all unless both the left and right vertical levels are in the “down” position; this is for the experimenter’s safety, to avoid possibly combining or teleporting creatures outside of the safe containment of the eggs!

- » The bronze dial controls the extent to which one creature or another dominates the chimerical monster that is created by the action of the long level. If dialed left, the resulting crossbreed will emphasize the characteristics of the creature in the left egg; if dialed right, the characteristics of the creature in the right egg will be emphasized.
- » The thick bronze vertical lever raises and lowers the **wall of force** between the chimerical apparatus and the stasis chamber.
- » The ivory button controls the teleportation pad in the stasis chamber. Pressing the button causes any living creatures on the disc in the stasis chamber to **dimension door** to the surface, 100’ above, appearing in the middle of the Thief’s Quarter of Cyfaraun. This might be humorous or cataclysmic, depending on the circumstances. In any case, the adventurers won’t know about it until they return to the surface...

[TRICK] Once its operation is deciphered, and if experimental subjects are available, the chimeric apparatus can be used to instantly crossbreed monsters without the necessity for magic research, gold, or time. Creatures created with the chimeric apparatus should be designed as per *ACKS* p. 121. However, the apparatus is quite ancient, and its power source near depletion.

Each time it is used, there is a cumulative 5% chance it will permanently break. Alternatively, the iridescent metal used in the four hemispheres can be sold or used for magic research. It is worth 20,000gp and weighs 4 st. and has the same properties as that found in the Grand Chthonic Reliquary (F17).

N5. ALCHEMIC LABORATORY STASIS CHAMBER (2200 BE)

Through the 15' x 15' opening (from N4) can be seen this 30' x 30' plaster-lined chamber, within which a *single 15' diameter disk of iridescent metal* sits on the floor. On the disk is a *strikingly lifelike statue of a three-headed abomination*, blending the characteristics of a lion, goat, and dragon.

[MONSTER] [TRICK] In fact, the "statue" is actually a live *chimera*. However, it is separated from the adjoining room by an invisible **wall of force** that is lowered or raised by use of the thick bronze lever on the chimerical apparatus. So long as the **wall of force** is up, any creatures within the stasis chamber are placed in a state of **temporal stasis**, with time utterly stopped for them (no saving throw). If the **wall** is lowered, the stasis immediately ends. If this occurs, the chimera (quite insane from its transformation) will immediately attack. If the ivory button is pressed in N4, the chimera (and any other creatures on the iridescent disk) will be teleported to the city above, to the middle of the Thief's Quarter of Cyfaraun.

Chimera: MV 120'/180' fly, AC 5, HD 9*, hp 42, #AT 5 (2 claws 3+/2 heads 3+/1 head 3+ or breathe fire 50% chance), Dmg 1d3/1d3/2d4/2d4/3d4 or 3d6 fire, Save F9, ML +1, AL C, XP 1,300; Special: breath weapon (50' x 10' cone, save v. Blast for half, 3/day)

N6. ALCHEMIC LABORATORY CHART ROOM (2200 BE)

This 25' wide, 50' long plaster-lined room has a heavy bronze door on the west wall (to N7) near the northern corner. A sign on the door carries an inscription in Ancient Argollëan. Another door stands on the north wall (to N4). A *series of illustrations* are hung on the east wall. To the south, an archway in the wall opens up into a long hallway (N8a). Above the archway is a short inscription in Ancient Argollëan.

[LORE] Characters fluent in Ancient Argollëan can translate the inscription on the door to N7 into Common as "Reanimation and Anatomical Studies," and the inscription above the archway to N8a as "No Lesser Creatures Permitted."

[LOOT] The illustrations hanging on the east wall are *detailed anatomical drawings of a chameleon, chimera, gorilla, griffin, hippogriff, hydra, lizardman, and scorpion* (250gp, 1/6 st. each). In total, the treasure in this room has a value of 2,000gp and a weight of 1 2/6 st.

N7. ALCHEMIC LABORATORY NECROSECTION TABLE (2200 BE)

The heavy bronze door (from N6) opens onto a 25' wide, 40' long plaster-lined chamber. The chamber has a *large marble table* in the center with fittings where green-patinated bronze manacles and chains are anchored to it. The manacles and chains hold down a *grotesque creature*, around 8' tall. It is, perhaps, an ogre-spider hybrid – but not a clean hybrid such as a griffin or mermaid, where the torso of one creature merges smoothly into the hips and legs of another; rather it is a patchwork horror, with spindly palps erupting from fleshy jowls, bristle-haired leg segments sprouting alongside muscled thighs, and chitinous plate stitched across hips and ribs. Worse, the creature's abdomen and face have been cut open and the skin folded back and nailed to the table with iron pins to reveal yellowed bone overgrown with shiny black chitin. Next to the creature are ancient glass jars that seem to hold dried-up organs and brain tissue. Shockingly, the ogre-spider is breathing, and its bone-and-chitinous jaw moves soundlessly.

On the west wall, beyond the horror on the table, is a wood workbench with a bronze bone-saw, a half-dozen scalpels, a box of iron pins, and an *assortment of copper flasks*. On the south wall is a *drawing, apparently of the creature on the table*.

[TRICK] The table that the ogre-spider is manacled to radiates strongly of magic. It is a **necrosection table** that necromantically keeps a dying creature alive. A creature placed on the necrosection table will simply... not die. No matter the body's injuries, the soul will remain in the frame, and the body will be necromantically prevented from rot. Even if a creature's head is completely decapitated from its body, the head will continue to see, hear, speak, and think, and the body will continue to be fresh and warm. However, the creature's wounds are not healed by the table in any way, and the table's necromantic energies prevent healing magic from functioning. When removed from the necrosection table, the creature will return to its prior mortally wounded state. Unnatural abominations created in N4/5 that could not otherwise survive



were kept alive on this table for vivisection and research; that is the horrific fate of the creature on this table, which has lingered for thousands of years in unspeakable agony. If it is removed from the table, it expires, messily, in 1 round.

[LORE] Characters with at least one rank of Healing proficiency that inspect the creature on the table can determine that it should be dead from its wounds; those with at least two ranks of Healing proficiency can identify that the creature is or was being systematically vivisected.

[LOOT] [LORE] The drawing on the west wall is a *detailed anatomical drawing of the creature on the table* (250gp, 1/6 st.). Characters with three ranks of Healing proficiency who study the drawing learn that the creature's anatomy was so deformed as to be unviable; it would have had a very short lifespan.

[LOOT] There are *eighteen copper flasks* on the workbench. Each weighs 1/6 st. Four are empty. The rest include:

- » 1 flask of dark brown, chunky, and spinach-scented broth (**potion of growth**)
- » 1 flask of golden, honey-scented fluid (**potion of healing**)
- » 1 flask of clear water scented with rotting flesh (**potion of invulnerability**)
- » 1 flask of wine-red aromatic syrup (**potion of longevity**)
- » 1 flask of steely-hued oily balm (**oil of sharpness**)
- » 2 flasks of thick, black blood (*dragon blood poison*, 1500gp)
- » 2 flasks of stick brown syrup with a tarry odor (*curare poison*, 1500gp)
- » 5 flasks of syrupy fluid with a tangy odor (*carcass scavenger poison*, 250gp)

In total, the treasure in this room has a value of 4,500gp and a weight of 2 3/6 st.

N8. ALCHEMIC LABORATORY GALLERY (2200 BE)

N8A. ALCHEMIC LABORATORY NORTHERN GALLERY

The archway (from **N6**) leads to a 10' wide hallway with plaster walls marred by several large cracks from the ancient quakes. The footing is somewhat uneven, with chunks of plaster and rents in the stone here and there. 50' to the south, on the east wall, stands a heavy bronze door (to **N9**). Beyond, the hallway continues into the darkness.

[TRAP] The door to **N9** carries a different enchantment than the other doors in the Alchemic Laboratory. Should any creature pass in front of the door *other than* "approved personnel", the door immediately unlocks and opens, releasing the *hydropion* within. Approved personnel can telepathically unlock the door if desired.

N8B. ALCHEMIC LABORATORY SOUTHERN GALLERY

Beyond the bronze door on the east wall, the hallway continues to the south. After 40', another bronze door stands on the west wall. 20' past that bronze door, the hallway takes a sharp westward turn. A cedar panel is mounted on the south wall of the hallway.

N-8C. ALCHEMIC LABORATORY EASTERN GALLERY

A human-sized cedar panel, inscribed in Ancient Argollëan, is mounted on the south wall of the hallway. The hallway itself continues on another 40' to the west, where it terminates in another heavy bronze door.

[LORE] [TRICK] Characters fluent in Ancient Argollëan can translate the inscription on the cedar panel to Common as "Flee Here In Time of Need." The cedar panel is actually a secret door to the Sub-Abyssal Cave of the Ant Queen (**L13**). The secret door was designed to allow the alchemists a speedy exit in the event of a laboratory accident. Its design is such that an elf will almost certainly see it for what it is (+4 to proficiency throw to detect secret doors). If found, it can be opened by pushing it in and down (like a draw bridge). Pushing it down will, however, crush an ant egg, incurring the immediate hostility of the ant queen and all of her brood.

N9. ALCHEMIC LABORATORY STASIS CELL (2200 BE)

Beyond the heavy bronze door (from **N8a**) is a 20' wide, 30' long cell of plastered stone. An *aberrant scorpion-like creature* with nine venomous stingers arched to strike lurches forward from the cell.

[MONSTER] Created by the Argollëan alchemists as an experiment, the creature is a *hydropion*. It has been in **temporal stasis** since it was created. When the door to this room is opened, the stasis ends and the hydropion immediately attacks. It will not attack "approved personnel" unless they attack it first. See New Monsters on p. 144 for more details on this horrific crossbreed.

Hydropion: MV 120', AC 7, HD 9***, hp 72, #AT 11 (2 claws 3+, 9 stingers 3+), Dmg 1d10 per claw/1d4 + poison per stinger, Save F9, ML +3, XP 2,500; Special: poison (save v. Poison or die instantly), severable stingers (lose 1 stinger per 8 hp lost.)

N10. ALCHEMIC LABORATORY EMBALMING CHAMBER (2200 BE)

This 35' wide x 30' long plaster-lined room has two great marble tables in its center, each stained black with blood and marred by cuts. The northwest corner has a 10' wide and 15' deep extension, within which can be seen a *clutter of ancient embalming equipment and dozens of terracotta jars, urns, and vials*.

[LOOT] Amidst the clutter are 12 bronze hooks (5gp, 1/6 st. each), 40 terracotta canopic jars (5gp, 1/6 st. each), 30 vials of blue natron (15gp, 1/6 st. each) and 3 red-figure terracotta urns (10gp, 3/6 st. each). The urns hold a variety of sacred charms and amulets – a set of engraved finger bones (50gp), an amber pendant (300gp), a bronze brooch (100gp), a silver and obsidian amulet (100gp), and a pair of orbs, one hepatizon and one electrum, inscribed with eldritch glyphs (1,000gp and 1/6 st. each). The orbs are not magical themselves, but serve as keys to the magic portals in the Summoning Chamber (**N11**) and Secret Corridor (**N13**). In total, the treasure in this room has a value of 3,290gp and a weight of 15 2/6 st.

N11. ALCHEMIC LABORATORY SUMMONING CHAMBER (2200 BE)

This arrow-shaped room has plastered walls that stretch 50' west and south, then curve southward and westward by 20', before connecting diagonally. The floor of room is black marble, with an inlaid silver pentagram inlaid in its geometric center. 5' wide, 8' high archways of black-striated purple marble stand at the midpoint of the west, southwest, and south walls, but they only lead into the bare rock of the walls. A small hemispherical indentation is cut into the stone above the crest of each purple archway.

[TRAP] Placing the *electrum orb* found in **N10** into any of the indentations above the purple archways triggers a magical explosion that deals 11d6 points of fire damage to everything in the room. A successful saving throw vs. Blast reduces damage by half. The orb itself is not harmed by the effect. This is a permanent and repeatable magical trap. It cannot be detected or removed without magic, and it can only be dispelled by a caster of 11th level or higher.

[TRICK] Each of the purple archways carries a magical effect, triggered by placing the *hepatizon orb* found in **N10** into the indentations above it. The effect is unique to each archway, as noted below.

- » West Archway: A **gate** spell creates a two-way portal to a lush, jungle landscape dominated by a stepped pyramid adorned by statues of tall lizardmen. A character who succeeds on a Loremastership proficiency throw at -8 can identify the landscape as a fabled world known as Kanahu where lizardmen serve Law and men practice black sorcery. See *Barbarians of Kanahu* for more details.
- » South Archway: A **gate** spell creates a two-way portal to a bleak and desolate landscape with a lightless sky. A character who succeeds on a Loremastership or Theology proficiency throw can identify the landscape as the Sphere of Chthonic Darkness.
- » Southwest Archway: A **passwall** spell creates a passage to the Alchemic Laboratory Secret Corridor (N13).

Each effect lasts for as long as the hepatizon orb is in that archway's indentation plus another three turns (30 minutes) thereafter. Note that characters can inadvertently trap themselves in N12/N13 or **Area O** if they remove the hepatizon orb from the southwest archway before heading into the complex. If the characters end up trapped, the stone barrier can be destroyed with magic such as **disintegrate** or **rock to mud**, or cut through with excavation as a 50gp construction project. Up to four characters can work on breaking through the stone barrier.

The existence of the secret corridor on the far side of the southwest archway cannot be detected or accessed without magic. All of the archways radiate as magic.

N12. ALCHEMICAL LABORATORY SECRET CORRIDOR (2200 BE)

The secret door (from N11) leads to a corridor that runs 20' southwest before turning sharply to the northwest, where it extends into shadow. The floor and ceiling are made of large stone slabs, while the walls are unadorned, with no plaster, fresco, or mosaic decoration save a series of *conical ceramic sconces* set on the walls every 10'.

[TRAP] 70' down the corridor, a small pressure plate is built under the floor slab. The pressure plate can be detected with a successful proficiency throw to find traps. If the pressure plate detected, it is easily avoided. If the pressure plate is not detected, each adventurer crossing it has a 33% chance of triggering it (1-2 on 1d6). When the pressure plate is triggered, all of the sconces on the walls immediately drop to the floor and shatter, releasing their deadly filling: yellow mold spores. Each sconce contains enough yellow mold to fill a 10' cube around that sconce, and since there is one sconce per 10', the entire hallway will be filled with suffocating spores! Once the spores are released, every creature in N12 must make a saving throw vs. Poison with a +2 bonus (due to the dried, aged state of the spores) at the start of its initiative each round. Failure indicates that the character has inhaled spores and will die in 6 rounds unless the poison is neutralized. The spores will become harmless due to dispersion and oxidation after one turn (10 minutes).

[TRAP] If a character investigating any of the sconces succeeds on a proficiency throw to find traps, he notes that the sconces are hollow, with thin, fragile ceramic construction. If he succeeds by 5 or more points, he also notes that the sconces are mounted on the wall by means of a mechanical strut that would rotate downward and drop the sconces if an internal levering force were not being applied to the strut from somewhere inside the wall.

[TRAP] The sconces can be removed from the wall. Removing a sconce hastily does not require a proficiency throw, but the jarring motion has a 33% chance to break the sconce, releasing its spores. Removing a sconce carefully requires a proficiency throw to remove traps. If the throw fails, there is a 33% chance to break the sconce. If the throw is successful, the sconce is safely removed. Once removed, sconces can be thrown (as burning oil) to release their deadly filling with the effects described above. However, if a character is damaged or knocked down while carrying a sconce, there is a 33% chance the sconce breaks. There are a total of 14 sconces mounted on the walls.

N13. ALCHEMICAL LABORATORY SECRET CORRIDOR (2200 BE)

After about 180', the corridor turns west, extending for another 40' before terminating at a 5' wide, 8' tall archway of greyish-white marble. The grey archway is topped by a small hemispherical indentation.

[TRAP] Placing the *hepatizon orb* found in N10 into the indentation above the grey archway triggers a blast of lightning that deals 11d6 points of electrical damage to everything in the room. A successful saving throw vs. Blast reduces damage by half. The orb itself is not harmed by the effect. This is a permanent and repeatable magical trap. It cannot be detected or removed without magic, and it can only be dispelled by a caster of 11th level or higher.

[TRICK] Placing the *electrum orb* found in N10 into the indentation above the archway causes a **passwall** spell to create a passage to the Secret Tomb Gallery (O1). The passage remains open for as long as the electrum orb is in the archway's indentation plus another three turns (30 minutes) thereafter. As in N11, characters can inadvertently trap themselves in **Area O** if they remove the electrum orb before heading into the complex. The existence of the secret door cannot be detected or accessed without magic. The archway radiates as magic.



O. SUB-ABYSSAL SECRET TOMB OF THE HIEROPHANT



O. SUB-ABYSSAL SECRET TOMB OF THE HIEROPHANT

O1. SECRET TOMB GALLERY (1700 BE)

The secret door (from **N13**) opens into a gallery with black-speckled grey marble walls and a black marble floor. The gallery runs north for 60' and south for 30'; at each terminus, the corridor turns west (to **O2** and **O5**, respectively). A stone slab tomb door (to **O3**) sits on the west wall midway between the secret door and the northern terminus.

O2. SECRET TOMB GUARDIAN CHAMBER (1700 BE)

The northwestern branch of the gallery (**O1**) leads to a 30' wide, 40' long chamber. 24 *bronze ossuary urns* (25gp, 1 each) have toppled over near the west wall, spilling forth the bones and skulls they once held. A pair of stone pedestals sits adjacent to the north wall, and a second pair sits adjacent to the south wall.

If the adventurers have not yet disturbed the stone slab doors to **O3** or **O5**, add the following:

A *bronze statue* of an armored elven warrior stands on each of the stone pedestals.

[MONSTER] The warriors on the pedestals are *bronze animated statues*. These activate if either the stone slab door to the Secret Burial Chamber of the Hierophant (**O3**) or the Secret Tomb Annex (**O5**) are disturbed. Once activated, the statues will march south to the gallery and attack any intruders they encounter, unless commanded otherwise by Orthnach (see below).

Bronze animated statues (4): MV 30', AC 5, HD 5**, hp 25, 23, 21, 20, #AT 1 (shortsword 6+), Dmg 2d6, Save F5, ML N/A, AL N, XP 500; Special: construct immunities, immunity to ordinary weapons, ½ damage from magical weapons, weak point (identify as secret door, -4 to attack, bypass immunities, natural 20 destroys)

[LOOT] The 24 *bronze ossuary urns* are worth 25gp and weigh 1 st. each. In total, the treasure in this room has a value of 600gp and a weight of 24 st.

O3. SECRET BURIAL CHAMBER OF THE HIEROPHANT (1700 BE)

Past the stone slab door (from **O1**) is a 30' x 30' burial chamber with black-speckled grey marble walls. From the black marble floor rise three bronze-plated daises. Atop each dais rests a bronze sarcophagus, plated with gold and inlaid with lapis-lazuli. On the west wall of the burial chamber stands a heavy bronze door (to **O4**) bearing an inscription in Ancient Argollëan.

[MONSTER] The sarcophagi of the secret burial chamber hold three undead: The dark and terrible *mummy lord hierophant*, *Orthanach*; Orthanach's lover, the *mummy cultist* *Saorya*; and Orthanach's bodyguard, the *mummy warlord* *Cassair*. The mummies will have begun to awaken when the stone slab door from **O1** was disturbed. Depending on how long it took the adventurers to open that door, the mummies may be either just rising or already roused when the adventurers enter.

[LOOT] Orthanach was, in life, the most powerful elven hierophant in the Argollëans' empire. Devoted to Dirgion, he became the first elf to be transformed into a mummy lord after his death. He then retired to this secret tomb with his closest followers to await the Awakening. Orthanach wears a *gold death's head funerary mask with black sapphire eyes* (2,675gp, 1/6 st.), an *obsidian ring etched with runes* (**ring of fire resistance**, apparent value 2,000gp), and *bronze bracers with inlaid lapis lazuli* (**bracers of protection +1**, apparent value 225gp). He carries the **rod of elemental spheres** (see New Items, p. 134). If given time to prepare, he will cast **globe of invulnerability**, **giant strength** on Cassair (doubling his damage dice), **mirror image**, and **resist fire**. He will begin combat with **circle of agony** to disable as many intruders as possible.

[LOOT] Saorya, an elven cultist of Nasga, was Orthanach's lover. When he died, she ritually slew herself in order to be able to join him in his tomb. She wears a *silver crown with a frame of rearing serpents with jet eyes* (3,000gp), and carries an *ebony staff topped with a bronze cobra* (**staff of the serpent**, apparent value 100gp). If given time to prepare, she will cast **prayer** (allies gain +1 to attack, damage, and saves, enemies suffer -1 to same), followed by **resist fire** on herself and then Cassair.

[LOOT] Cassair was in life an elven warrior of great faith. He was honored to be transformed into a mummy in order to protect the hierophant during the long wait for the Awakening. Cassair wears *bronze lamellar armor* (**lamellar armor +1**, apparent value 700gp) with a *gilded boars'-tusk helmet with a roc-feathered crest* (325gp, 1/6 st.), and carries a *curved meteorite-iron sword with a hilt shaped like a screaming skull* (**sword +1**, apparent value 650gp).

[MONSTER] Three rounds after the stone slab door to this room is disturbed, the *bronze animated statues* (from **O2**) will arrive to reinforce the mummies.

Orthanach, mummy lord hierophant: Int 16, Wis 16; MV 120', AC 9, HD 12*****, hp 55, #AT 1 (touch 1+), Dmg 1d12 or by weapon +4, mummy rot, Save F12, ML +4, AL C, XP 6,600; Special: fearsome visage (save v. Paralysis or paralyzed), hard to kill (disperse into *insect plague* at 0 hp), hierophant powers, mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, spell-like abilities (**charm person**, **bestow curse** at will, **insect plague** 1/day, **summon weather** 1/week), undead immunities; Proficiencies: Battle Magic (+1 initiative casting spells), Black Lore (cast death/necro at 14th level, -2 penalties to death saves), Knowledge (astrology) 3, Leadership, Prophecy, Theology, Unflappable Casting (doesn't lose action if casting disrupted); Spells: (arcane) 4 1st, 4 2nd, 3 3rd, 3 4th, 3 5th, 2 6th, (divine) 5 1st, 5 2nd, 4 3rd, 4 4th, 3 5th; Repertoire: (arcane) 1st- **choking grip**, **detect magic**, **magic missile**, **shield**, **slicing blow**, **summon berserkers**; 2nd – **deathless minion**, **glitterdust**, **mirror image**, **invisibility**, **necromantic potency**, **wizard lock**; 3rd – **dismember**, **dispel magic**, **earth's teeth**, **nondetection**, **strengthen the unliving**; 4th – **flesh to ashes**, **giant strength**, **minor globe of invulnerability**, **scry**, **summon fantastic creature**; 5th – **animate dead**, **circle of agony**, **cone of cold**, **control undead**, **fillet and serve**; 6th – **globe of invulnerability**, **soul eating**, **torpor**, **wall of corpses**; (divine) as 12th level cultist

Saorya, mummy cultist of Nasga: Wis 18, Cha 16; MV 60', AC 6, HD 9+1***, hp 41, #AT 1 (touch 2+), Dmg 1d12 + mummy rot, Save F9, ML +4, AL C, XP 2,500; Special: control undead (as 9th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), glamorous aura, mastery of charms & illusions (cast as 11th level, targets suffer -2 penalties on saves), mummy rot, immunity to non-magical and non-fire attacks, provoke passions, ½ damage from fire and magical attacks, undead immunities; Proficiencies: Magical Music, Performance (dance), Quiet Magic, Seduction, Theology, Unflappable Casting (doesn't lose action if casting disrupted); Spells: 4 1st, 4 2nd, 4 3rd, 3 4th, 3 5th; Repertoire: as 9th level cultist of Nasga

O. SUB-ABYSSAL SECRET TOMB OF THE HIEROPHANT

Cassair, mummy warlord: Str 17; MV 60; AC 12, HD 9+1**, hp 44, #AT 1 (touch 0+ or **sword +1 -1+**), Dmg 1d12+6 + mummy rot or 1d8+10, Save F9, ML +4, AL C, XP 1,900; Special: fearsome visage (save v. Paralysis or paralyzed), inspire courage (4/day), mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, undead immunities, warlord powers; Proficiencies: Alertness (+1 to Surprise), Combat Reflexes (+1 to Surprise, +1 to Initiative), Combat Trickery (knockdown), Manual of Arms 2, Riding, Weapon Focus (swords) (x2 damage on natural 20)

[LOOT] The four *gold-plated sarcophagi with inlaid lapis-lazuli* are worth 6,000gp and weigh 20 stone each. In total, the treasure in this room has a value of 24,000gp and a weight of 60 2/6 st.

[LORE] [TRAP] Characters fluent in Ancient Argolléan can translate the inscription on the bronze door to Common as “Enter in the Name of the Hierophant.” The door is protected with a **glyph of warding**, triggered if any creature touches the door without speaking the name “Orthanach.” The door will radiate magic if detected, and a successful proficiency throw to find traps will notice the nearly-invisible tracery of the glyph on the bronze fretwork. If triggered, the glyph will deal 24 points of electricity damage (12 points with a successful saving throw vs. Blast.) to all characters within 10’ of the door. The glyphs were cast at 12th level for the purposes of **dispel magic**. (Note that Orthanch’s name is recorded in the religious record scrolls found in **J14**, the Doom Temple Sacristy).

O4. SECRET TOMB TREASURY (1700 BE)

Beyond the bronze door (from **O3**) lies a 25’ x 20’ vault of black-and-grey marble filled with treasure. An *ebony altar, inlaid with gold*, stands in the center of the room. A *long black scroll rolled around golden handles* lies atop the altar, and a *set of golden bowls and cups* are nestled under it. In front of the altar sits a *dawn redwood and ebony box*. A toppled-over *ebony statuette of a coiled cobra* lies next to an *ivory statuette of a skull with ebony tentacles* and an *ornate alabaster lamp with gold fittings*. Four cedar chests sit along the walls.

[LOOT] The cedar chests are locked. Each contain 2,000gp (8,000gp and 8 st. total). The *dawn redwood and ebony box* (25gp, 1/6 st.) holds 12 *engraved moonstones* (100gp each), a *gold pendant inlaid with black sapphire and ruby* (3,000gp), and a *dagger of pure gold, inlaid with onyx* (850gp, 1/6 st.).

[LOOT] The *ebony altar* is worth 700gp and weighs 3 st. Below it are a *gold libation bowl* (425gp, 1/6 st.), a *set of 3 gold cups* (100gp each), a *gold incense dish* (100gp) and a *matching gold basin* (2,500gp, 1 st.). The *long scroll* is the **hierophant’s spellbook** (see p. 138; weighs 3/6 st.).

[LOOT] The *ebony statuette* is worth 1,000gp and weighs 2/6 st. The *ivory statuette* is worth 1,000gp and weighs 2/6 st. The *ornate alabaster lamp* is worth 1,000gp and weighs 2/6 st. In total, the treasure in this room has a value of 20,100gp and a weight of 14 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the ebony statuette as a representation of Nasga and the ivory statuette as a representation of Dirgion.

O5. SECRET TOMB ANNEX (1700 BE)

The stone slab door (from **O1**) moves aside to reveal a 20’ x 15’ annex of black-and-grey marble entirely filled by *three canopic shrines of gilded wood, the first adorned with golden skulls, the second adorned with golden serpents, and the third adorned with golden swords*.

[MONSTER] There are no monsters or traps in this room, but four rounds after its stone slab door is disturbed, the *bronze animated statues* (from **O2**) will arrive to deal with trespassers. If Orthanch is slain, he will reform here in 1d10 days unless his canopic shrine is removed.

[LOOT] Each of the *three canopic shrines* (2,000gp, 7st each) holds 4 *terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). Orthanch’s canopic shrine also contains a **large soul gem** (5,000 divine power). In total, the treasure in this room has a value of 6,300gp and a weight of 24 st.

[TRAP] Orthanch’s canopic shrine (with golden skulls) is protected with a **glyph of warding**, triggered if any creature other than the mummy lord touches it. The creature who triggers the glyph must make a successful saving throw vs. Death or be slain by a **finger of death**. The canopic shrine will radiate magic if detected, and a successful proficiency throw to find traps will notice the nearly-invisible tracery of the glyph on the skulls. The glyph was cast at 12th level for the purposes of **dispel magic**.

[LORE] Orthanch’s soul gem carries the spiritual residue of an ancient rival, an elven wizard named Caogan. Caogan was, in his time, an expert in the Oculus of the Dread Eye, a sinister artifact that the elves inherited from the khepri. Adventurers who speak with Caogan may learn the location of the Eyrie of the Dread Eye. See AX5: *Eyrie of the Dread Eye* for more details on this adventure site. Caogan can also answer questions relating to the Argolléan Empire and Nethercity circa 1700 BE (Judge’s discretion as to what Caogan knows).

P2. SUB-ABYSSAL EASTERN RIVER BANK (1900 BE)

The tunnel wall that confines the river recedes away from the waterline here, creating a grotto about 40' wide and 50' long. Near the waterline the grotto floor is pebbled with eroded stone. Deeper into the grotto, stalactites and stalagmites of frozen lava look like fangs in a stony maw. At the east end of the grotto, shadowy side tunnels branch out north and south.

[LORE] A character with Caving, Engineering, or Land Surveying proficiency who spends one turn (10 minutes) inspecting the side tunnels will find old excavation marks at each terminus, suggesting long-abandoned construction plans.

P3. SUB-ABYSSAL WESTERN RIVER BANK (1900 BE)

Along the western edge of the river here, the tunnel wall debouches into a grotto with a pebbled stone floor. The grotto is roughly triangular, about 40' wide where it touches the river and 15' wide at its western terminus, where a stone slab door (to Q1) stands against the cave-wall.

The cave terminates to the west in a stone slab door (to Q1).

P4. SUB-ABYSSAL NORTHERN RIVER BANK (2200 BE)

The dark underground river flows in from the south and disappears into the darkness to the northeast. Just where the river begins to curve, a yawning cave mouth, 30' wide and 15' high, opens up on its northwest bank. A winding volcanic tunnel runs northward from the cave mouth.

After 60' the tunnel leads to the Great King Tomb Secret Entrance (Q6).

P5. SUB-ABYSSAL CENTRAL RIVER BANK (2200 BE)

A rocky beach runs along a 60' stretch of the river's east bank. The strip of beach is about 15' wide. Rough-hewn steps ascend from the beach upwards through a tunnel near the northeastern corner (to P6). A high relief carving of a grotesque pregnant crone has been carved on the east wall south of the steps.

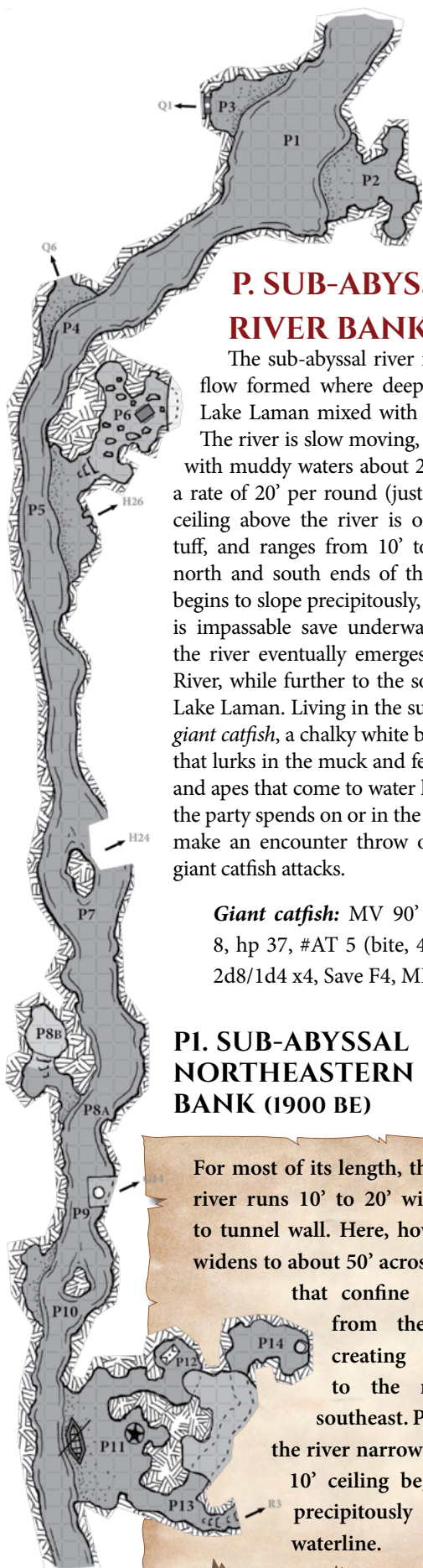
P. SUB-ABYSSAL RIVER BANKS

The sub-abyssal river is an underground flow formed where deep aquifers sourcing Lake Laman mixed with a major lava tube. The river is slow moving, icy cold, and dark, with muddy waters about 20' deep. It flows at a rate of 20' per round (just over 1 mph). The ceiling above the river is of smooth volcanic tuff, and ranges from 10' to 30' high. At the north and south ends of the map, the ceiling begins to slope precipitously, until soon the way is impassable save underwater. Further north the river eventually emerges into the Mirmen River, while further to the south it connects to Lake Laman. Living in the sub-abyssal river is a *giant catfish*, a chalky white beast about 15' long that lurks in the muck and feeds on troglodytes and apes that come to water here. For each turn the party spends on or in the underground river make an encounter throw of 1d6; on 6+, the giant catfish attacks.

Giant catfish: MV 90' swim, AC 5, HD 8, hp 37, #AT 5 (bite, 4 feelers 3+), Dmg 2d8/1d4 x4, Save F4, ML 0, AL N, XP 600

P1. SUB-ABYSSAL NORTHEASTERN RIVER BANK (1900 BE)

For most of its length, the underground river runs 10' to 20' wide, tunnel wall to tunnel wall. Here, however, the river widens to about 50' across, and the walls that confine it recede away from the river's edge, creating rocky grottos to the northwest and southeast. Past the grottoes, the river narrows again, and the 10' ceiling begins to decline precipitously towards the waterline.



[TRICK] Each of the rough-hewn steps is carved with the symbol of the winged sun, so that with every boot step, a walker crushes the holy symbol of Ammonar under his heel. The staircase is wide enough that a worshipper of Ammonar might avoid doing so if he wished, by stepping along either edge of the sun. There is no trap or ill effect in either case, but treading on the steps awakens the mummy cultist in **P6**.

[TRICK] [LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the carving of the pregnant crone as a depiction of Telith, the Great Earth Mother, Chthonic goddess of the underground. The carving actually disguises a secret door to **H26**. If found, the secret door can be opened as a stone slab door by rotating it around its vertical axis.

P6. ABYSSAL LEVEL EARTH BURIAL CAVE (2200 BE)

The rough-hewn steps from the river bank (**P5**) lead up to an irregularly-shaped cave, about 60' in length northeast by southwest, and 30' wide, with 20' ceilings. A pair of small 10' x 10' natural alcoves in the rock extend like pseudopods from the northwest and southeast walls. The ceiling is adorned with dozens of basalt stalactites that dangle like stone chandeliers over ranks of volcanic stalagmites and basalt pillars. In the center of the spectacular rock formations stands a sarcophagus carved from the living rock of the cavern itself.

[MONSTER] The rock formations in this cave are among the most impressive in the complex, which is why the evil priest of Telith buried here chose it as his sepulcher. The priest, now a *mummy cultist of Telith*, will have begun to awaken when the adventurers first trod the steps upward (**P5**). Depending on how long it took the adventurers to ascend the steps, the mummy may be either just rising or already roused when the adventurers enter. If given time to prepare, the mummy will cast **resist fire** on itself.

Mummy cultist of Telith: Wis 13, Cha 13; MV 60', AC 6, HD 8+1***, hp 34, #AT 1 (touch 3+), Dmg 1d12 + mummy rot, Save F8, ML +4, AL C, XP 2,100; Special: control undead (as 8th level Chaotic cleric), earth awareness, elemental connection, fearsome visage (save v. Paralysis or paralyzed), mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, rock solidity (+4 vs. knockdown), undead immunities; Proficiencies: Elementalism (earth), Engineering, Intimidation, Quiet Magic, Theology, Unflappable Casting; Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 1 5th; Repertoire: as 8th level cultist of Telith

[TRAP] Characters who charge, run, or withdraw while in the Abyssal Level Earth Burial Cave must make a saving throw vs. Blast due to the jagged rock formations that fill the cavern. If the saving throw fails, the character falls down after 3d6 feet of movement, suffering 1d4 points of damage. If the saving throw succeeds, the character is able to move freely. (A character with Acrobatics proficiency gains a +2 bonus to this saving throw.)

[LOOT] The mummy's burial goods can be found in the northwestern annex. A *gold thurible* (400gp, 1 st.) sits next to an oilskin wrapped set of 40 *sticks of frankincense* (20gp each). 4 *terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each) and 6 *large exquisitely-carved alabaster amphora* (300gp, 3 st. each) have survived the ancient quakes, perhaps due to Telith's protection. A pair of large cedar chests hold 2,000gp each. In total, the treasure in this room has a value of 7,100gp and weight of 21 4/6 st.

P7. SUB-ABYSSAL CENTRAL RIVER COLUMN (2100 BE)

The river widens here to about 50', while the ceiling rises to 20' above the surface of the river. A 15' wide, 40' long basalt pillar ascends from the river to the ceiling. The pillar has been carefully carved to resemble the trunk of a great tree, and the ceiling sculpted in high relief above it looks like leafy branches radiating from the trunk. A 5' diameter hole in the ceiling on the east side of pillar has been carved to appear like the moon shining through the leaves.

A character who climbs up the hole arrives at the well in the Great Temple Meditation Well (**H24**).

P8. ABYSSAL LEVEL WOMB OF THE EARTH MOTHER (2200 BE)

P8A. ABYSSAL LEVEL CENTRAL WEST RIVER BANK

A 20' wide cave mouth yawns over the northwest edge of the underground river here. Within the mouth, a tunnel runs northwest into the darkness (to **P8b**).

P8B. ABYSSAL LEVEL WOMB OF THE EARTH MOTHER

The tunnel (from **P8a**) ends with a stone archway carved to appear like a vulva, from which a set of steps, carved from the living rock, rise upward through a short canal with organic patterns in high relief, into a roughly oval 20' wide, 30' long cavern with 20' ceilings. The cavern is warm, and has a disturbingly *wet, glistening texture* to the walls. The northern tip of the warm wet cave has a 5' recessed shelf, within which sits *a white diamond of surpassing size and splendor*.



[LOOT] [LORE] A character who succeeds on a Lore mastery proficiency throw, or a Craft (gemsmithing) proficiency throw at -4, can identify the diamond as the *egg of the earth*, a legendary gemstone captured by the Argollean elves from the dwarves of Azen Khador during the Bitter War. The egg of the earth is worth 25,000gp, or even more to a dwarf noble who traces his lineage to Azen Khador.

[TRAP] However, if the egg is disturbed, the *huge black pudding* which has been enchanted to guard the womb will drop from the ceiling and walls onto the party. The black pudding gains a +2 bonus to surprise adventurers.

Huge black pudding: Con 18; MV 60'; AC 3, HD 10*, hp 90, #AT 1 (envelopment 2+), Dmg 3d8, Save F5, ML N/A, XP 1,550; Special: cold paralysis (immune to cold but paralyzed by the damage for 1 round per die), divisibility (attacks other than cold and fire divide pudding into 2 smaller puddings, minimum size 2 HD)

[TRICK] The entire Womb of the Earth Mother is a **resilient edifice of elemental earth** (see *Heroic Fantasy Handbook*, p. 97). Characters within the place who conduct earth-based magical research gain a +1 bonus to their throws. Earth-based spell effects are calculated as if the casters were two class levels higher than their actual level of experience. If the place is left unoccupied, there is a 10% chance every 1d12 days that a group of creatures native to that element's sphere will manifest in the place. These creatures will return to their sphere of existence after 1d4 days have elapsed. (Elementals will not arrive while the *egg of the earth mother* remains in the Womb.)

P9. SUB-ABYSSAL SOUTHERN RIVER COLUMN NORTH (2000 BE)

A 5' diameter hole, lined with black marble, looks down on the underground waterway from the ceiling 10' overhead. 40' to the south, the river widens as it flows around a 15' diameter basalt column that rises up from the river. West of the column, the tunnel opens to reveal a narrow river bank of rocky volcanic tuff, about 15' wide, that runs for a length of about 20.

A character who climbs up the hole arrives at the well in the Abyssal Level King Tomb (G14).

P10. SUB-ABYSSAL SOUTHERN RIVER COLUMN SOUTH (2000 BE)

The river here widens to 30' wide as it flows around a 15' diameter basalt column that rises up from the river to the ceiling 15' above. The column has been inscribed along its entire face with Ancient Argollëan script. West of the column, the tunnel expands to reveal a narrow river bank of rocky volcanic tuff, about 10' wide, that runs for a length of about 30'. The western wall of the river bank is lined with two dozen wall graves.

[GRAVES] There are 24 graves here. All are dated circa 2000 BE and carry the usual inscriptions, remains, and goods (average 336gp).

[LORE] Characters fluent in Ancient Argollëan can translate the inscription as a prayer to Lammala: "Mother of the Murky Depths! May your black waters wash our souls of shame. May your great waves erode and ruin those who stand against you. May those who plunder your precious treasures become creatures of your watery abyss." (The last sentence is a warning of the curse on the treasures found in P12.)

P11. SUB-ABYSSAL SOUTHERN RIVER BANK (1900 BE)

If the adventurers enter from the underground river, reveal the following:

The eastern wall of the tunnel recedes away from the underground river here to form a 70' long and 50' wide cavern with 50' ceilings. An ancient *funerary barge* with a long steering pole is beached by the waterline. At the far side of the cavern are a pair of dark tunnel openings leading northeast and southeast, each about 10' wide and high. Between the two tunnel openings stands an algae-covered limestone statue of a grotesque abomination, some 25' tall, with long tentacles that loom menacingly over the cavern.



If the adventurers enter from **P13**, reveal the following:

The tunnel enters into the southeast corner of a rocky cavern about 70' long and 50' wide with vaulted 50' ceilings. The western edge of the cavern descends into the waterline of a dark underground river, about 15' wide, which flows past from the south and off into the darkness to the north. An ancient *funerary barge* with a long steering pole is beached by the waterline. The northeast corner of the cavern has another tunnel, about 10' wide and high, exiting the cavern. Between the northeast and southeast tunnels stands an algae-covered limestone statue of a grotesque abomination, some 25' tall, with long tentacles that loom menacingly over the cavern.

[LOOT] The *funerary barge* is 25' long and 10' wide, and made of cedar wood with decorative panels of thin bronze. It shows no signs of age or decay, and radiates as magical. It is a **funerary barge of the cults** (see New Items, p. 132).

[TRAP] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the grotesque statue as a representation of Lammala, the Sea Mother, Chthonic goddess of the murky depths. The statue is not magical, but it is a warning: Should any adventurers attempt to sail the funerary barge and/or enter the northern tunnel (to **P12**) without having first anointed themselves in the font at **P14**, an *enslaved water elemental* will emerge from the depths of the river and attack the trespassers. Adventurers who return from the northern tunnel with stolen gemstones (see below) will be attacked by the water elemental regardless of whether they anointed themselves!

Water elemental: MV 60'/180' swim, AC 11, HD 16*, hp 76, #AT 1 (smash), Dmg 3d8, Save F16, ML +4, AL N, XP 3,300; Special: Extra damage (+1d8 if target in water)

P12. SUB-ABYSSAL SOUTHERN RIVER BANK NORTHERN ARM (1900 BE)

The tunnel (from **P11**) leads to a bean-shaped cave about 30' long and 20' wide. The northwest portion of the cave is dominated by a rectangular stone basin, carved from the living rock, within which *hundreds of sea shells, shark teeth, and other treasures of the sea* glitter in the light. The basin itself is engraved with a *strange pattern* of long loops connected with sweeping strokes.

[LOOT] Within the stone basin are 245 *white nacreous seashells* (10gp each); 120 *great white shark teeth* (10gp each); 100 *pink nacreous seashells* (25gp each); 60 *sardonyx seashells* (50gp each);

10 *pink coral pieces* (100gp each); 4 *red coral pieces* (125gp each); 12 *black pearls* (250gp each); 9 *black coral pieces* (250gp each); 6 *white pearls* (250gp each); 2 *gold coral pieces* (500gp); 2 *gold pearls* (750gp each); and 1 *large black pearl* (1000gp). In total, the treasure in this room has a value of 20,900gp.

[TRAP] These ancient treasures of the sea are under the protection of Lammala. Any adventurer who takes even a single pearl must make a saving throw versus Spells. If the save fails, the character is **curse**d to transform into a squid-like monstrosity. The transformation occurs in stages over seven days:

- » Day 1: Tiny hives appear in patches on the character's arms and legs.
- » Day 2: The character's head and body hair falls out. His skin begins to feel loose. Faint lines appear on the character's neck.
- » Day 3: The hives on the character's arms and legs develop into large pustules. The muscles in his limbs gain a wiry strength and flexibility. (His Strength and Dexterity are increased by one point but his Charisma is reduced by two points.) Darker lines appear around his neck.
- » Day 4: The pustules erupt into bowl-like suckers. The character's bones begin to feel soft, especially in his fingers and toes. (His Strength and Dexterity are increased by another point each, but he suffers a -2 penalty to throws requiring fine manipulation, including attack throws with weapons.) The lines on his neck develop into deep, scar-like grooves.
- » Day 5: The character's eyes enlarge while his fingers and toes slough off. (His movement is reduced by 30'. He can manipulate objects using the suckers on his arms with a -4 penalty to throws.) A bulbous sac begins to develop below his groin. The lines of his neck develop into gills.
- » Day 6: The bones of the character's arms and legs melt away, though his musculature strengthens to compensate. He can no longer stand upright or walk, but can ambulate using his limbs like tentacles at a movement rate of 30'. The bulbous sac begins to produce a black fluid that leaks out through his rectum. His teeth fall out. (His Charisma is reduced by a further four points.)
- » Day 7: The remaining bones in the character's body melt away. His ears, nose, and lips slough off. His lungs collapse, rendering him unable to breathe air. His transformation into a four-tentacled cephalopod is complete.

Though the **curse's** early stage resemble a disease, neither Healing proficiency nor **cure disease** can stop the affliction from progressing. A **remove curse** spell can halt the progress of the curse and possibly reverse it, if the caster is of sufficiently high level. On the first day, a caster level of 6+ is required to reverse the affliction; the minimum caster level increases by one per day thereafter.

[LORE] The pattern engraved on the basin shows the oar strokes required to trigger the **funerary barge's** teleportation effect. See New Items on p. 132.

P13. SUB-ABYSSAL SOUTHERN RIVER BANK SOUTHERN ARM (1900 BE)

This 10' wide, 10' high tunnel runs 40' between a cave opening in the west and an ascending stone staircase in the east. A side tunnel halfway down the tunnel exits northeast.

[TRICK] The steps terminate in a boulder carved to resemble the rock face. The boulder is actually a secret door. If found, the boulder can be rolled aside as a stone slab door to gain entrance to the vicinity of **R2**. The side tunnel slowly curves northeastward for about 100' to terminate at **P14**.

P14. SUB-ABYSSAL UNHOLY FONT (1900 BE)

The tunnel opens up here into a sickle-shaped cave, 20' long and 30' wide, with 15' ceilings. A basin of clear water, sculpted from the living rock, murmurs gently from the east end of the cave. An Ancient Argollëan phrase is inscribed on the basin.

[LORE] **[TRICK]** Characters fluent in Ancient Argollëan can translate the inscription to Common as "Anoint yourself with the sacred waters of the Sea Mother." The basin constantly refills with salty sea-water by means of a permanent *create water* spell. Chaotic characters who spend one round purifying themselves at the basin receive the benefit of a **bless** spell, while Lawful and Neutral characters suffer the reverse, a **bane**. While this effect lasts, the purified character(s) can pass into the hallway to **P12** and/or use the **funerary barge of cultists** in **P11** without being attacked by the lurking water elemental. The protection does not apply outside of Area P.

Q. GREAT KING TOMB

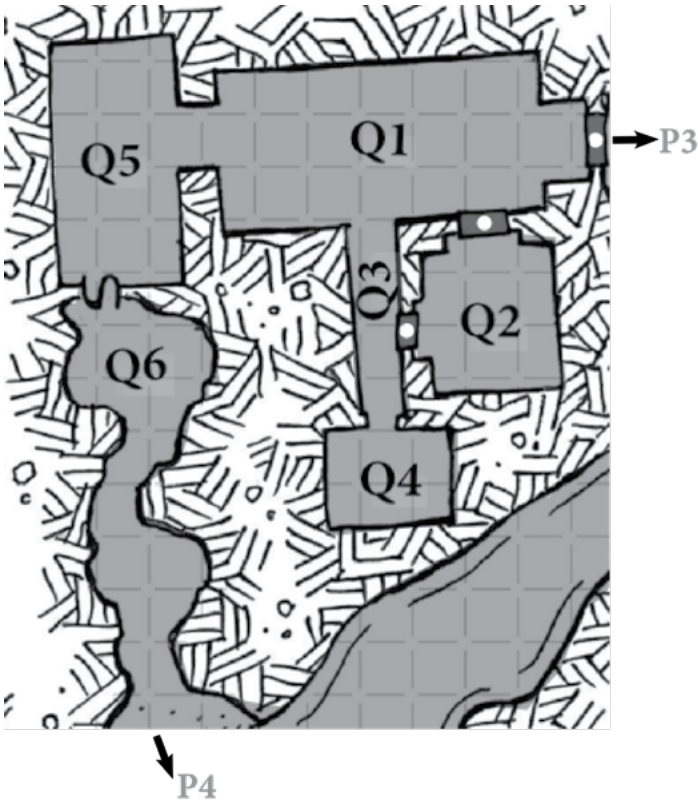
Q1. GREAT KING TOMB ANTECHAMBER (1900 BE)

Beyond the stone slab door (from **P3**), a short 5' foyer opens up into a 20' wide, 30' long antechamber with 10' ceilings. It has walls paneled in gold-streaked black marble and floors tiled with black marble. The north wall of the antechamber is decorated with a mosaic of a great king ruling over a glorious realm in glittering gold, purple and red. A stone slab door (to **Q2**) carrying an Ancient Argollëan inscription sits on the southern wall, near the entrance, while the middle of the southern wall is pierced by a hallway leading south (to **Q3**). In the center of the west wall is a marble archway, with inlaid bronze lions rampant, that leads westward (to **Q5**). The archway has twisted and cracked from ancient quakes, as has much of the mosaic. In the center of the room is long low dais, plated with bronze, atop which rest *four bronze sarcophagi gilded with gold*.

[MONSTER] Each sarcophagus holds a *mummy warlord* equipped with bronze scale armor (equivalent to chain), conical bronze helmets with cheek-guards and plumes, round bronze shields, and curved bronze swords. These were members of the king's elite guards in life, and they continue to protect him in unlife. The mummies will have begun to awaken when the stone slab door from **P3** was disturbed. Depending on how long it took the adventurers to open that door, the mummies may be either just rising or already roused when the adventurers enter.

Mummy warlords (4): Str 15; MV 60; AC 11, HD 5+1**, hp 28, 26, 25, 22, #AT 1 (touch 4+ or sword 4+), Dmg 1d12+3 + mummy rot or 1d6+6, Save F5, ML +4, AL C, XP 660; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, ½ damage from fire and magical attacks, undead immunities, warlord powers; Proficiencies: Combat Reflexes (+1 to Surprise and Initiative)

[MONSTER] On the second round of combat, *four bronze animated statues* will arrive from the Great King Burial Chamber (**Q5**) to join the fray. On the fourth round of combat, another *four bronze animated statues* and the *mummy warlord Marcan* will enter from the Burial Chamber. See **Q5** for more details on these creatures.



[LORE] [TRAP] A character fluent in Ancient Argolléan can translate the inscription on the stone slab door to **Q2** as “Enter in the name of the king.” The stone slab door is protected with a **blast glyph of warding**, triggered if any creature touches the door without speaking the name “Marcan.” The door will radiate magic if detected, and a successful proficiency throw to find traps will notice the nearly-invisible tracery of the glyph on the stone doors. If triggered, the glyph will deal 24 points of electricity damage (12 points with a successful saving throw vs. Blast.) to all characters within 10’ of the door. The glyphs were cast at 12th level for the purposes of **dispel magic**.

Q2. GREAT KING TOMB VAULT (1900 BE)

This vault is 25’ long, 25’ wide, and 10’ high, with walls of gold-streaked black marble, and floor of black marble. Within the vault sits a *throne of gold, ivory, and ebony*, upon which rests a *gold crown encrusted with red and black gems* and a *gold collar*. A *large black fan with golden feathers* rests against the throne, while a *pair of golden sandals* sits at its feet. Hanging on the wall are *eight round golden shields*, above a *golden chariot adorned with white serpents*. On the opposite wall sit *three cedar chests with bronze fittings*.

Bronze animated statues (8): MV 30’, AC 5, HD 5**, hp 30, 25, 24, 23, 22, 21, 20, 18, #AT 1 (shortsword 6+), Dmg 2d6, Save F5, ML N/A, AL N, XP 500; Special: construct immunities, immunity to ordinary weapons, ½ damage from magical weapons, weak point (identify as secret door, -4 to attack, bypass immunities, natural 20 destroys)

Marcan, mummy warlord: Str 16, Int 13, Cha 16; MV 120’, AC 12, HD 13**, hp 65, #AT 1 (touch -1+ or sword +1 -2+), Dmg 1d12+7 + mummy rot or 1d8+10, Save F13, ML +4, AL C, XP 3,400; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, undead immunities, warlord powers; Proficiencies: Combat Reflexes (+1 to Surprise and Initiative), Weapon Focus (swords) (x2 damage on natural 20)

[LOOT] The glittering gold in the mosaic is *genuine gold* (100gp worth). The *four bronze sarcophagi gilded with gold* are worth 3,500gp and weigh 20 st. each. In total, the treasure in this room has a value of 14,100gp and a weight of 80 st.

[LORE] A character who succeeds on a Loremastery proficiency throw, or a Knowledge (history) proficiency throw at -4, can identify the king depicted in the mosaic as Marcan, the victor of the Bitter War against the dwarves. Knowing the king’s name can allow the party to bypass the **blast glyphs of warding** on the stone slab door to **Q2** (see below).

[LOOT] Inspection of the treasure in this room reveals it to be the following:

- » An *ebony throne with ivory overlay and gold leaf paneling* (2,000gp, 10 st.)
- » A *gold crown adorned with rubies and black sapphires* (8,000gp)
- » A *gold collar finely cut from a single sheet of gold* (800gp)
- » A *large gilded ebony fan with gold-dipped lammasu plumes* (800gp, 4/6 st.)
- » A *pair of ceremonial gold sandals* (1,000gp, 1 st.)
- » A *gilded ebony light chariot adorned with ivory serpents* (4,000gp, 10 st.)
- » *Eight gilded cedar shields* (100gp, 1 st. each)
- » *Three cedar chests, each holding 1,000gp* (3,000gp, 3 st.)

In total, the treasure in this room has a value of 20,400gp and a weight of 32 4/6 st.

Q3. GREAT KING TOMB ANNEX HALLWAY (1900 BE)

Past the marble lion-adorned archway (from **Q1**) is a 40' long, 10' wide gallery with 10' ceilings. The west wall of the gallery is adorned with a mosaic of a golden-armored king celebrating a triumph in a chariot through cheering throngs. The east wall is paneled with gold-speckled black marble. A stone slab door (to **Q2**) carrying an Ancient Argollëan inscription stands against the east wall at the gallery's midpoint. Past the stone slab door, the gallery terminates in another marble lion-adorned archway (to **Q4**).

[LOOT] [LORE] As in **Q1**, the glittering gold in the mosaic is *genuine gold* (100gp worth). A character who succeeds on a Lore mastery proficiency throw, or a Knowledge (history) proficiency throw at -4, can identify the king depicted in the mosaic as Marcan, the victor of the Bitter War against the dwarves. The stone slab door to **Q2** carries the same inscription and trap as its counterpart in **Q1**.

Q4. GREAT KING TOMB ANNEX (1900 BE)

The gallery from the north (**Q3**) opens into a 30' wide, 20' deep annex with 10' ceilings. All of the walls are paneled with gold-speckled marble. In the middle of the annex stands a *great canopic shrine of gilded wood adorned with gold lions*. Shattered and broken pottery litter the black marble floor around the shrine, though about a *dozen vases and jars* remain intact.

[LOOT] The *canopic shrine* is worth 2,000gp and weighs 7 st. It encloses *four terracotta canopic jars of embalmed organs* (25gp, 1/6 st. each). Amid dozens of broken vases, all that remains are *six red-figure terracotta vases* (7gp, 2/6 st. each) and another *seven terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each) from the mummies in **Q1**. In total, the treasure in this room has a value of 2,317gp and a weight of 10 5/6 st.

Q5. GREAT KING BURIAL CHAMBER (1900 BE)

If the adventurers have entered the Burial Chamber by fighting their way in from **Q1**, reveal the following:

This 30' wide, 45' long burial chamber has soaring 25' ceilings. The north, west, and south walls form a single resplendent mosaic of glimmering cities and golden palaces, where throngs of lizardmen slave for the pleasure of ruling elven nobility. Resting atop a dais rising from

the black marble floor of the tomb is a *sarcophagus of pure gold* fashioned in the likeness of the same cold and arrogant king seen in the mosaics. The lid of the sarcophagus has been pushed open, and the great golden coffin lies empty.

However, if the adventurers have entered this room before entering **Q1** (e.g. by means of the secret passage), reveal the following instead:

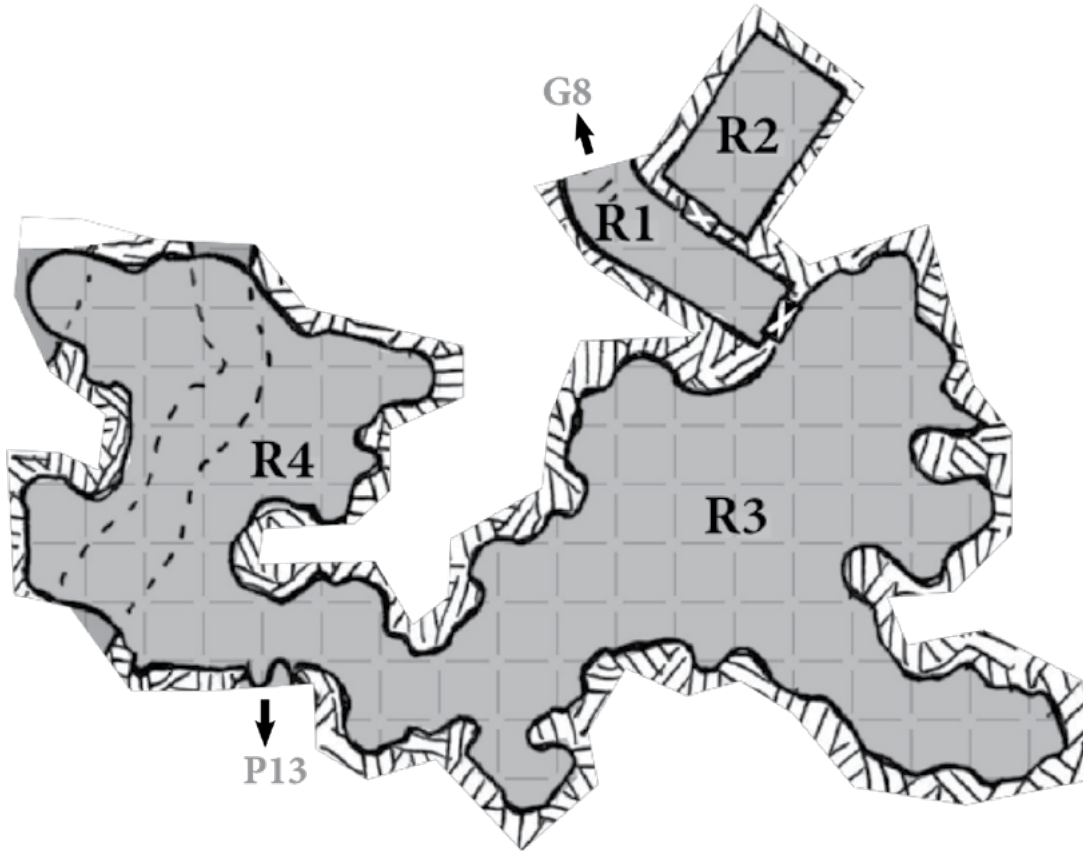
This 30' wide, 45' long burial chamber has soaring 25' ceilings. The north, west, and south walls form a single resplendent mosaic of glimmering cities and golden palaces, where throngs of lizardmen slave for the pleasure of ruling elven nobility. Resting atop a dais rising from the black marble floor of the tomb is a *sarcophagus of pure gold* fashioned in the likeness of the same cold and arrogant king seen in the mosaics. Standing as if on guard over the sarcophagus are *eight bronze statues*, sculpted to resemble armored elven warriors.

[MONSTER] Only if the adventurers have not already confronted Marcan and his guards in the Great King Antechamber (**Q1**) will they have to fight them here. Marcan and his statues will become active as soon as any adventurer enters the Burial Chamber. If not already dispatched, the mummy warlords from **Q1** will join after two rounds.

Bronze animated statues (8): MV 30', AC 5, HD 5**, hp 30, 25, 24, 23, 22, 21, 20, 18, #AT 1 (shortsword 6+), Dmg 2d6, Save F5, ML N/A, AL N, XP 500; Special: construct immunities, immunity to ordinary weapons, ½ damage from magical weapons, weak point (identify as secret door, -4 to attack, bypass immunities, natural 20 destroys)

Marcan, mummy warlord: Str 16, Int 13, Cha 16; MV 120', AC 12, HD 13**, hp 65, #AT 1 (touch -1+ or sword +2 -2+), Dmg 1d12+8 + mummy rot or 1d8+10, Save F13, ML +4, AL C, XP 3,400; Special: fearsome visage (save v. Paralysis or paralyzed), mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, undead immunities, warlord powers; Proficiencies: Combat Reflexes (+1 to Surprise and Initiative), Weapon Focus (swords) (x2 damage on natural 20)

[LOOT] Marcan (whether confronted here or in **Q1**) wears *bronze scale armor worked with tiny gold runes* (equivalent to **chain +1**, apparent value 650gp,) and a *boars' tusk helmet with a large red crest (helm of comprehending languages*, apparent value 100gp), and carries a sickle-shaped meteorite-iron sword with a hilt shaped like a golden crown (**sword of command**, apparent value 650gp). Marcan's pure-gold sarcophagus is worth 20,000gp and weighs 20 st.



[TRICK] A secret door, used by the builders to leave after the tomb was constructed, is concealed within a panel in the southern mosaic. If found, the secret door can be opened by rotating the panel around its vertical axis, revealing the passage to Q6.

Q6. GREAT KING TOMB SECRET ENTRANCE (1900 BE)

If the adventurers enter Q6 from Q5, reveal the following:

The secret door (from Q5) leads to a 20' wide volcanic cavern, from which extends a winding volcanic tunnel that runs southward (to P4). The lapping sounds of the underground river are audible in that direction.

If the adventurers enter Q6 from P4, reveal the following:

From the river, the twisting volcanic tunnel winds north 40' before terminating in a 25' diameter volcanic cave.

[TRICK] The north wall of the cave conceals a secret door, a panel carved (on this side) to resemble the natural rock. If found, the secret door can be opened by rotating it around its vertical axis, revealing the Great King Burial Chamber (Q5).

R. ABYSSAL LEVEL SOUTHERN CAVE

R1. ABYSSAL LEVEL CORRIDOR (2200 BE)

From the northwest (G8), a staircase descends down to a 45' long, 10' wide corridor that terminates with a stone slab door on the northeast wall (to R2) and a heavy bronze door on the southeast wall (to R3).

R2. ABYSSAL LEVEL PRINCE AND PRINCESS TOMB (2200 BE)

Beyond the stone slab door (from R1) is a 20' x 30' tomb paneled with red-speckled black marble on the walls and black marble on the floor. The west and east walls are decorated with mosaics depicting an elven prince and princess hunting elephants and other exotic creatures in a lush jungle. Between the mosaics rise two low bronze-plated daises, atop which are a pair of *bronze sarcophagi partially gilded with gold*, sculpted to resemble the prince and princess from the mosaics. Standing on the dais next to each sarcophagus are a pair of bronze statues of elven warriors in archaic panoply.

Hanging over the sarcophagi on the northeast wall are an *ornately-engraved composite bow*, a *black-and-gold quiver half-full of black-fletched arrows*, and a *finely-made long spear*. Adjacent to the sarcophagi are a *pair of massive ivory tusks* and *dozens of smaller horns and tusks*, all piled atop a *small mound of electrum coin*. Next to the trophy pile are *two sets of terracotta canopic jars* and a *pair of long scrolls rolled around ivory handles*.

[MONSTER] The prince and princess are now *mummy courtiers*. The statues near their sarcophagi are *bronze animated statues*. The mummies will have begun to awaken when the stone slab door to their tomb was disturbed. Depending on how long it took the adventurers to open that door, the mummy may be either just rising or already roused when the adventurers enter.

If given sufficient time to prepare, the prince will grab his **spear +1** from the wall (see below), then cast **ogre power** (gaining +3 to hit and damage) and **necromantic potency** (1d10+4 temporary hit points). Meanwhile, the princess will grab her **bow +1** and **arrows +1**, then cast **invisibility**. In combat, the princess will cast **hypnotic pattern** to mesmerize foes while the prince will cast **summon berserkers** and then attempt to dispatch mesmerized targets.

Bronze animated statues (4): MV 30', AC 5, HD 5**, hp 25, 23, 21, 20, #AT 1 (shortsword 6+), Dmg 2d6, Save F5, ML N/A, AL N, XP 500; Special: construct immunities, immunity to ordinary weapons, ½ damage from magical weapons, weak point (identify as secret door, -4 to attack, bypass immunities, natural 20 destroys)

Mummy courtier (prince): MV 60', AC 11, HD 8+1***, hp 41, #AT 1 (touch 3+ or +1 **spear** 1+), Dmg 1d12+3 + mummy rot or 1d8+7, Save F8, ML +4, AL C, XP 2,100; Special: classical weapons training (+1 with melee weapons), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, inspire courage (4/day), ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st, 2 2nd; Repertoire: 1st – **magic missile**, **summon berserkers**; 2nd – **necromantic potency**, **ogre power**

Mummy courtier (princess): MV 60', AC 11, HD 8+1***, hp 33, #AT 1 (touch 3+ or +1 **bow** 1+), Dmg 1d12+3 + mummy rot or 1d6+7, Save F8, ML +4, AL C, XP 2,100; Special: classical weapons training (+1 with missile weapons), fearsome visage (save v. Paralysis or paralyzed), mummy rot (unable to magically heal), immunity to non-magical/non-fire attacks, inspire courage (4/day), ½ damage from fire and magical attacks, undead immunities; Spells: 2 1st, 2 2nd; Repertoire: 1st – **charm person**, **sleep**; 2nd – **hypnotic pattern**, **invisibility**

[LOOT] The prince wears a *gold crown adorned with black sapphires* (4,000gp). His spear is a *masterwork long spear with a bronze leaf-shaped head* (apparent value 650gp, actually a **spear +1**). The princess wears a *gold tiara adorned with tiny rubies* (4,000gp). Her bow is an *ornately-engraved composite bow with arms fashioned in the shape of dragons* (apparent value 650gp, actually a **bow +1**). It is accompanied by an *ebony quiver inlaid with gold* (400gp, 1/6 st.) holding *10 black-fletched arrows with hepatizon heads* (**arrows +1**). The two bear a family resemblance to their father, the king (in G14).

[LOOT] The mummies' bronze sarcophagi are *partially gilded with gold* (1,500gp, 20 st. each). Adjacent to the sarcophagi are *2 massive ivory tusks* (1,000gp, 10 st. each), *1 rhino horn* (300gp, 4/6 st.), *15 pairs of saber-tooth tiger tusks* (4gp, 1/6 st. per pair) and *20 sets of giant boar tusks* (2gp, 1/6 st. per pair), resting atop a pile of 3,000ep. Nearby are the prince and princess's *8 terracotta canopic jars of embalmed organs* (25gp value, 1/6 st. each). The *long scrolls* are the **prince's spellbook** and **princess's spellbook** (see p. 138, 1/6 st. each). In total, the treasure in this room has a value of 15,500gp and a weight of 68 1/6 st.

R3. ABYSSAL LEVEL FIST AND FINGER CAVE (2200 – 2100 BE)

This large cavern is shaped like a human fist with an erect middle finger. The breadth of the fist, at least 60' or more, is aligned southwest by northeast. Its width is about 35', with the "middle finger" stretching into the shadows to the southeast. The roof of the cave is 25' above, and adorned with countless lava stalactites in frozen glory. A heavy bronze door sits on the northwest wall, near the northeast corner (to R1), while a large 10' wide tunnel extends westward from the southwest tip of the cavern (to R4). Hundreds of horizontal burial niches have been carved into the walls, all of them occupied by skeletons with curved bronze shortswords and bronze shields.

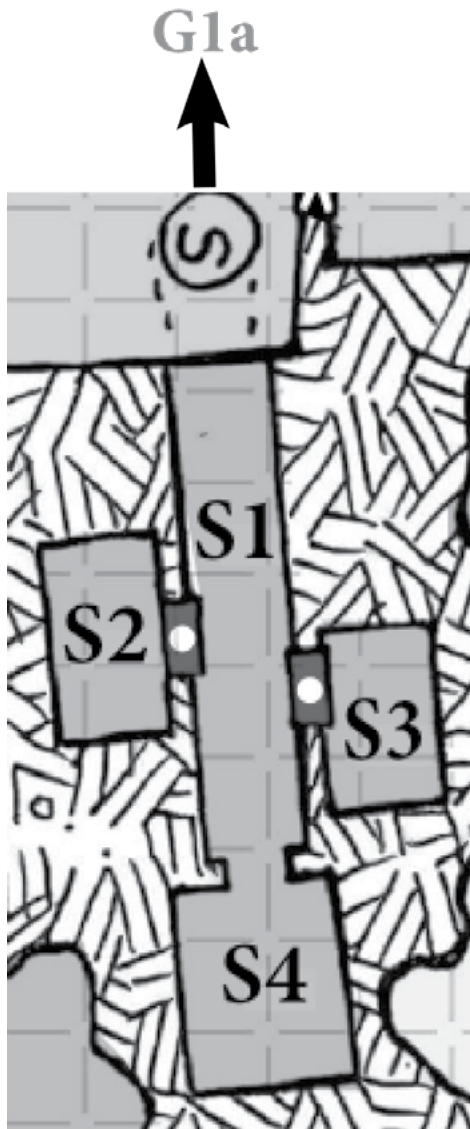
[GRAVES] [MONSTER] There are a total of 288 horizontal wall graves carved into the walls of the cavern. The wall graves, which date to 2200 – 2100 BE, carry the usual inscriptions, but each is occupied by a *skeleton*. The skeletons will begin to animate six rounds (1 minute) after any adventurers enter the cavern, with 2d20 clambering out of their wall graves each round until all are defeated or no intruders remain.

Skeletons (288): MV 120', AC 2, HD 1*, hp 5 each, #AT 1 (weapon 10+), Dmg 1d6, Save F1, ML N/A, AL C, XP 13; Special: undead immunities

R4. ABYSSAL LEVEL ANVIL CAVERN (2100 BE)

This cavern is shaped like an anvil with a narrow base measuring 15' wide and 15' long, northeast of which is the larger anvil head, a semi-triangular cave about 60' long northwest by southeast, about 30' wide on its eastern side and 10' wide on its narrow, western tip. A tunnel extends from the eastern wall of the anvil's base (to R3). Throughout the cave are large boulders and stalagmites of ancient frozen lava.

[TRICK] One boulder, on the south wall of the tunnel to R3, is actually a secret door. If found, the secret door can be rolled open as if it were a stone slab door to gain access to the steps down to P13.



S. ABYSSAL LEVEL HIDDEN TOMBS

S1. HIDDEN GALLERY (2200 BE)

The hidden trapdoor (in G1) reveals a stone ladder downward. Below, a 60' long gallery runs south, terminating in an archway that opens into a chamber beyond (S4). 15' x 20' chamber. A stone slab door stands on each side of the gallery, west (S2) and east (S3). The gallery's floor is tiled with black marble, while the walls of the gallery are tiled with white-speckled black marble, save where pierced by scores of horizontal graves. Each grave is occupied by a reptilian skeleton equipped with a curved bronze shortsword and round bronze shield.

[GRAVES] [MONSTER] There are a total of 56 horizontal wall graves, 28 on each wall of the gallery (arrayed in seven columns of four). All of the graves are occupied by *lizardman skeletons*. The skeletons begin animating as soon as anyone disturbs one of the stone slab doors. Once awakened, 2d10 lizardman skeletons will clamber out of the wall graves in this room each round. An additional 2d10 lizardmen skeletons will arrive each round after the first from the 64 graves in the Hidden Servant Tomb (S4), too.

Lizardman skeletons (56): MV 120', AC 2, HD 2*, hp 9 each, #AT 1 (sword 9+), Dmg 1d6, Save F2, ML N/A, AL C, XP 29; Special: undead immunities

S2. HIDDEN PRIEST'S TOMB (2200 BE)

White-speckled black marble lines the walls of this 15' x 10' tomb. A pair of sublimely-crafted mosaics, both depicting a mighty elven priest ministering to a cheering throng of worshippers in a huge cavern, adorn the north and south walls. A low dais, plated with bronze, rises from the middle of the room. Atop it lies a *bronze sarcophagus partially gilded with gold*. Around the sarcophagus are arranged *four white and gold statuettes*, along with an *alabaster tablet* and a *bejeweled golden and ivory candelabra filled with incense-sticks*. *Thousands of gold and silver coins* are scattered across the black marble floor amidst broken pottery and desiccated organs.

[MONSTER] The occupant of the sarcophagus is now a *mummy cultist of Iskara*; he will have begun to awaken when the skeletons in S1 animated. While the adventurers are occupied with dispatching the skeletons and opening the door, the mummy cultist will cast **summon fantastic creature**, conjuring a *greater hell hound*; thereafter he will cast **blast glyph of warding** (16 points of damage) on the inside of his stone slab door, followed by **shimmer** (+2 AC, +2 saving throws) and **resist fire**.

Mummy cultist of Iskara: Wis 16; MV 60', AC 6, HD 8+1***, hp 37, #AT 1 (touch 3+), Dmg 1d12 + mummy rot, Save F8, ML +4, AL C, XP 2,100; Special: control undead (as 8th level Chaotic cleric), chthonic hegemon, dark blessing (+2 saves), fearsome visage (save v. Paralysis or paralyzed), mummy rot, immunity to non-magical and non-fire attacks, ½ damage from fire and magical attacks, undead immunities, utter domination; Proficiencies: Command, Contemplation, Diplomacy, Performance (chanting), Theology, Unflappable Casting (does not lose action if spell interrupted); Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 1 5th; Repertoire: as 8th level cultist of Iskara

Summoned greater hell hound: MV 120', HD 5, AC 7*, hp 32, #AT 1 (bite or breath), Dmg 1d6 or 7d6, Save F7, ML +1, AL C, XP 790; Special: detect invisible 60', fiery breath (single target, 7d6 points of fire damage, save v. Breath for half), immune to ordinary fire

[LOOT] The treasure in the tomb includes a *bronze sarcophagus partially gilded with gold* (1,500gp, 20 st.); *four chryselephantine statuettes of elven kings and priests* (700gp, 2/6 st. each); an *alabaster tablet inscribed in Ancient Argollëan with Chthonic prayers* (1,000gp, 1 st.); a *gold candelabra with inset ivory and white topaz* (4,250gp, 1 st.) with 20 sticks of myrrh (25gp each); and a pile of 2,000gp and 10,000sp (3,000gp, 12 st.). In total, the treasure in this room has a value of 13,050gp and a weight of 35 2/6 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the rites depicted in the mosaic as those of Iskara, the Demon Queen, Chthonic goddess of chaos.

S3. HIDDEN PRIESTESS'S TOMB (2200 BE)

The walls of this 15' x 10' tomb are paneled with black-whorled purple marble. Exquisite mosaics adorn the north and south walls, both depicting a sensual elven priestess leading erotic rights of pleasure and excess. A low dais, plated with bronze, raises from the middle of the room. The *bronze sarcophagus atop it is partially gilded with gold*. Amidst much broken pottery are a *half-score of red-figure terracotta treasure urns*; these have toppled over to spill *thousands of silver pieces* onto the black marble floor. Within the jumble are a set of canopic jars, all broken and exposing the preserved organs within. Still intact are a *large bronze scroll jar* and a closed *cedar chest* on the far side of the sarcophagus.

[MONSTER] The occupant of the sarcophagus is now a *mummy cultist of Nasga* wearing a *gold death's head funerary mask with jet eyes* (1000gp, 1/6 st.). The mummy will have begun to awaken when the skeletons in **S1** animated. While the adventurers are occupied with dispatching the skeletons and opening the door, the mummy cultist will cast **blast glyph of warding** (16 points of damage) on the inside of her stone slab door, followed by **shimmer** (+2 AC, +2 saving throws) and **resist fire**. She will reserve her 5th level slot to cast **flame strike** on intruders.

Mummy cultist of Nasga: Wis 13, Cha 13; MV 60', AC 6, HD 8+1***, hp 34, #AT 1 (touch 3+), Dmg 1d12 + mummy rot, Save F8, ML +4, AL C, XP 2,100; Special: control undead (as 8th level Chaotic cleric), fearsome visage (save v. Paralysis or paralyzed), glamorous aura, mastery of charms & illusions (cast as 10th level, targets suffer -2 penalties on saves), mummy rot, immunity to non-magical and non-fire attacks, provoke passions, ½ damage from fire and magical attacks, undead immunities; Proficiencies: Contemplation, Performance (dance), Quiet Magic, Seduction, Theology, Unflappable Casting (does not lose action if spell interrupted); Spells: 4 1st, 4 2nd, 3 3rd, 3 4th, 1 5th; Repertoire: as 8th level cultist of Nasga

[LOOT] The bronze sarcophagus is *partially gilded with gold* (1,500gp, 20 st.). The *cedar chest* holds 2,000gp, 1,000gp, and 3 *black opals* (750gp). Amidst much broken pottery are 10 *red-figure terracotta urns* (10gp, 3/6 st. each), spilling 10,000sp onto the floor. The *large bronze scroll jar* (25gp, 1 st.) contains 4 *illuminated religious texts* (675gp, 1/6 st. each). In total, the treasure in this room has a value of 10,575gp and a weight of 34 5/6 st.

[LORE] A character who succeeds on a Lore mastery or Theology proficiency throw can identify the rites depicted in the mosaics as those of Nasga, the Serpent, Chthonic goddess of beauty, pain, and lust.

[LORE] The illuminated religious texts are a four-volume set detailing the Twelve Erotic Arts of Nasga written in Ancient Argollëan. The Twelve Arts are proscribed by the Temple of Ianna because they (allegedly) are so pleasurable as to debauch anyone who practices them. Auran and dwarven historians have long disagreed over whether the Zaharans or Southern Argollëan elves developed the Twelve Arts, so these volumes have historical as well as prurient value. (The dwarves were right. They always are.)



S4. HIDDEN SERVANT TOMB (2200 BE)

Past the archway (**S1**) lies a 15' wide, 20' long tomb. Like the gallery, its floor is tiled with black marble and its walls with white-speckled black marble. All of the walls are pierced with four columns of four horizontal wall graves. Each grave is occupied by a reptilian skeleton equipped with a curved bronze shortsword and round bronze shield.

[GRAVES] [MONSTER] There are a total of 64 horizontal wall graves in the servant tomb, with 16 on each wall of the chamber (arrayed in four columns of four). All of the graves are occupied by *lizardman skeletons*. They begin animating as soon as anyone opens the stone slab doors (**S2/S3**) or enters the servant tomb. Once awakened, 2d10 lizardman skeletons will clamber out of the wall graves each round.

Lizardman skeletons (64): MV 120', AC 2, HD 2*, hp 9 each, #AT 1 (sword 9+), Dmg 1d6, Save F2, ML N/A, AL C, XP 29; Special: undead immunities



T. SUB-ABYSSAL SECRET ALIEN SEPULCHER

T1. SUB-ABYSSAL SECRET CORRIDOR (2000 BE)

A patinated bronze lever is mounted just inside the secret door (from **F14**). Beyond, a secret passage descends down rough-hewn stone steps.

[TRICK] Pulling the lever deactivates the trap on the secret door to **F14**.

[TRICK] After 90' the passage dead-ends at a high relief carving of a beetle-faced humanoid. The high relief is another secret door. If detected, it can be opened by rotating it around its central axis (like a revolving door) to gain access to the Secret Alien Sepulcher (**T2**).

[LORE] A character who succeeds on a Lore mastery proficiency throw, or a Theology proficiency throw at -4, can identify the carving as a representation of Khepri, a mysterious Chthonic god worshipped in ancient times.

T2. SECRET ALIEN SEPULCHER (PRE-HISTORIC)

The secret door (from **T1**) opens into the base of a hollow vertical shaft with strange metallic scaffolding that rises up to a height of 65'. At the bottom of the shaft sits a 7' tall, 3' wide metallic canister, seated vertically on a circular base, with a small window at eye level.

[LORE] The shaft ascends to the ceiling of the *Cave of the Falling Star* (**F18**), where it ends in a plug of concrete-like stones. A character with Engineering proficiency who investigates the plug can determine that the shaft once ascended higher, but was sealed off.

[LOOT] The metallic canister is a **cryostasis tube** (see New Items, p. 138) which is the resting place of a *khepri hierarch*. The khepri were the dominant race in Aurēpos in the eras before recorded history. Once worshipped as gods by primitive man, the khepri fought a millennia-long religious struggle with their eternal foes, the faravahar, that culminated in the mutual self-destruction of the Day Without Night. The hierarch survived the Day Without Night ensconced in his cryostasis tube at the bottom of this elevator shaft. When the ancient Argollēans settled this region, they discovered the shaft and awakened the hierarch.

The khepri hierarch saw the primitive elves as ideal tools for restoring the worship of its pantheon, previously unknown to their realm, and thus paving the way for the Awakening. Centuries of careful manipulation followed as the khepri hierarch

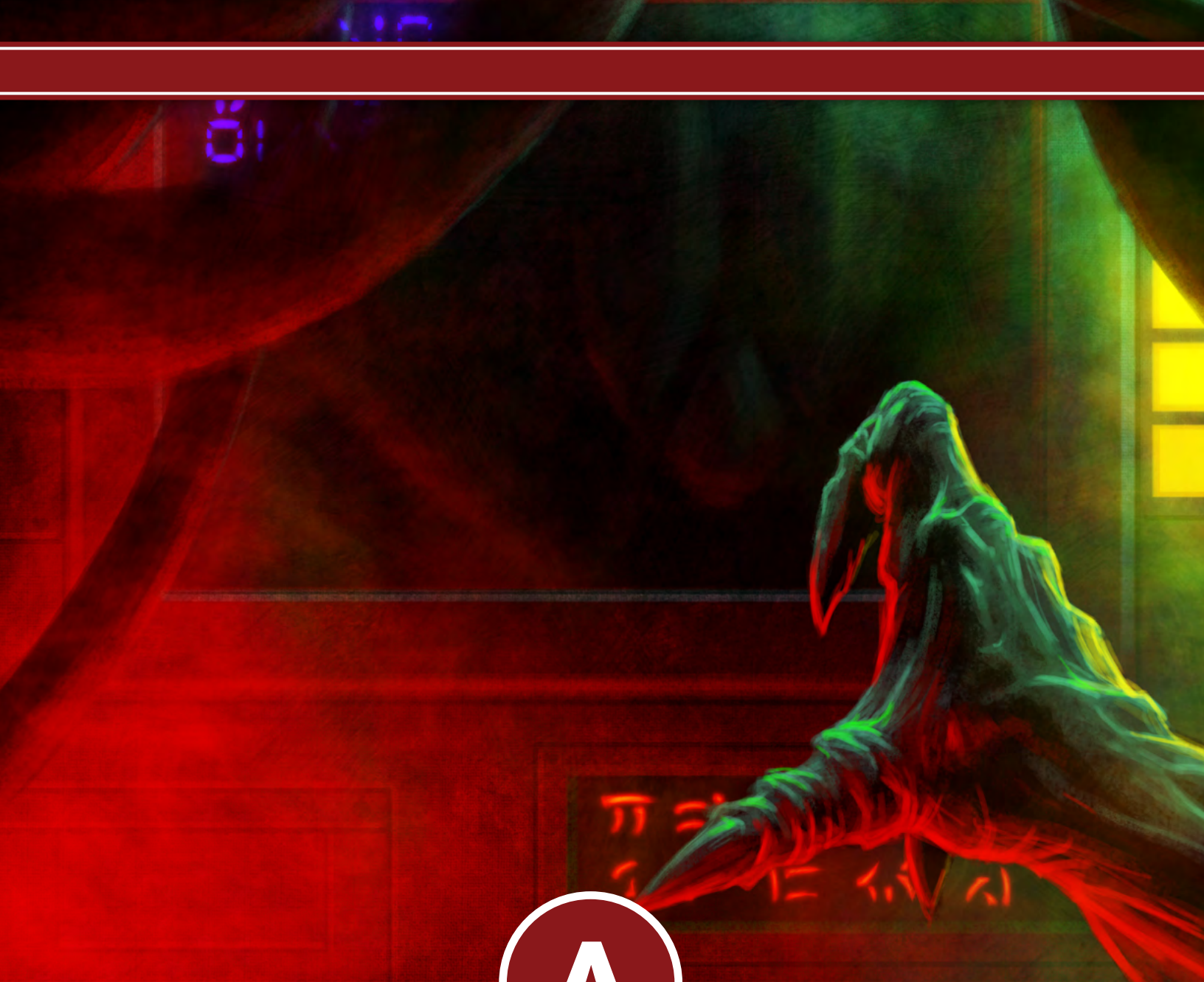


gradually seduced the Argolléans into abandoning the Empyrean pantheon for its own Chthonic deities; the evidence of this terrible corruption is of course evident in the iconography and art of the Nethercity itself. Circa 1,700 BE, the khepri hierarch placed itself in suspended animation to await the Awakening.

Adventurers who have opened the cases in the grand Chthonic reliquary (F17), will have already awakened the khepri hierarch. Otherwise, the hierarch will awaken 1d6 rounds after the adventurers open the secret door to the Secret Alien Sepulcher, emerging in a hiss of steam. Depending on its interaction with the adventurers, the khepri might simply attempt to destroy them and resume patiently waiting for the Awakening; it might hold itself out as a “great teacher” that can restore lost knowledge of the ancients; it might use its psychic powers to dominate and enslave those it encounters and begin a patient exploration of the surface; or it might use its neural scrambler to make the interlopers forget it ever existed. The hierarch is incredibly intelligent and long-lived, and will do everything possible to preserve its own existence.

[LOOT] The khepri hierarch wears a long black robe tied with a golden belt adorned with black sapphires and red rubies (15,000gp value). Hanging from the belt carries an **arcane sword** (powered by an **energy crystal** with 27 charges remaining), a **neural scrambler** (powered by 5 **energy crystals**) and a pouch with two **anagathics** and two **healing syringes**. Beneath the robes it conceals a **silkweave suit**. See New Items on p. 138 for a description of these technological wonders.)

Khepri hierarch: MV 120', AC 8, HD 11*****, hp 53, #AT 2 (fists 2+) or 1 (**arcane sword** 2+) or 1 (kiss) or 1 (neutral scrambler), Dmg 1d12 or 2d8 or special, Save C8, ML +2, AL C, XP 9,000; Special: fearsome visage (save v. Paralysis or paralyzed), kiss (save v. Poison; failure causes death, success causes enslavement), spell-like abilities (**body equilibrium**, **clairvoyance**, **choking grip**, **detect invisible**, **levitate**, **shimmer**, **telepathy**, **telekinesis** at will; **alter self**, **dimension door**, 3/day; **charm monster**, **phantasmal killer**, **screy**, **strength of mind**, **weakness of mind** 1/day)



APPENDIX: NEW TREASURE

MAGIC ITEMS

The **cloak of skinchanging** and **collar of conversation** previously appeared in Heroic Fantasy Handbook. The **candle of comfort**, **charcoal of phantasms**, **lyre of the lullaby**, **oil of relaxing respite**, and **woodwind of the woodlands** previously appeared in Axioms. These items are included here for the convenience of Judges who may not have access to those products.

Bag of Faerie Seeds: This ordinary-looking leather bag will contain 2d4 seeds when discovered. Both the bag and the seeds are magic: The faerie seeds carry a powerful enchantment, while the bag protects the seeds from disease, rot, or spoilage indefinitely.

If a character plants one of the faerie seeds from the bag into the ground, all of the plants within 240' radius of the newly-planted seed are **charmed** by the planter. Thereafter the planter, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the planter who intrude upon the area; trespassers will find that thorns bite them, branches and roots entangle them, and leaves whistle where they pass. In game terms, the planter and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

TERRAIN	ALLIED MOVE MULTIPLIER	ENEMY MOVE MULTIPLIER
Hills, forest, scrub	x1	x1/2
Jungle, swamps	x2/3	x1/3

Normal plants receive no saving throw when the faerie seed is planted, but each season thereafter they receive a saving throw to break the enchantment; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the planter causes or allows severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the effect.

A faerie seed's enchantment can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist if of 2 HD or greater. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Note that a **bag of faerie seeds** does not protect anything other than its faerie seeds, and in fact placing anything else within destroys any remaining seeds. Value: 2,500gp per faerie seed

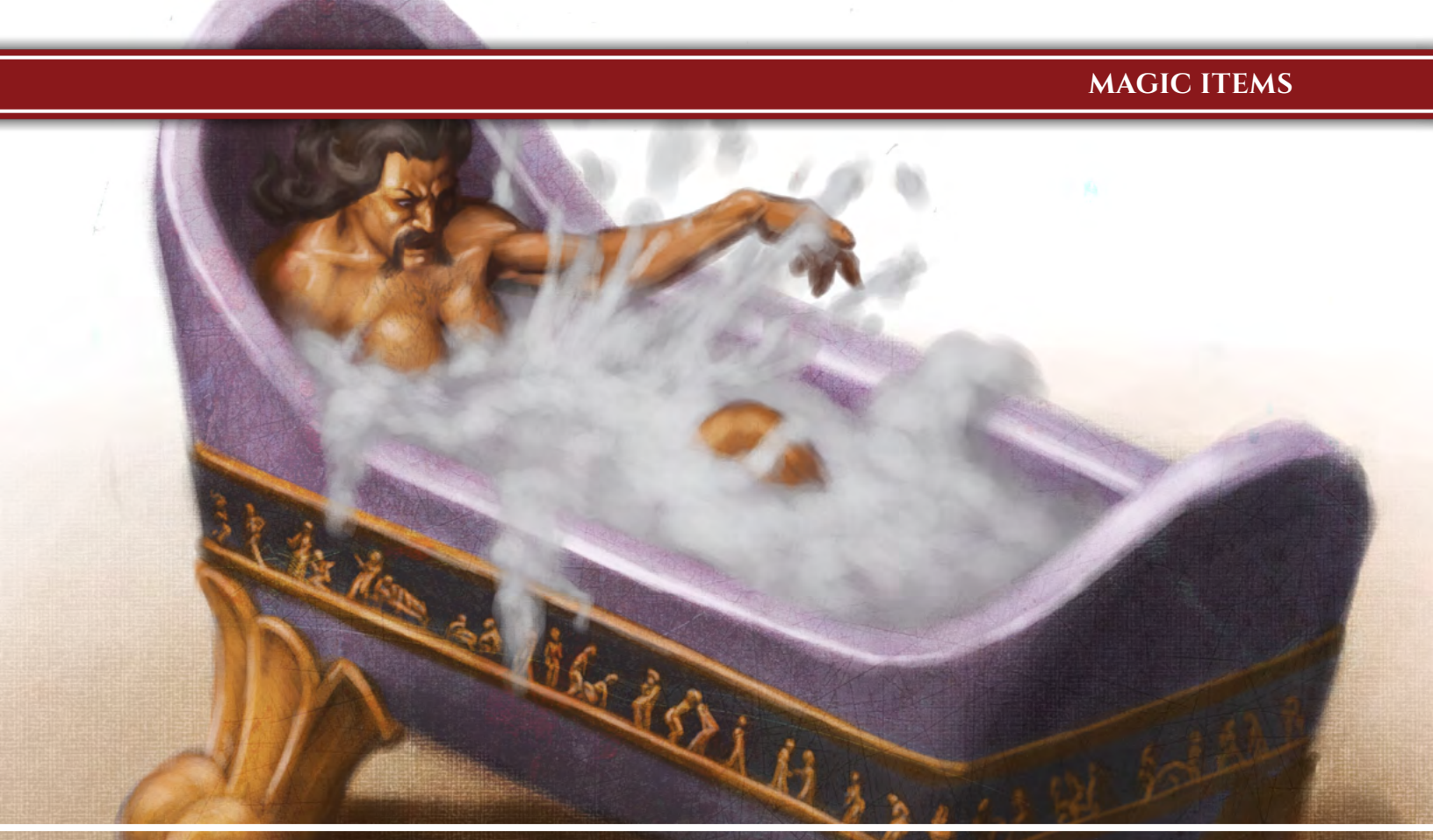
Bathtub of the Goddess: A hepatizon cauldron engraved with scenes of forbidden pleasure drawn from the iconography of Nasga, goddess of beauty, pain, and lust. Any living creature that bathes in the **bathtub of the goddess** for one turn (10 minutes) transforms into a creature of the same type but opposite sex. The creature gains all of the primary and secondary characteristics of its new sex (external and internal, including reproductive capacity if of breeding age), resembling an opposite-sex twin of its old self.

If a creature that has been sexually altered (e.g. a eunuch) bathes within, the creature will suffer an equivalent alteration to its new form. If a creature of a species that has only one sex bathes within, the **bathtub** has no effect. If a creature of a species that has multiple sexes, or an intersexed creature of a predominantly sex-binary species, bathes within, the bather may choose the sex that results. (A male or female creature could transform itself into an intersexed creature using the cauldron if desired. It is rumored that some mystery cults require this of their high-level religious figures.)

The effects of the **bathtub** are permanent until dispelled by either **dispel magic** or by bathing again within it, at which time the subject reverts to its original sex. There is no limit to the number of times that the **bathtub** may be used, but each use requires one turn (10 minutes) and only one creature at a time can bath within. Value: 82,500gp

Candle of Comfort: The **candle of comfort** appears as a foul-scented taper of waxy white fat. If lit, the **candle** burns swiftly, lasting only 6 rounds (60 seconds) if not snuffed out. Each round that the **candle** burns, it deals 1d8 points of damage to the lowest-HD swarm of creatures within 30'. Swarms may be made of ordinary bats, ordinary rats, and ordinary insects, but not any kind of giant animals or giant vermin. The affected swarm does not receive a saving throw. **Candles of comfort** gained their name from their use in eliminating bedbug infestations in the chambers of the nobility. (effect: **exterminate pest** cantrip; base cost: 600gp; base time: 9 days)

Censer of Prophetic Dreams [D]: This item resembles a gold or silver incense burner adorned with intricate religious iconography. To use a **censer of prophetic dreams**, a divine spellcaster must light a stick of rare incense worth at least 20gp on his god's holiest day of the week. The censer will begin to produce a magical smoke with a heavenly aroma. If the character who lit the incense then goes to sleep within 10' of the censer, he will awaken 2d4 hours later from a vivid prophetic dream sent by the gods. The dream will convey a short piece of meaningful and important information about a character, settlement, domain, realm, object, or event of interest to the character. The information provided by the prophetic dream is always true, but because it comes in the form of a dream it may be misunderstood due to cryptic symbolism and esoteric meaning. If the character misunderstands the prophetic dream, or doesn't act on the information, the conditions may change so that the



information is no longer useful. If the **censer of prophetic dreams** is used on the wrong day of the week, or by a character who is not a divine caster, it causes awful night terrors that deny the sleeper his night's rest. Value: 21,000gp

Charcoal of Phantasms: This magical briquette smells of peat and exotic woods. If burned in a brazier, the **charcoal of phantasms** creates a visual illusion of an object, creature, or area to appear in the flickering flames. The image is 1' x 1' x 1' in size and not accompanied by any sound, smell, texture, or temperature. If the character who set the **charcoal** alight is aware of its properties, he can control the image that appears in the fire through concentration. If the character is not aware of its properties, or does not concentrate on the illusion, the illusion will be random (Judge's discretion). The illusion persists so long as it is concentrated upon, or up to 1 turn (10 minutes) if no one concentrates on it. (effect: **phantasm of fire** cantrip; base cost: 100gp; base time: 1 ½ days)

Cloak of Skinchanging: By raising the hood and wrapping himself in the folds of the **cloak of skinchanging**, the wearer can change into the form of a specific animal (determined by the type of **cloak**). While transformed, the wearer gains all of the physical characteristics, movement types, attack routines, and special abilities of his new form while retaining his own mental abilities. Once transformed, the wearer can remain in animal form indefinitely, but may return to his own form at any time. If slain while transformed, the wearer reverts to his original form. Once the wearer returns to his own form, the **cloak's** powers may not be used again for one hour (six turns). **Cloaks of skinchanging** traditionally come in one of four types, shown below. The Judge can choose or roll randomly for the type of cloak found, or make cloaks for other types of animals appropriate to his setting. Value 24,000gp

ROLL (1d4)	ANIMAL	CHARACTERISTICS
1	Bear	Move 120', AC 3, #AT 2 claws, 1 bite, Dmg 1d3/1d3/1d6, bear hug
2	Hawk	Move 480' fly, AC 1, #AT 2 talons, Dmg 1d2/1d2, swoop attack
3	Swan	Move 360' fly, AC 3, #AT 2 wings, 1 bill, Dmg 1/1/1d2
4	Wolf	Move 180', AC 2, #AT 1 bite, Dmg 1d6

Collar of Conversation: When this bejeweled leather collar is fastened around the throat of an animal, it grants the animal wearing it the ability to comprehend and converse in the language of any intelligent creature within 60' of the animal. For purposes of speech, an animal wearing the **collar of conversation** has an effective INT ability score equal to 6 +/- Trainability Modifier. For instance, a white ape (TM +3) wearing the collar has an effective INT 9, while a crocodile (TM -1) wearing it has an effective INT 5. If the **collar** is fastened around the throat of a sapient creature, it has no magical effect, but may inspire interesting conversations all the same. Value: 100,000gp

Earring of Protection: When worn one ear or other fleshy appendage, this item adds a +1 bonus to saving throws and armor class, similar to that of other protective devices. Its effect may be added to bonuses gained through magical armor, shield, cloak, and spells, but does not stack with **rings of protection**. Value: 25,000gp

DIE ROLL	SUMMONED CREATURE
1	3d6 sprites
2	2d6 sprites, 1d6 pixies
3	2d6 pixies
4	2d4 elves
5	1d4 elves, 1d3 dryads
6	1d6 dryads
7	1d3 centaurs
8	1 centaur, 1d6 elves
9	1 centaur, 1d4 dryads
10	1 treant

Faerie Flute: This item resembles a beautifully-crafted syrinx (pan flute). If a character plays the **faerie flute** in a forest for one turn (10 minutes), he will magically summon one or more faeries, nymphs, or similar creatures to his location. If the flutist has the Performance (flute) proficiency, he can select which creatures appear from the table below; otherwise the Judge should roll 1d10 to randomly determine what is summoned. The summoned creatures arrive when the flutist completes his turn of playing. The creatures are not hostile, but will be cautious, and may choose not to reveal themselves to the flutist initially. (Characters who are unaware that the **flute** is magical may not even know they have summoned anything!) The flutist must demonstrate his worthiness to gain the good will of the summoned creatures – offers of food and donations of treasure are the most common, but fine poetry or song from a highly-proficient character (two or more proficiency ranks) will also suffice. If properly entreated by the flutist, the summoned creatures will help him for up to one day. Conversely, any hostile action by the flutist or his allies will cause the summoned creatures to fight or, if overpowered, to flee, possibly returning with others of their kind to take revenge. The **faerie flute** functions magically only once per week. Value: 15,000gp

Funerary Barge of the Cults: This vehicle resembles a black flat-bottomed river boat about 25' long and 10' wide with a weight of 2,000 lbs. The bow of the boat has a tall prow ornamented with a brass skull, while the stern has a mounted rowlock with a single oar. Most of the deck between is taken up by a cabin with blinded windows and space for up to four coffins or 400 stone of cargo. The **barge** does not need to be rowed. If the oar is dipped into water, the barge will be magically propelled with a velocity determined by the angle and depth of the oar. The **barge's** maximum movement rate is 60' per turn (36 miles per day). If the oar is rowed in the appropriate pattern (unique to each vehicle), the **funerary barge** will teleport to any desired body of water within 360'. However, the barge can teleport no more than once per day and it must be carrying at least one dead body in its cabin to do so. In combat, the **funerary barge** has AC 1 and 45 SP. Creatures inside the cabin gain a +4 bonus to AC against missile attacks and to saving throws vs. Blast. Value: 68,000gp

Horn of the Eagles: When this rune-carved ivory hunting horn is blown, it calls a **large roc** to the horn-blower to serve as a winged steed (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). When called, the roc will travel by air to the horn-blower's destination at its flying movement rate. If called in a 24-mile wilderness hex of mountains terrain, the roc will take 1d6 hours to arrive. If the roc is called outside a wilderness hex of mountains terrain, the time to arrive is increased by 1 hour per 24-mile hex between the caster's hex and the nearest 24-mile wilderness hex of mountains terrain. If called while the horn-blower is unreachable (deep in a dungeon, for example), the roc will travel as close as it can to the caster and then circle the sky in that vicinity.

For the duration of the spell, the roc will understand the horn-blower's speech and – provided that the caster is Lawful – will serve as a loyal mount for him or another that the caster directs. The roc will only grudgingly serve a Neutral caster or rider, however, and if asked to perform a Chaotic action or assist a Chaotic creature it will immediately depart. Otherwise, the roc will serve until it is slain, the effect is **dispelled**, or one day passes (at which time the roc departs). The **horn of the eagles** does *not* conjure up saddle and tack, nor does it automatically grant the rider the equivalent of Riding proficiency, so unproficient characters who ride the roc into battle do so at their own risk. The **horn of the eagles** can be blown but once per week. Value: 21,000gp

Iron Masks of Cyfaraun: At the height of their corruption in Southern Argollë, the elves of Cyfaraun forged five legendary masks on an altar of profane darkness. The Iron Masks of Cyfaraun were gifts to the tyrannical leaders of the five Chthonic cults ascendant in those dark times: the brooding supplicant-masters of Bel, Dirgion, Iskara, Nasga, and Telith. It was said that the Iron Masks of Cyfaraun were donned by the masters of these cults while in the presence of the Great Teacher – whether to assume a visage that was appealing to that being, or as a way to withstand lingering in the presence of the Teacher's capricious magnificence, none now know. With the fall of the Southern elves and the destruction of Cyfaraun, the fate of these masks is unknown. Most sages of elvish lore believe that these symbols of elven supremacy were defiled and melted to slag by the Thrassian conquerors, who loathed any hint of their former master's power. However, rumors persist that some of the masks survived. Their unfortunate discovery may one day rally those of like temperament to once again raise the banner of some depraved god of Chaos to despoil the lands of elves, dwarves, and men.

Each of these intimidating headpieces consists of an iron faceplate and skullcap helm forged in the likeness of a gargoyle, skull, demon, or some frightening animalistic visage (such as a snarling wolf). With some Iron Masks, a cape of pristine ermine, velvet, or sable flows from the back of the helm and can be draped over the shoulders, attaching at the sternum with an ornate clasp of gold or platinum. When held or carried, the Iron Masks are heavy and unwieldy (counting as 2 stone for purposes of encumbrance). Donning a Mask activates its magic – the mask attaches to the face of its wearer, assumes a feather-weight lightness, and fits snugly.



Iron bolts at its base burrow into the neck of the mask-wearer, causing no lasting damage but making removal of the mask by any means other than severing the head of its wearer impossible. If the proper command word is spoken by its wearer, however, an Iron Mask can be removed safely and painlessly.

A creature within an Iron Mask maintains normal hearing and sight and can see in any natural darkness as though it were a clear sky under a bright full moon. They may breathe normally. All air filtered through the mask is clean and refreshing, such that poisonous vapors and deleterious effects that rely on smell (such as a *cloudkill* spell or the stench of a troglodyte) have no effect on the mask-wearer. Additionally, the mask shrouds its wearer in a powerful dweomer that renders them immune to enchantment spells and effects. Finally, the nature of the masks will foil the 'kiss' of the khepri or similar attacks that rely on physical access to the mask-wearer's face, eyes, or skull.

These Iron Masks are imbued with the power and depravity of the ancient cult-magic of Cyfaraun and their Chthonic host. While wearing an Iron Mask, a creature suffers a -4 penalty to all reaction rolls when dealing with Lawful beings, and an immediate Hostile reaction from Thrassians, lizardmen, troglodytes, and their ilk. In addition, while the Iron Mask is worn, the mask-wearer senses a constant thrum of unholy whispering in his mind. The first time an Iron Mask is donned, and each day that an Iron Mask is worn for longer than one hour, the Judge should roll d20. On a roll of 3 or less, the ancient eldritch power of the Mask corrupts the wearer's soul, and his alignment shifts one step toward Chaotic. (If using the *Heroic Fantasy Handbook*, a creature gains 1 corruption point the first time the mask is donned and an additional corruption point if the mask is worn more than one hour (6 turns) in any 24 hour period.) Value: 104,000gp

NOTE: The following custom spells were used to model the effects of the *iron mask*:

- » Invulnerability to enchantments (55), 1 creature, self (x0.75), Duration 1 hour (x1.33), beneficial effect (x1), 54.86
- » Invulnerability to gases and vapors (55), 1 creature, self (x0.75), Duration 1 hour (x1.33), beneficial effect (x1), 54.86
- » Current form gains infravision (15), 1 creature, self (x0.5), duration 1 hour (x1), beneficial (x1), 7.5

Lyre of the Lullaby: The **lyre of the lullaby** appears as a well-made music instrument with a tortoise shell chest painted with scenes of hearth and home. Each **lyre** has a particular lullaby that triggers its magical effects, analogous to the manner in which a command word triggers the effects of a wand. By strumming the **lyre** while singing the controlling lullaby, a character can cause a nearby living creature of less than 1 HD to fall into a peaceful, dreamless slumber. The target must be close enough to touch, although neither actual physical contact nor an attack throw is required. An unwilling target may make a saving throw v. Paralysis to resist the effect. The lyrist must remain stationary and concentrate on singing the lullaby and strumming the **lyre**. The effect ends

when the lyrist stops singing and strumming or otherwise loses concentration. However, a willing subject of the effect will not necessarily wake up if he was otherwise tired or in need of rest. It is commonly used to help agitated, ill, or sleepless children get some rest, and wealthy patricians will almost certainly maintain one in their home for use by their child-tenders.

Sleeping creatures are helpless and can be killed in one round by unengaged opponents. Slapping or wounding awakens an affected creature, but normal noise does not. The **lyre** does not affect creatures that are already unconscious or undead, constructs, oozes, and other creatures that do not rest. The magical effects of the **lyre** can be used once ever 8 hours. It can be safely used as an ordinary music instrument at all other times. Using the **lyre** does not require Performance proficiency, but if the lyrist has one or more ranks in that proficiency, the target will suffer a -1 penalty per rank. (effect: **lullaby** cantrip; base cost: 1,200gp; base time: 10 days)

Oil of Relaxing Respite: The **oil of relaxing respite** has the pleasant aroma of the lavender herbs which form its primary reagent. A character who massages the **oil** onto his temples, his forehead, and the back of his neck will enjoy soothing and peaceful sleep that night, free of any pain and sorrow, and will heal an extra hit point in the coming day if he rests completely. The effect of the **oil** ends when the subject stops completely resting or takes any damage, or after one full day of rest. (effect: **relaxing respite** cantrip; base cost: 100gp; base time: 1 ½ days)

Potion of Freedom: When imbibed, this potion grants the drinker immunity to paralysis of any sort. He cannot be affected by ghoul paralysis, by **hold person** or **hold monster** spells, or by the paralyzing fear of undead. Value: 2,000gp

Ring of Life Protection: This valuable ring will negate the effects of an energy drain. If the wearer is struck by an energy draining attack or effect, the energy drain is cancelled and instead one charge is drained from the ring. The ring has four charges. If all of the ring's charges are drained in one day, the ring disintegrates. Otherwise, the **ring of life protection** re-charges to full capacity at sunrise each day. Value: 18,000gp

Rod of Elemental Spheres [A]: This enchanted rod made of four intertwined materials – narwhale horn, sandstone, sky-iron, and obsidian – and topped by a glass sphere, within which swirls motes of water, earth, air, and fire. The *rod of elemental spheres* has four powers, one per element. The rod's powers can be used collectively up to four times per day. Value: 40,000gp.

» **Water:** The wielder conjures a sphere of water 20' in diameter anywhere within a range of 120'. The sphere may be evoked atop objects or creatures if desired. Any creature that begins its initiative in, or enters, the area of effect must make a saving throw vs. Paralysis. If the save fails, the creature begins drowning and will die after 10 rounds unless rescued or the sphere is dispelled. If the save succeeds, the creature is forced out of the sphere by the shortest available path. A creature forced out of the watery sphere may carry a drowning ally of the same or smaller size



with it as it departs, provided it succeeds on a proficiency throw to open doors. Line of sight can be traced into, but not through, the water sphere. Once summoned, the watery sphere lasts until dispelled or until the caster stops concentrating.

- » **Earth:** The wielder conjures a sphere of rock, a massive boulder 5' in diameter. The boulder appears next to the wielder and immediately starts rolling away from him in a direction of his choice, moving 20' away now and another 20' away each subsequent round at the start of the wielder's initiative. Any creature in the boulder's path must make a saving throw vs. Blast. If the save succeeds, the creature takes 1d6 points of bludgeoning damage. If the save fails, the creature takes 2d6 points of bludgeoning damage and is knocked down.
- » **Air:** The caster raises up a sphere of howling winds that surrounds him in a 10' radius. Any creatures approaching within 5' of the exterior of the circling winds are subject to attack as if from a 2 HD monster with one attack dealing 1d8 points of damage. Any creature attempting to pass into the circling winds must make a saving throw versus Paralysis or be forced back 5'. (Creatures of Large size or greater gain a +4 bonus to the saving throw per size category above man-sized.) The circling winds also completely block small non-magical missile attacks, such as normal arrows, sling bullets, crossbow bolts, and thrown daggers, from passing inside. The circling winds do not block missile attacks made by creatures inside the winds, nor do they prevent creatures inside the winds from exiting. The circling winds may be evoked so that

they appear where creatures already are; creatures who make a successful saving throw versus Blast are able to dive into or out of the circling winds (their choice) without being harmed. The circling winds spell lasts as long as the caster remains stationary and concentrates on it, unless dispelled.

- » *Fire*: The wielder conjures a sphere of fiery plasma 10' in diameter anywhere within a range of 30'. The sphere may be evoked atop objects or creatures if desired. Each round on his initiative as an action in lieu of attacking, the caster may move the fiery sphere up to 20' in any direction. Any creature that the fiery sphere touches during each of the caster's initiatives takes 2d4 points of fire damage, or half that on a successful saving throw vs. Blast. Once summoned, the fiery sphere lasts until the caster stops concentrating.

NOTE: The following custom spells were created to model the effects of the *rod of elemental spheres*.

- » *Sphere of Water*: Drowning (10), impermeable to vision (5), force back creatures (10), must be sphere (x0.75), 500 square feet (x0.75), 10' wide (x2), evoked where creatures are (x2), range 120' (x1), concentration (x0.5), save for half (x0.75), cost 16.8.
- » *Sphere of Earth*: Deal 2d6 damage (20), impermeable (25), 100 square feet (x0.5), 5' thick (x1.75), wall moves away from caster at 20' per round (x1.5), range 0 (x0.4), Duration concentration (x0.5), saving throw for half (x0.75), total 8.8; knocks down (10), impermeable (25), 100 square feet (x0.5), 5' thick (x1.75), wall moves away from caster at 20' per round (x1.5), range 0 (x0.4), Duration concentration (x0.5), saving throw for nothing (x0.5), total 11.5
- » *Sphere of Fire*: Deal 2d6 damage to creatures that pass through (20), must be sphere (x0.75), 100 square feet (x0.5), 5' wide (x1.75), wall moves by caster up to 20' per round (x3), evoked where creatures are (x2), Range 30' (x0.6), concentration (x0.5), save for half (0.75) = 17.7

Scepter of Sacred Power [D]: This ornate scepter can only be used by a divine spellcaster of Lawful alignment. When the proper phrase is uttered, the scepter boosts the wielder's divine power; for the next turn (10 minutes) the wielder may turn undead and cast spells as if four class levels higher (e.g., a 9th-level cleric can turn and cast as a 13th-level cleric). No additional spells are gained, but the spells known are cast with increased range or duration where such details vary with the caster's level. A **scepter of sacred power** can be used once per day. Value: 30,000gp

Shadowcowl Robe: This dark robe has a deep-cowled hood. When the hood is pulled up, nothing can be seen within save empty blackness – the wearer's face is hidden in impenetrable shadow. The wearer's vision is not affected by the shadow of the hood. Value: 25,000gp

Soul Gem: When a creature dies, a residue of its soul lingers in its corporeal form, often coalescing into particular body parts of metaphysical significance. Spellcasters harvest such residue, excising and preserving the body parts as special components for use in magical research. But there are other, darker, ways of collecting power. A soul gem is one such. The first soul gems were created during the elven necromantic research that led to mummy lords, as prototypes of the phylacteries. To the elves' delight, they discovered that the gems could serve as capacitors for divine power extracted from the souls of the recently deceased.

A soul gem resembles an elongated octahedron of dark crystal. Visible within it is a screaming, damned soul captured for its magic. Soul gems come in three sizes – small, medium, and large. A small soul gem can contain up to 50 divine power. A medium soul gem can contain up to 500 divine power. A large soul gem can contain up to 5,000 divine power.

Anytime a living creature is reduced to 0hp within 5' of a soul gem with unfilled capacity, the creature must make a saving throw vs. Death. A creature slain by blood sacrifice in a sinkhole of evil automatically fails its save. If the save succeeds, there is no effect. If the save fails, the soul gem absorbs the portion of the creature's soul which otherwise would have remained residual in its corporeal form. The XP value of the creature is added to the divine power stored within the soul gem, up to the maximum of the gem's capacity.

A spellcaster in possession of a soul gem can use the divine power stored within the gem for several purposes:

- » To fulfill the special component requirement of any magical research on a point-by-point basis.
- » To cast a spell from his repertoire without expending a spell slot. It costs 50 divine power to cast a 1st level spell, 100 divine power to cast a 2nd level spell, 150 for a 3rd level, 225 for a 4th level, 300 for a 5th level, and 400 for a 6th level.
- » To cast any healing spell on himself without expending a spell slot, regardless of whether the spell is in his repertoire. The costs are as above.
- » To cast *speak with dead* to converse with any creature whose soul is contained within the soul gem. There is no cost.

A creature whose spiritual residue is stored within a soul gem cannot be contacted with *speak with dead*, nor can its body be harvested for special components. They can still be reincarnated or restored to life with magic, but count as having been dead for an additional 20 days, and lose 10% of any accumulated XP.

Soul gems are fragile, and can be sundered (as the special maneuver) or destroyed as an action in lieu of attacking by a creature carrying it. Destroying a soul gem releases all of the divine power contained within (and removes the penalties to raising or reincarnating its victims). If a creature is holding the soul gem when it is destroyed, the creature must succeed on a saving throw vs. Death or be *energy drained* of 10% of its accumulated XP by the exploding stone.

Sword of Command: This sickle-shaped **shortsword +2** has a meteorite-iron blade set on a hilt shaped like a golden crown. It was forged in the early days of Argollë and born by the great king Marcan during the Bitter War. The **sword** grants the wielder the ability to speak a **command word** (as the spell) three times per day. The wielder's voice gains an impressive stentorian resonance when speaking the command. The sword must be in the wielder's hand and pointed at the target when the power is used. Value: 21,000gp

Sword of the Deathless Warlord: This **sword +1** has a backwards-curved meteorite-iron blade set on a bone hilt. The hilt is carved into the shape of a screaming skull and always feels cold to the touch. The **sword of the deathless warlord** was created in the last days of the Argollëan Empire as a testament to their mastery of necromantic art. Three times per day, when the **sword** slays a living creature, its wielder may raise that creature as a **deathless minion** (per the spell) in lieu of cleaving. Value: 17,000gp



Sword of Valor: This **sword +2** has a 36" long backwards-curved blade of orichalcum set on an ivory hilt with inlaid silver. The blade carries the inscription *arddghal* ("high valor" in Ancient Argollëan). It was one of the last magical blades forged in Southern Argollë by the Emyrean faction of elves. Three times per day, the wielder of the **sword of valor** can inspire courage (as a bard). When this power is used, the **sword** sings a choral epic audible over the din of battle for one round. Value: 21,000gp

Wolf-Spear of the Hunter: This ashen spear is topped by a flat leaf-shaped spearhead of silver and capped by a bronze knob fastened in the shape of a howling wolf. The **wolf-spear of the hunter** has a bonus of +2, +3 **versus ordinary and giant animals**. Three times per day, the **wolf-spear** can grant its wielder the Tracking proficiency (or an additional rank if the wielder already knows the proficiency). The effect lasts for one hour, or until the wearer drops the item or the effect is **dispelled**. However, if the wielder of the **wolf-spear** ever kills an enemy with a natural 20, he is immediately overcome by berserker rage. He gains a +2 bonus to attack throws and becomes immune to fear, but suffers a -2 penalty to AC and cannot retreat. The berserker rage lasts until all enemies within sight are defeated. Value: 31,000gp

Waybread: Although it resembles an ordinary loaf of bread, waybread is actually made of ancient strands of grain carefully cultivated over generations by the elves. It is both delicious and nutritious; indeed, a single slice of waybread is enough for a man-sized creature to survive for a day without any other food or water. When found, a typical loaf of waybread will have 2d6 slices remaining. As long as waybread is stored in its original wrappings of dried leaves, it remains fresh indefinitely. Value: 375gp per slice

Woodwind of the Woodlands: The **woodwind of the woodlands** appears as a reed pipe carved with pastoral images. If a character plays the **woodwind** while an animal of 1 HD or less is nearby (10'), the animal must make a saving throw versus Spells. If more than one animal is nearby, the closest one must save. If the animal's save succeeds, it resists the **woodwind's** magic. If the animal's save fails, the animal falls under the pipe-player's sway and thereafter does whatever he commands. The pipe-player's commands are magically conveyed to the animal by the music of the pipe.

The effect of the **woodwind of the woodlands** lasts for as long as the pipe-player continues to play it. Every turn (10 minutes), however, the animal receives another saving throw. When freed of the woodwind's enchantment, the animal will immediately seek to return to its original location; its disposition towards the pipe-player will depend on how it was treated when ensorcelled. Once the pipe-player stops playing the **woodwind** or the animal succeeds on a saving throw, the **woodwind** cannot be used for another turn (10 minutes).

Using the **woodwind** does not require Performance proficiency, but if the pipe-player has one or more ranks in that proficiency, the target will suffer a -1 penalty per rank. (effect: **call woodland creature** cantrip; base cost: 3,300gp; base time: 16 days)

SPELLBOOKS

The greatest enchanters and wizards of their age were buried in the tombs of the Nethercity. Their spellbooks were buried with them, so that they might resume the practice of magic upon the Awakening. Unfortunately, most of the elven spellcasters lost much of their spellcasting ability when they transitioned to undeath. Thus, many of these spellbooks contain spells that the mummies who own them no longer have in their repertoires. Each NPC caster's spellbook is detailed below. Spells listed in bold are New

Spells detailed on p. 137–138. Spellbooks do not count as treasure for XP purposes unless sold. Selling Ancient Argollëan spellbooks filled with chaotic magic may attract substantial attention (see *AX3 Capital of the Borderlands* for more information).

Transmogrifier's spellbook (E3): A roll of vellum sheets, stitched together, with script written right to left in green ink with green and black illustrations. The language resembles Ancient Argollëan but reads as gibberish; it is encrypted and decipherable only with the ability to comprehend languages. The sheets unroll horizontally between two bone handles carved with glyphs. When not in use, the roll is fastened with a leather tie. The spellbook includes the following spells.

1. **bane-rune**, chameleon, charm person, magic missile, silent step, spider club, unseen servant
2. alter self, **bloody flux**, mirror image, necromantic potency, ogre power, web, wizard lock
3. diminution, gaseous form, growth, infravision, skinchange, water breathing
4. **crafting**, giant strength, guise self*, growth of plants, polymorph self, polymorph other
5. **boil blood**, curse of swine, **guise other**, **inflict lycanthropy**, telekinesis, transmute rock to mud
6. **bath of the goddess**, **body swap**, **reflesh the bones**, **transform self***, trollblood

The transmogrifier's spellbook is worth 31,750gp and weighs 3/6 st.

Courtier's spellbook (E8): A roll of vellum sheets, glued together, with Ancient Argollëan script written left to right. The writing is in gold and black ink with red and black illustrations. The sheets unroll horizontally between two bronze handles, each tipped with a small opal. When not in use, the roll is fastened with a silk tie. It includes the following spells.

1. **infuriate person**, **unliving puppet**
2. hypnotic pattern, phantasmal force
3. command person, **infuriate crowd**

The courtier's spellbook is worth 700gp and weighs 1/6 st.

Nightblade's spellbook (E9): A roll of sheets made from tanned human skin, glued together, with Ancient Argollëan script written left to right. The writing is in blood with illustrations in red and black ink. The sheets unroll horizontally between two ebony handles fastened in the shape of skulls. When not in use, the roll is fastened with a cord of human hair. It includes the following spells:

1. chameleon, spider climb
2. inaudibility, knock
3. dismember, skinchange

The nightblade's spellbook is worth 700gp and weighs 1/6 st.

Spellsword's spellbook (F8): A roll of vellum sheets, glued together, with Ancient Argollëan script written left to right in black ink. Each page is adorned with detailed tactical diagrams. The sheets unroll horizontally between two bronze handles fastened in the shape of sword-hilts. When not in use, the roll is fastened with a leather tie. The spellbook includes the following spells:

1. *burning hands*, magic missile, protection from good
2. mirror image, necromantic potency, ogre power
3. fireball, fly, lightning bolt
4. dimension door, giant strength, **iron maiden**
5. hold monster, protection from normal weapons

The spellsword's spellbook is worth 5,550gp and weighs 2/6 st.

Enchantress's spellbook (G9): A set of thin copper plates gilded with gold, bound with thick bronze rings, each plate painted in colorful inks with extravagant illustrations around Ancient Argollëan script. When not in use, the plates are kept inside a bronze box with a gold latch. The spellbook includes the following spells:

1. **auditory illusion**, charm person, **display of power**, **incite madness**, sleep
2. hypnotic pattern, **illusory interior**, invisibility, mirror image, phantasmal force
3. chimerical force, command person, **infuriate crowd**, **inspire awe**
4. charm monster, confusion, hallucinatory terrain, spectral force
5. **forest enchantment**, **forgetfulness**, **mirage**, panic
6. **enslave**, permanent illusion, programmed illusion

The enchantress's spellbook is worth 20,050gp and weighs 3/6 st.

Consul's spellbook (G12): A roll of parchment sheets, glued together, with Ancient Argollëan script written left to right. The writing is in red and black ink with careful black illustrations. The sheets unroll horizontally between two alabaster handles with gold filigree. When not in use, the roll is fastened with a gold clasp. It includes the following spells:

1. **display of power**, summon berserkers, unseen servant
2. ESP, invisibility, web
3. dispel magic, lightning bolt, **inspire awe**

The consul's spellbook is worth 1,050gp and weighs 1/6 st.

Bard's spellbook (H13): A roll of parchment sheets, glued together, with Ancient Argollëan script written left to right. The writing is in blue ink with whimsical blue and silver illustrations. The sheets unroll horizontally between handles fastened from antlers. When not in use, the roll is fastened with a silk tie. It includes the following spells.

1. **auditory illusion**, *charm person*, *ventriloquism*
2. *alter self*, *invisibility*, **illusory interior**
3. *chimerical force*, *dispel magic*, **inspire awe**

The bard's spellbook is worth 1,050gp and weighs 1/6 st.

Astrologer's spellbook (H16): A roll of vellum sheets, stitched together, with Ancient Argollëan script written left to right. The writing is in gold and black ink with star charts illuminating the borders. The sheets unroll horizontally between two ebony handles set with tiny crystals like stars. When not in use, the roll is fastened with a silver cord. The spellbook includes the following spells:

1. *detect magic*, *light*, *magic missile*, *read languages*, *shield*, *unseen servant*
2. *alter self*, *continual light*, *detect invisible*, *hypnotic pattern*, **illusory interior**, *mirror image*
3. *clairvoyance*, *dispel magic*, *lightning bolt*, *protection from normal missiles*, *telepathy*
4. **crafting**, *find treasure*, *scry*, **summon shadows**, *wizard eye*
5. *conjure elemental*, *contact other plane*, **preservation of antiquity**, *teleportation*, *x-ray vision*
6. *control weather*, *detect ritual magic*, *oblivion*, **soul eating**

The astrologer's spellbook is worth 25,900gp and weighs 3/6 st.

Hierophant's spellbook (O3): A roll of black-dyed vellum sheets, stitched together, illuminated left to right with gold Ancient Argollëan script. The sheets unroll horizontally between decorative golden handles tipped with black sapphires. When not in use, the roll is fastened with a black leather tie. The spellbook includes the following spells:

1. *choking grip*, *detect magic*, *magic missile*, *shield*, *slicing blow*, *summon berserkers*
2. *deathless minion*, *glitterdust*, *mirror image*, *invisibility*, *necromantic potency*, *wizard lock*
3. *dismember*, *dispel magic*, *earth's teeth*, *nondetection*, **strengthen the unliving**
4. **flesh to ashes**, *giant strength*, *minor globe of invulnerability*, *scry*, *summon fantastic creature*
5. *animate dead*, **circle of agony**, *cone of cold*, *control undead*, **fillet and serve**
6. *globe of invulnerability*, **soul eating**, *torpor*, *wall of corpses*

The hierophant's spellbook is worth 25,900gp and weighs 3/6 st.

Prince's spellbook (R3): A roll of vellum sheets, stitched together, with Ancient Argollëan script written left to right. The writing is in gold and black ink with various game animals illuminated in gold. The sheets unroll horizontally between two ivory handles. When

not in use, the roll is fastened with a leather clasp. It includes the following spells:

1. *magic missile*, *summon berserkers*
2. *necromantic potency*, *ogre power*
3. *clairvoyance*, *skinchange*

The prince's spellbook is worth 700gp and weighs 1/6 st.

Princess's spellbook (R3): A roll of vellum sheets, stitched together, with Ancient Argollëan script written right to left. The writing is in black and gold ink with various game animals illuminated in black. The sheets unroll horizontally between two ivory handles. When not in use, the roll is fastened with a leather clasp. The spellbook includes the following spells:

1. *charm person*, *sleep*
2. *hypnotic pattern*, *invisibility*
3. *fly*, *skinchange*

The prince's spellbook is worth 700gp and weighs 1/6 st.

TECHNOLOGICAL WONDERS

Anagathics: A prepacked, disposable, automated syringe containing a mixture of ultratech chemicals and nano-bots. Each syringe contains enough liquid for a single application. Once injected, the anagathics allow the character to live five years without aging – that is, without these years counted towards his biological age. With repeated usage, however, there is a risk of the anagathic regimen failing, with all the years of suspended aging returning to the character and aging him immediately. The risk starts at 1% on the second dose and increases by 1% for each dose thereafter. If more than 10 years of aging accrue at once from regimen failure, the character must make a successful saving throw vs. Death or die immediately from the resulting shock. Once an anagathic regimen fails, it cannot be started again, and any additional doses of anagathics will force the character to save vs. Death or die within 1d6 rounds from system shock. Value: 3,000gp

Arcane Sword: When inactive, this weapon looks like a cylindrical sword hilt without a blade. Upon the telepathic command of the wielder, a blue glowing blade of crackling lightning springs forth from the hilt. Another telepathic command withdraws the arcane blade. The activated arcane sword deals 2d6 points of damage if used one-handed or 2d8 points of damage if used two-handed. A single energy crystal, placed into its hilt, can power the arcane sword for 30 rounds (5 minutes) of activation. Any, and only, arcane spellcasting classes may wield an arcane sword, regardless of other weapon restrictions, as it seems to form a connection with their spellcasting minds. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a laser rapier.) Value 29,500gp

Cryostasis Tube: This 7' tall, 3' wide metallic canister, seated vertically on a circle base, has a small window at eye level. The tube can be opened to allow one man-sized creature to enter or be placed within. When re-sealed, the tube will put the subject into a

cryogenic stasis, freezing him indefinitely. At any time, a character familiar with the device may manipulate the controls to thaw the subject, returning him to life. While frozen, time does not pass for the character, so mortally wounded or poisoned characters can be left alive until better treatment becomes available (see *ACKS* 106). Theoretically, a character may be frozen for decades, centuries, or even millennia inside this alien device. The cryostasis tube includes its own micro-fusion battery with a lifetime of 5,000 years, and requires no external power. Any character familiar with the cryostasis tube may use it. A character familiar with the tube may even activate it from inside and thus put himself into a cryogenic torpor if desired. The tube weighs 300 lbs, not including the subject's weight. Value: 15,000gp

Death Orb: An oval-shaped transparent orb containing gas or fluid of a particular sort (designated by color). If thrown, a death orb shatters on impact, dealing effects determined by its color. There are five varieties: cadmium, chartreuse, cobalt, silver, and verdigris.

Cadmium: The orb contains a foggy red-orange vapor. When a cadmium orb shatters, it releases a 10' diameter cloud of deadly poison gas. The gas has the effect of **cloudkill**. The poison gas floats at a pace of 10' per round away from the thrower for 1d6 rounds before dissipating. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a poison gas bomb.) Value: 1,500gp

Chartreuse: The orb contains a sickly yellow-green fluid. When a chartreuse orb shatters, it splashes highly corrosive acid in a 15' radius. Any creature splashed with acid suffers 3d6 points of acid damage. A successful saving throw vs. Blast halves this damage. A creature who fails the saving throw suffers another 1d6 points of acid damage on each of the next three rounds, unless the acid is washed with a non-flammable liquid such as water. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called an acid bomb.) Value: 1,500gp

Cobalt: The orb contains a glowing blue gas. When a cobalt orb shatters, the gas within explodes, dealing 6d6 points of fire damage to all creatures in a 15' radius. A successful saving throw vs. Blast halves the damage. The cobalt orb's blast may ignite any flammable materials in its area of effect. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a plasma grenade.) Value: 3,000gp

Cinnabar: The orb contains a highly flammable silver liquid. When a cinnabar orb shatters, it splashes burning liquid in a 15' radius. Any creature splashed with the burning liquid suffers 5d6 points of fire damage. A successful saving throw vs. Blast halves this damage. It also sets fire to any flammable material within this radius. Furthermore, any creature who fails the saving throw suffers another 1d6 points of fire damage on the next round. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called an incendiary grenade.) Value: 3,000gp

Verdigris: The orb contains a coiling green-blue gas. When a green orb shatters, it releases a greenish cloud of incapacitating gas in a 10' radius. Any living creatures within the radius must make a successful saving throw vs. Paralysis or fall unconscious for 1d6 turns. The gas dissipates after one round. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a stun gas bomb.) Value: 2,500gp

Energy Crystal: These crystals, approximately 5" in length and 1" in diameter, are stark orange and slightly transparent; they glow with a faint ruddy light and are warm to the touch. 15 crystals count as a single item for encumbrance purposes. The scientific sorcery of the Day Without Night relies on these crystals as an energy source. Once depleted, energy crystals dissolve into a fine orange dust. An unenlightened jeweler will typically pay 25gp for each of these curious-looking crystals, but their true value is much greater. Value: 500gp

Fire Lance: This device resembles a 4' long lance with a wide opening at one end and a crossbow-like handle at the other. It can convert energy crystals into a super-heated cone of liquefied burning matter, 30' long and 10' wide. Any creature caught in the fire lance's blast suffers 5d6 points of fire damage. A successful saving throw vs. Blast halves this damage. Any target damaged by the initial blast will suffer an additional 1d6 points of fire damage in the following round as the liquefied matter continues to burn. The flames will also ignite any flammable material within the blast area. Each blast consumes an entire energy crystal; the fire lance can hold up to five energy crystals at any given time. Only fighters, barbarians, assassins, paladins, or other fully-martial classes may use this weapon. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a flamer.) Value: 25,000gp

Flying Disk: A hoverboard resembles a large, round disc, 6' in diameter and 1' in width, with small scoop-like machines hidden underneath. Only an arcane spellcaster may control the flying disk, guiding it telepathically while standing on it. It floats in the air at an adjustable altitude, up to a height of 30', and moves at a speed of 150' (50"). The flying disk can carry up to two man-sized creatures (500 lbs total) but offers no protection to its riders. A single energy crystal placed into a small compartment underneath will power the board for up to 6 hours. The flying disk's compartment may only contain one crystal at a time. (In the *Barbarian Conquerors of Kanahu* setting, this device would be called a large hoverboard.) Value: 78,000gp

Healing Syringe: A prepacked disposable automated syringe containing a powerful mixture of enzymes, antiseptics, antibiotics, painkiller and advanced wound-treating medications. Each syringe contains enough liquid for a single application. Once injected, the medication will heal 3d6+3 points of damage on a living creature. Value: 1,500gp



Khepri Neural Scrambler: When this technological wonder is activated, it scrambles the minds of up to 24 HD of living creatures within 15'. Creatures with the fewest HD are affected first. Affected creatures must succeed on saving throws vs. Spells or be paralyzed for 30 rounds (5 minutes). The paralyzed creatures also lose all memory of the preceding 30 rounds (5 minutes) before the neural scrambler was used and form no memories of anything that happens during the subsequent 30 rounds (5 minutes) after the neural scrambler was used. When the effect ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to neural scrambling can return to the creature if the effect is *dispelled* or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month if its Intelligence is 8 or less. The neural scrambler is powered by energy crystals, of which it can store up to five at any given time. Each activation of the scrambler consumes an entire energy crystal. Value: 150,000gp

NOTE: The following custom spells were used to model the effects of the *neural scrambler*:

- » Enchantment, target forgets one minute before and one turn after spell for duration (40), 24 HD (x4), creatures with fewest HD affected first (x0.5), only target living creatures (x0.75), range 15' (x0.6), duration indefinite (x2.2), save for half (x0.5), eldritch (x1), total cost 39.6
- » Enchantment, target held (36), 24 HD (x4), creatures with fewest HD affected first (x0.5), only target living creatures (x0.75), range 15' (x0.6), duration 5 minutes (x1.17), save for half (x0.5), eldritch (x1), total cost 19.0

Silkweave suit: A suit of extremely lightweight, air-breathing, bio-engineered fiber similar to spider silk, a silkweave suit weighs as much as regular heavy clothing, but provides the character with AC 4. It also protects the character from adverse environmental temperatures from between -20 degrees centigrade to 50 degrees centigrade. A silkweave suit may be worn by any character capable of wearing leather armor (it is effectively **leather armor +2**). Value: 15,000gp



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APPENDIX: NEW MONSTERS

The Khepri and Mummy Lord have previously been presented by Autarch in *Lairs & Encounters*. They are include here for the convenience of Judges who may not have access to those products. Other monsters are either new or have been converted to **ACKS** from the listed sources.

COBRA, MECHANICAL

	Bronze	Iron
% In Lair:	None	None
Dungeon Enc:	Solitary (1)	Solitary (1)
Wilderness Enc:	None	None
Alignment:	Neutral	Neutral
Movement:	120' (40')	60' (20')
Armor Class:	6	8
Hit Dice:	2**	3**
Attacks:	1 (bite)	1 (bite)
Damage:	1d2 + poison	1d4 + poison
Save:	F2	F3
Morale:	N/A	N/A
Treasure Type:	None	None
XP:	38	80

Mechanical cobras are a type of magical construct created in the distant past to guard tombs and treasure vaults. They are jointed metal constructions, the size of a normal cobra, that slither and attack as commanded (perhaps eons in the past.) by their makers. Some larger specimens have been built; these will have one or more additional HD, with a commensurate increase in AC (+1 per 2 HD), damage (+2 per HD), and venom doses (+1 per HD).

Bronze Cobra: Characters bitten by a bronze cobra must make a saving throw vs. Poison or be paralyzed for 3d6 turns. Bronze mechanical cobras carry five doses of paralytic poison in their internal reservoirs

Iron Cobra: The bite of an iron cobra is fatal unless the victims succeeds on a saving throw vs. Poison. The iron cobra contains a reservoir with three doses of its lethal venom.

OGL: Matt Finch, S&W Monstrosities

FAEWYRD

	Lesser	Greater
% in Lair:	65%	65%
Dungeon Enc:	Solitary(1)/Coven(1d6)	Solitary(1)/Pair(1d2)
Wilderness Enc:	Solitary(1)/Coven(1d6)	Solitary(1)/Pair(1d2)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	120' (40')
Fly:	-	-
Armor Class:	5	9
Hit Dice:	4**	8***
Attacks:	1 (chilling touch) + special	1 (chilling touch) + special
Damage:	1d4, WIS drain	1d10, WIS drain
Save:	E4	E8
Morale:	+4	+4
Treasure Type:	Dx2	N
XP:	190	2,100

Faewyrd are the undead spirits of Chaotic elves who died violently in a sinkhole of evil. These damned souls have learned what lies on the other side and it is this horrid knowledge that is their most deadly weapon.

A faewyrd appears like a gaunt and rotting elf with glowing red eyes. It attacks with a **chilling touch** that deals 1d4 points of damage and drains 1 point of WIS for 8 turns. Should a being be drained to WIS 2, it collapses into catatonic horror. At 0, it dies. More dreadful than a faewyrd's touch, however, are the **dark whispers** it ceaselessly utters. A faewyrd's dark whispers become audible at a range of 5' but might be heard more distantly by a character (unwittingly) succeeding on a proficiency throw to hear noise when a faewyrd is nearby. Any creature hearing a faewyrd's dark whispers must make a saving throw versus Death each round at the start of its initiative. If the saving throw succeeds, the whispers have no effect. If the saving throw fails, the creature is **maddened** by the whispers. If a creature is able to hear the dark whispers of more than one faewyrd, it suffers a -1 penalty to its saving throw for each additional faewyrd it can hear.

A maddened creature has heard disturbing truths it cannot unhear. Due to the voices in its head, the maddened creature suffers a -2 penalty to hear noise throws, a -2 to surprise rolls, and a -1 to spellcasting initiative rolls. In addition, each time it attempts to rest, it has a 1 in 6 of suffering night terrors that deny it any rest (no healing or spell recover). Finally, it automatically loses 1 WIS at the start of each initiative that it continues to hear one or more faewyrd's dark whispers. The maddened condition can be removed with a **remove curse** spell by a caster of equal or higher level to the faewyrd's hit dice.

EXAMPLE: Thaddeus, a fighter with 6 WIS, encounters three faewyrds 30' away. The faewyrds win the initiative. The first faewyrd advances 30' and attacks. It hits, so Thaddeus loses 1d4 hp and 1 point of WIS (reducing it to 5). The second faewyrd also advances and attacks, but misses. The third hits, so Thaddeus loses another 1d4 hp and another point of WIS (reducing it to 4). At the start of Thaddeus's initiative he can hear the dark whispers of all three faewyrds. He must make a saving throw versus Death at -2. He fails, so he is maddened. He then attacks and kills one of the faewyrd. In the next combat round, Thaddeus wins the initiative. Because he is already maddened and can hear one or more faewyrd's dark whispers, he automatically loses another point of WIS at the start of his turn (reducing it to 3). He's still in the fight, barely; he attacks and kills the second faewyrd. It is now the last faewyrd's initiative. It attacks and hits Thaddeus, dealing another 1d4 points of damage and draining another point of WIS. Thaddeus's WIS drops to 2, and he collapses into catatonic horror.

Faewyrd are incorporeal. They can pass through non-magical objects and across any surface without movement penalty, though they cannot fly. They can only be harmed by other incorporeal creatures, silver or magic weapons, or spells. Attacks with silver weapons deal only half damage. As undead, faewyrd are immune to **sleep**, **charm**, and **hold** spells and poison. They are turned as wights.

Greater Faewyrd: When a particularly powerful Chaotic elf (9th level or higher) dies violently in a blighted or forsaken sinkhole of evil, a greater faewyrd may be born. A greater faewyrd's chilling touch deals 1d10 points of damage and drains 2 points of WIS for 8 turns. A greater faewyrd's dark whispers become audible at a range of 20'. Greater faewyrd are turned as vampires and cannot be harmed by silver.

FLAILING SPIRIT

% In Lair:	20%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	-
	Fly: 240'
Armor Class:	8
Hit Dice:	5****, 6***, 7***, or 8**
Attacks:	3-6 (touches) + special
Damage:	1d6, energy drain
Save:	F6
Morale:	+4
Treasure Type:	I / K / K, C / I x 2
XP:	800 / 1,020 / 1,490 / 1,600

A flailing spirit is the soul of a person who was so tortured during his life that, upon his death, his spirit was literally ripped to shreds. It appears not unlike a tattered ghost, but is more akin to a spectre in power. As an incorporeal undead creature, a flailing spirit may only be hit by magic weapons and is unaffected by silver. Additionally, it is immune to the effects of **sleep**, **charm** and **hold** spells, as well as cold-based attacks, poison and paralyzation. Holy water can damage a flailing spirit, however, and a **restore life and limb** spell will destroy it instantly.

The more the soul of a flailing spirit has been ripped, the greater the number of tatters (and attacks) it possesses, but the lower the number of hit dice it has, as outlined below:

HIT DICE	TATTERS/ATTACKS PER ROUND
5 HD:	6 tatters/attacks per round
6 HD:	5 tatters/attacks per round
7 HD:	4 tatters/attacks per round
8 HD:	3 tatters/attacks per round

Each successful touch from a flailing spirit causes an **energy drain** (in experience points) equal to the damage dealt times 1,000 (e.g. 1d6 x 1,000). Any drain greater than the number of experience points of a character will reduce that character to 0 hit points and 0 level. Regardless of the number of hit dice it possesses, a flailing spirit attacks as an 8 HD monster and saves as a 6th level fighter.

OGL: Richard J. LeBlanc, Jr., Creature Compendium

FUNGAL CREEPER

% In Lair:	75%
Dungeon Enc:	Solitary (1)/Colony (1d3)
Wilderness Enc:	Solitary (1)/Colony (1d3)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	2
Hit Dice:	3*
Attacks:	1 (appendage)
Damage:	1d6, attachment
Save:	F1
Morale:	0
Treasure Type:	None
XP:	65

A fungal creeper resembles a large patch of fungus growing upon a boulder or wall, which often appears weathered and strangely corroded. The monster's name comes from its ability to creep along surfaces to follow living creatures. Fungal creepers draw sustenance from minerals found in rock and stone, but supplement their diets with fresh blood.

The fungal creeper can sense the warmth of life within 60', and reacts by moving closer. Once within melee range, it attacks by sinking tiny root-like appendages into exposed flesh. If the

fungal creeper's attack throw succeeds with a natural 19 or 20, the appendage latches on to the target, dealing 1d6 points of damage each round thereafter without need for further attack throws. A fungal creature may be distracted by fresh meat, whether in the form of rations no more than one day old or the body of an unconscious combatant. The creatures are scavengers, and will move to feed off carrion as soon as it is detected.

Fungal crawlers are immune to all **charm**, **sleep**, and **hold** spells, to stunning, and to poisons not designed to work on plants. They are vulnerable to spells that affect plants.

OGL: Scott Wylie Roberts, "Myrystyr", S&W Monstrosities

GOLEM, UNDEAD BONE

	Lesser	Greater
% in Lair:	25%	25%
Dungeon Enc:	Solitary(1)/Tomb(1d6)	Solitary(1)/Tomb(1d3)
Wilderness Enc:	Solitary(1)/Tomb(1d6)	Solitary(1)/Tomb(1d3)
Alignment:	Chaotic	Chaotic
Movement:	120' (40')	120' (40')
Fly:	-	-
Armor Class:	5	7
Hit Dice:	4**	8**
Attacks:	2 (weapons)	4 (weapons)
Damage:	1d6	1d6
Save:	F4	F8
Morale:	+4	+4
Treasure Type:	H	N, H
XP:	190	1,600

The elven necromancers of the Argollëan Empire believed that, for the soul to avoid oblivion after death, it had to be bound to the deceased's corpse until the time of the Awakening. But sometimes an elf's body was too ruined or ravaged to be able to embalm and preserve. Such unfortunate souls faced the prospect of languishing as incorporeal undead. Undead bone golems were created to house these houseless spirits by wedding elven souls to golem bodies.

Unlike ordinary bone golems, undead bone golems are guided by a sapient spirit capable of independent thought and action. If a divine spellcaster turns an undead bone golem, the undead spirit is temporarily driven out of control of the golem's body. If a divine spellcaster destroys an undead bone golem by turning, the undead spirit is destroyed permanently. The bone golem will continue to function mindlessly when its spirit is gone – treat as **confusion**. Woe to the cleric who dies at the hands of the undead bone golem he has "destroyed"!

Like ordinary bone golems, these creatures are immune to **charm**, **hold**, and **sleep** magic, to poison, gas, and ordinary weapons, and to electrical-, fire-, and cold-based attacks.

Lesser Undead Bone Golem: Lesser undead bone golems are created from the bones of the deceased himself, with only a limited amount of grafting and reinforcement to improve the skeleton's durability and power. They resemble animated skeletons on cursory inspection, but a close look reveals mechanical joints and metal plating at key areas. Lesser undead bone golems are turned as wights.

Greater Undead Bone Golem: Great undead bone golems are assembled from sets of the strongest, sturdiest skeletons available, further reinforced with metal plating and grafted bones. These creatures are usually given four arms to enhance their fighting ability. They may make four attacks per round and direct attacks at up to two opponents each round. Greater undead bone golems are turned as vampires.

HYDROPION

% In Lair:	75%
Dungeon Enc:	Solitary (1)/ Solitary (1)
Wilderness Enc:	Solitary (1)/Solitary (1)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	7
Hit Dice:	5*** to 12***
Attacks:	2 + stinger number (2 claws, 5-12 stingers)
Damage:	1d10 per claw, 1d4 + poison per stinger
Save:	F5 to F12
Morale:	+3
Treasure Type:	K (5-7 HD), M, F (8-10 HD) or M,K (11-12 HD)
XP:	650/1,070/1,490/2,100/2,500/2,950/3,400/3,900

Hydropions are horrific crossbreeds between giant scorpions and hydras. They resemble 8' to 18' long giant scorpions with five to twelve stingers arching up from their wide, chitin-armored abdomens. Hydropions have a number of Hit Dice equal to their number of stingers, with maximum hit points on each Hit Die.

Each round, a hydropion can attack with its two claws as well as with each of its stingers, so the number of attacks a hydropion has each round is equal to the number of stingers it has +2. If a claw successfully strikes a target, any stinger attacks on that target gain a +2 bonus to hit that round. If stung, a victim needs to succeed at a saving throw versus Poison or die instantly.

When a hydropion has suffered 8 points of damage, one stinger is destroyed. For each additional 8 hp damage, another stinger is destroyed. When all its stingers have been destroyed, the hydropion dies. A hydropion saves as a fighter equal in level to the hydra's Hit Dice.

INCARNATION OF TERROR

% In Lair:	50%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	120'
Armor Class:	12
Hit Dice:	12***
Attacks:	1, special
Damage:	1d10, special
Save:	M12
Morale:	+4
Treasure Type:	M, K
XP:	3,900

All necromancers know that when a creature dies, it leaves behind a residue of its life energy in the corpse. It is this residue that is captured in the special components used in magic items, and that is summoned to converse by **speak with dead**. An accumulation of necromantic residue can, over time, dissipate into a place of death and transform it into a sinkhole of evil. Necromancers who have closely studied sinkholes of evil have, in the waning days of their sanity, learned that a sinkhole of evil can reverse the process – exuding the accumulated necromantic residue from itself into an undead spirit. Such a creature carries within it all the fear and despair of every creature that died to birth it – it is an incarnation of the terror of death.

An incarnation of terror is **dreadful to behold**. All creatures must make saving throws vs Paralysis upon first seeing the incarnation. The effects depend on the creature's HD. If the save succeeds, a creature with less than 1 HD falters and drops its weapon (or other held object); one with 1-3 HD falters; and one with 3+ HD is unaffected. If the save fails, a creature with less than 1 HD falters, drops its weapon, and becomes paralyzed with dread; one with 1-3 HD falters, drop its weapon, and becomes paralyzed with dread until the end of the next round; and one with 3+ HD falters and drops its weapon. Falters creatures suffer a -2 penalty to attack, proficiency, and saving throws until the condition ends. Paralyzed creatures are completely helpless until the condition ends. The faltering and paralyzed conditions end if removed magically or if the incarnation of terror is destroyed or goes out of sight.

HD OF CREATURE	SAVING THROW	
	SUCCEEDS	FAILS
Less than 1 HD	Creature falters and drops weapon	Creature falters, drops weapon, and becomes paralyzed
1 – 3 HD	Creature falters	Creature falters, drops weapon, and becomes paralyzed until end of next round
3+ HD	Creature unaffected	Creature falters and drops weapon

An incarnation of terror can only attack creatures that are already either faltering or paralyzed with dread. If the incarnation strikes a faltering creature, its **bone-chilling touch** deals 1d10 points of damage and paralyzes the creature struck unless it succeeds on a saving throw vs Paralysis. If the incarnation successfully attacks a paralyzed creature, it deals 1d10 points of damage and kills the creature unless it succeeds on a saving throw vs Paralysis. If not otherwise engaged by an opponent, an incarnation of terror will automatically hit and kill a paralyzed victim with no saving throw (just as an adventurer can automatically slay a sleeping creature in similar circumstances).

In lieu of attacking, the incarnation of terror can utter a **soul-blasting cry**. All good creatures within 60' that hear the cry must make a saving throw vs Paralysis. Creatures that succeed on the save are not affected. Creatures that fail the save falter. Creatures that have already faltered become paralyzed with dread until the end of the next round. Creatures that are already paralyzed with dread suffer 1d10 points of damage and remain paralyzed until the end of the next round.

Incarnations of terror are incorporeal. They can pass through non-magical objects and across any surface without movement penalty, though they cannot fly. They can only be harmed by other incorporeal creatures, magic weapons, or spells. As undead, terrors of death are immune to **sleep**, **charm**, and **hold** spells and poison. They are turned as infernal creatures, and may make a saving throw versus Spells to ignore the effects of being turned.

Though sapient, incarnations of terror have no ambitions or goals in any sense comprehensible to humans. They tend to linger near whatever sinkhole of evil birthed them unless compelled into service by some necromancer of great power. Treasure found in their lairs will usually be the grave goods of those buried there or the valuables left behind by the incarnation of terror's victims.

JACKAL OF DARKNESS

% In Lair:	50%
Dungeon Enc:	Pack (1d10)/ Den (1d10)
Wilderness Enc:	None
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	5
Hit Dice:	4**
Attacks:	1 (bite)
Damage:	1d6
Save:	F4
Morale:	+4
Treasure Type:	H x 2
XP:	190

These undead creatures resemble jackals with black fur, limned with a dark fire that sheds no light and burns black when the jackal emerges from the darkness. They haunt long-abandoned tombs, possibly being shackled to them as guardians by ancient magics –

INCARNATION OF TERROR



the relation of the jackals to their tomb-lairs is not known. They do not need to feed, but they also do not rot. Some sages theorize that jackals of darkness draw the energy to sustain their undead state directly from the sinkholes of evil in which they dwell.

The **black fire** around the jackal acts almost like an independent creature; when the jackal is in combat the black fire streams forth and can envelop one opponent within 50' of the jackal, dealing 1 point of fire damage per round. The jackal can move the black fire where it wishes within range.

Like all undead, jackals of darkness are unaffected by poison and by **sleep**, **hold**, or **charm** spells. They are turned as mummies.

OGL: Matt Finch, S&W Monstrosities

KHEPRI

% In Lair:	75%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)/Vault (2d3)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	4
Hit Dice:	8*****
Attacks:	2 (fists) or 1 (kiss)
Damage:	1d12 or special
Save:	C8
Morale:	+2
Treasure Type:	N x2 (per khepri); R (per hierarchy)
XP:	3,600 (9,000 for hierarchy)

In the crumbling pyramids of Kemesh and other ruins predating the Day Without Night can be found curious carvings and frescoes depicting the worship of a being called the Khepri. Always depicted as a dark-skinned human with a scarab beetle as a head, the Khepri is believed to have been a god, an avatar of one of the Chthonic deities. The truth is more terrifying: The khepri was not a god; *they* were a race, the dominant race in Aurēpos in the era before man, their dark rule contested only by their eternal foes, the faravahar. Few khepri survived the devastation of the Day Without Night. Most of the survivors slumber in hidden vaults in remote places. The few khepri that have been roused to action have been great and malevolent actors in Aurēposean history, often serving as prophets and teachers of Chthonic beliefs in order to lay the groundwork for the Awakening.

Khepri hegemony was founded on the race's mental powers. All khepri have the ability to use each of the following spell-like abilities at will: **body equilibrium** (like **water walking**, but extending to all loose or unstable surfaces, such as sand), **clairaudience**, **clairvoyance**, **choking grip**, **detect invisible**, **levitate**, **shimmer**, and **telepathy**. Khepri can also **charm monster** once per day.

The legend of the beetle-headed god arises from the alien appearance of the creatures. A khepri's torso and limbs resemble those of a tall and muscular jet-black humanoid, but its head is protected by a smooth, shiny black carapace. A crown of chitin extends from the brow of this carapace, while three long mandibular appendages extend like legs from either side of it, the whole resembling a beetle's body. But it is not. The front portion of the khepri's carapace consists of segmented plates that can be opened to reveal an utterly inhuman face within, upon which countless khepri larvae squirm and writhe. Any character seeing a khepri's true face must save versus Paralysis or be paralyzed by fear until the khepri goes out of sight, closes its face plate, or attacks.

In lieu of a melee attack, a khepri can "kiss" an adjacent paralyzed victim. The khepri's larvae leap onto the helpless victim's face, burrow into his skull via his mouth, nose, and ears, and make their way to his brain. One round after being kissed, the victim must make a saving throw versus Poison. If the saving throw fails, the victim dies from shock. If the saving throw succeeds, the victim survives but is **enslaved** (as the spell) by the khepri.

The larvae can be destroyed (before or after the saving throw) by casting a **cure disease** spell on the victim. Destroying the larvae frees an enslaved victim, but does not revive a slain one. An enslaved victim is also freed if the khepri who kissed him is slain. If the larvae are not destroyed, they will grow inside the victim, feeding on his essence. After 2d4 weeks, the character will slip into a state of unconsciousness, during which the engorged larvae will weave a cocoon around his head. 72 hours later, the victim will awaken to his new life as one of the khepri. Once the character has fallen unconscious, no magic can save him except a **wish** or **miracle**. Death is usually the kinder alternative.

Khepri are usually solitary creatures, but from time to time hapless adventurers will stumble upon one of the ancient vaults the khepri built to survive the Day Without Night. A khepri vault will be led by a hierarchy with 11 (or more) Hit Dice. Khepri hierarchies can use the following additional abilities: **phantasmal killer**, **scry** (with **clairaudience** and **ESP**), **strength of mind**, and **weakness of mind** once per day; **alter self** and **dimension door** three times per day; and **telekinesis** at will. They are also capable of brewing potions, creating constructs, creating crossbreeds, and performing necromancy as a mage of their HD, and can collect divine power and perform blood sacrifices as a chaotic cleric of their HD. Hierarchies sometimes use their ability to **alter self** to infiltrate human society in furtherance of some Chaotic end.

MUMMY, ANIMAL

	Baboon Mummy	Cat Mummy	Crocodile Mummy	Jackal Mummy
% In Lair:	60%	60%	75%	60%
Dungeon Enc:	Throng (1d2)/Tomb (1d4)	Throng (1d4)/Tomb (2d6)	Solitary (1)/Tomb (1)	Throng (1d2)/Tomb (1d4)
Wilderness Enc:	None	None	None	None
Alignment:	Chaotic	Neutral	Chaotic	Neutral
Movement:	60' (20')	90' (30')	30' (10')	60' (20')
Armor Class:	5	4	6	6
Hit Dice:	5*	1+2*	5*	3*
Attacks:	2 (claw, bite)	3 (2 claws, 1 bite)	1 (bite)	1 (bite)
Damage:	1d8/1d8, mummy rot	1/1/1d2, mummy rot	2d8, mummy rot	1d10, mummy rot
Save:	F5	F1	F5	F3
Morale:	+4	+3	+3	+2
Treasure Type:	H	B	D	B
XP:	350	21	350	65
	Panther Mummy	Rat Mummy	Viper Mummy	Wolf Mummy
% In Lair:	20%	60%	75%	60%
Dungeon Enc:	Throng (1)/Tomb (1d2)	Throng (3d6)/Tomb (3d10)	Solitary (1)/Tomb (1d2)	Solitary (1)/Tomb (1d4)
Wilderness Enc:	None	None	None	None
Alignment:	Chaotic	Chaotic	Chaotic	Chaotic
Movement:	150' (50')	60' (20')	30' (10')	120' (40')
Armor Class:	7	5	5	5
Hit Dice:	7*	1+2*	5**	5+2*
Attacks:	3 (2 claws, 1 bite)	1 (bite)	1 (bite)	1 (bite)
Damage:	1d8/1d8/1d10	1d4, mummy rot, disease	1d10, mummy rot, poison	1d12
Save:	F7	F1	F5	F5
Morale:	+4	+4	+3	+4
Treasure Type:	H	D	H	H
XP:	790	21	500	460

Animal mummies are undead creatures sometimes found in tombs inhabited by (human) mummies or in deserted ruins. Some animal mummies are created to provide companionship to the deceased in the afterlife, while others are mummified in honor of deities or notable figures.

The bite of an animal mummy will infect a victim with **mummy rot**. Mummy rot prevents magical healing and makes all wounds take 10 times longer than normal to heal. As undead creatures, animal mummies are immune to **sleep**, **charm**, and **hold** spells and poison. Like mummies, they can only be harmed by magical weapons, spells, and fire-based attacks. Magical weapons deal only half damage, but fire and spells deal full damage. Some animal mummies have additional special powers.

Baboon: Baboon mummies are mostly found in the tombs of Chaotic spellcasters. Any creature seeing a baboon mummy must succeed in a saving throw vs. Paralysis or become paralyzed with dread. This effect ends if the mummy leaves the victim's range of vision, if the mummy engages in combat, or after 1d4 rounds, whichever comes first.

Cat: Cat mummies are typically found in tombs belonging to worshippers of Ravanor, but may be found in other tomb types as well. Additionally, cat mummies are sometimes found *en masse* in tombs of their own. There is a 25% chance that a cat mummy has had its eyes replaced with rock crystals (50 gp value each).

Crocodile: Crocodile mummies are mostly found in Kemeshi tombs belonging to worshippers of Iskara, but may also be found in tombs belonging to military leaders who worship Bel. Despite their body form, they are incapable of swimming. Any creature seeing a crocodile mummy must succeed in a saving throw vs. Paralysis or become paralyzed with dread (as per baboon mummy).

Jackal: Jackal mummies are usually found in tombs belonging to worshippers of Bel and Dirgion. Unlike the majority of other animal mummies, jackal mummies are rather cowardly—being almost as likely to flee than fight when faced with an opponent.

Panther: Panther mummies are usually found in tombs belonging to worshippers of Nasga and Nargund. Any creature seeing a panther mummy must succeed in a saving throw vs. Paralysis or become paralyzed with dread (as per baboon mummy).

Rat: Rat mummies are often found in tombs belonging to worshippers of Galmorm or in dank tombs of their own. Only the largest and fiercest rats are honored with mummification. The mummy rot of a rat mummy carries a wasting disease. The character must succeed on a save vs. Poison or die 1d6 days later.

Viper: Viper mummies are commonly found in tombs belonging to worshippers of Nasga and Iskara. The bite of a viper mummy carries not only mummy rot but also deadly venom. The character bitten must make a saving throw vs. Poison at -1. If the saving throw fails, the creature will die in 1d4 turns.

Wolf: Wolf mummies are usually found in tombs belonging to worshippers of Bel and Nargund. Any creature seeing a wolf mummy must succeed in a saving throw vs. Paralysis or become paralyzed with dread (as per baboon mummy).

OGL: Richard J. LeBlanc, Jr., Creature Compendium

MUMMY LORD

% In Lair:	50%
Dungeon Enc:	Solitary (1) / Solitary (1)
Wilderness Enc:	Solitary (1) / Solitary (1)
Alignment:	Chaotic
Movement:	120' (40')
Armor Class:	8
Hit Dice:	11**** or more
Attacks:	1 touch or weapon
Damage:	1d12 or by weapon +4, mummy rot
Save:	F11 or more
Morale:	+4
Treasure Type:	Q
XP:	4,200 (or more)

Mummy lords are long-dead kings, high lords and sorcerers transformed by necromantic arts into powerful undead. Mummy lords may possess the proficiencies and special abilities of characters of at least 11th level of experience, with anti-paladin, cleric, mage, ruinguard, and warlock being the most common classes.

Mummy lords are dreadful to behold, and any character seeing one must save versus Paralysis or be paralyzed by fear until the mummy lord goes out of sight or attacks. In melee, a hit by a mummy lord does 1d12 points of damage and inflicts the creature struck with **mummy rot**.

The tomb of a mummy lord is always well-appointed with grave goods, and if the monster was a warrior in life, its weapons and armor may be available for the mummy lord's use. If armored, increase the mummy lord's AC by the value of any armor or shield equipped. If armed, mummy lords deal damage by weapon, adding +4 to the damage roll due to their great strength (plus any fighter damage bonus, where appropriate). A mummy lord's malignancy extends into whatever weapon it wields, so characters will still be infected by **mummy rot** if struck by an armed mummy lord.

The evil rituals used to create mummy lords imbue the monsters with the ability to **bestow curse** (the reverse of **remove curse**) and **charm person** at will. Once per day they may summon an **insect plague** and once per week they may **summon weather**.

Mummy lords can only be damaged by spells, fire, or magic weapons, all of which only do half damage. They are immune to **sleep**, **charm**, and **hold** spells. Mummy lords are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned.

When a mummy lord is reduced to zero hit points (or otherwise physically destroyed), its disembodied spirit returns to the canopic jar containing its organs, while its body instantly breaks apart into an insect swarm. The swarm will be 30' x 30' in size, centered on the point where the mummy lord's body was destroyed. The swarm immediately inflicts 2 points of damage to any character engulfed. Double damage is dealt to characters wearing no armor. The swarm cannot be damaged, but disperses after one combat round. The insects will converge on the mummy lord's tomb 1d10 nights later, where they re-form the mummy lord's body. The monster's disembodied spirit then re-takes possession of its body, at full hit points. However, if the tomb is utterly sealed against insects (possible only through magic) then its body cannot re-form; and if the mummy lord's canopic jar is removed from its tomb, it cannot re-take possession of its body. A mummy lord can only be permanently destroyed if its canopic jar is destroyed, either before the mummy lord's body is destroyed or while its disembodied spirit is within the canopic jar.

Mummy lord lairs are typically guarded by lesser undead, including 1d12 mummies and either 4d6 zombies or 3d10 skeletons. Their canopic jars are kept well-hidden and protected by mundane and magical traps.

SARCOPHAGAL WORM

% In Lair:	N/A
Dungeon Enc:	Infestation (1d10+5)
Wilderness Enc:	Infestation (1d10+5)
Alignment:	Chaotic
Movement:	30'
Armor Class:	3
Hit Dice:	1**
Attacks:	1 bite
Damage:	1d4, disease
Save:	F1
Morale:	N/A
Treasure Type:	None
XP:	16

When a dead body is mummified, it is customary to remove the intestines, along with other organs, for preservation in canopic jars. If, instead, the intestines are left inside the corpse, and the corpse is then necromantically transformed into an undead mummy, then the intestines will transform too, becoming sarcophagal worms:

Writhing, biting, snake-like maggots that live in the mummy's abdomen. Sarcophagal worms are considered a blessing by the mad priests of Dirgion, who honor their martyrs and bishops by cultivating infestations in their undead bodies.

Sarcophagal worms do not cause the same paralyzing fear as a mummy, but they make the mummy they infest more fearsome. Characters encountering a mummy infested by sarcophagal worms suffer a -1 penalty per 3 worms (rounded down) to their saving throw against its paralyzing fear. For instance, if a mummy has 11 sarcophagal worms erupting from its abdomen, characters encountering the mummy suffer a -3 penalty to their saving throw against the mummy's fear.

When combat begins, sarcophagal worms will squirm out the abdomen of the mummy to attack any living creatures within 30'. The bite of a sarcophagal worm deals 1d4 points of damage and inflicts **mummy rot** (infected characters are unable to receive benefits from any form of magical healing, and heal naturally at only 1/10th the normal rate).

As undead creatures, sarcophagal worms are immune to **sleep**, **charm**, and **hold** spells and poison. Like the mummies they infest, sarcophagal worms can only be harmed by magical weapons, spells, and fire-based attacks, all of which do only half damage; and by holy water, which kills the worms instantly.

OGL: Richard J. LeBlanc, Jr., Creature Compendium

STATUTE, ANIMATED

	Bronze	Chryselephantine
% In Lair:	None	None
Dungeon Enc:	Parade (1d4)	Icon (1)
Wilderness Enc:	Parade (1d4)	Icon (1)
Alignment:	Neutral	Neutral
Movement:	60' (20')	60' (20')
Armor Class:	6	4
Hit Dice:	5**	8**
Attacks:	1 (sword)	1 (lightning bolt)
Damage:	2d6	3d10
Save:	F5	F8
Morale:	N/A	N/A
Treasure Type:	None	None
XP:	500	1,100

Animated statues are statues of ordinarily inorganic, inanimate material given life by powerful mages to guard their sanctums or perform other duties. Animated statues may be created in any form and size, but are most commonly humanoid. Unless they engage in some form of movement, animated statues will appear to be normal statues even upon close inspection. Animated statues of any material are immune to the effects of poison, **charm**, **sleep**, and **hold** spells.

Bronze: These animated statues appear as ordinary cast bronze figures of mighty heroes and warriors with weapons and shields standing 6' to 7' tall. Animated bronze statues are magically immune to ordinary weapons and resistant to magical weapons (e.g. they take half damage). However, every bronze statue has a weak point (such as its ankle, armpit, neck, etc.). Identifying a statue's weak point requires an action in lieu of attacking and a successful proficiency throw to detect secret doors (elves have the usual chance of spotting on casual inspection). Characters with Craft (armorer) or Engineering proficiency gain a +4 bonus to identify a statue's weak point. Once it is identified, attacks may be directed against a statue's weak point, albeit at a -4 penalty due to its small size. Any successful attacks targeted at a statue's weak point bypass its immunities and resistances to deal full damage, and an unmodified attack throw of 20 targeted at a statue's weak point instantly destroys it. A destroyed bronze statue can be salvaged for its metal (1200gp and 12 st.).

Chryselephantine: These animated statues are built with wooden frames that are set with thin slabs of ivory (to represent flesh) and sheets of gold leaf (to represent armor, hair, and garments). Chryselephantine statues are usually sculpted to resemble gods, titans, and heroes with larger-than-life stature standing 8' to 10' in height. A chryselephantine statue attacks by hurling bolts of lightning that can strike a single target within 240'. In lieu of attacking, a chryselephantine animated statue may utter a **thundering threat**. The exact phrasing of the threat is defined by the statue's creator, e.g. "death to those who dare disturb this holy place!" Each creature within 30' of the statue when it issues its threat must make a saving throw vs. Blast. If the save fails, the creature suffers 1d6 points of damage and is deafened. If the save succeeds, the creature suffers half damage but is not deafened (though its ears may ache and ring). A deafened creature suffers a -2 penalty to surprise rolls and has a 2 in 6 chance of failing any attempt to cast a spell, read a scroll, or utter a command word, but is immune to additional thundering threats. A deafened creature can make another saving throw at the end of its initiative each round. If the save succeeds, it is no longer deafened (and it becomes vulnerable to thundering threat again). The noise of a thundering threat automatically triggers an encounter throw for wandering monsters (if any) and may alert nearby guards or allies. A destroyed chryselephantine statue can be salvaged for its gold (2,000gp and 2 st.) and ivory (1,000gp and 10 st.).



TUNNEL PRAWN

% In Lair:	25%
Dungeon Enc:	Troupe (1d6) / Colony (2d6)
Wilderness Enc:	None
Alignment:	Neutral
Movement:	60'
Climb:	60'
Armor Class:	5
Hit Dice:	1
Attacks:	2 pincers
Damage:	1d2
Save:	F1
Morale:	+2
Treasure Type:	A
XP:	10

Tunnel prawns are scavengers resembling very large lobsters, with a hard, rocklike shell. The creatures wander through subterranean caverns eating bugs and fungi from the wall, floor, and ceiling. A tunnel prawn can scale walls and move along ceilings with no more difficulty than walking along a floor. These dungeon vermin are easily antagonized, and will attack any living beings venturing near.

The average tunnel prawn weighs about 20 lbs and has enough meat to provide the equivalent of a day's rations. The meat, while tough and chewy, is quite delicious. A fresh tunnel prawn can be sold for 3gp.

OGL: Matt Finch, S&W Monstrosities



APPENDIX: NEW SPELLS

All of the spells (other than **preservation of antiquity**) in this Appendix have previously been presented as Eldritch spells in *Heroic Fantasy Handbook*. They are included here as Arcane and/or Divine spells as a convenience to our Judges.

Auditory Illusion

Arcane 1

Range: 60'

Duration: 1 turn

This spell creates a false sound. The sound can be centered anywhere within range, and within that range the sound can fluctuate and move, imitating approaching or receding footsteps, laughter, voices, and other possibilities. The sound produced can be as loud as the noise produced by thirty man-sized creatures. The **auditory illusion** does not have to be human-like, but could be animal or monster sounds. The Judge should determine how much sound and how many individuals it might represent. For instance, the sounds of thirty humans might be approximately that of sixty children, or eight ogres. Creatures who hear the sound are allowed a saving throw versus Spells to realize that the effect is illusory, but only if they actively attempt to disbelieve.

Bane-rune

Arcane 1, Divine 1 (Cultist of Bel)

Range: touch

Duration: 1 turn

By magically inscribing a baleful glyph onto the striking head of a weapon, this spell temporarily enhances it to the equivalent of a **magic weapon +2** against a particular type of creature or being, choosing from animals, beastmen, enchanted creatures, dragons, fantastic creatures (excluding dragons), giants, oozes, undead, and vermin. The caster must specify the type of creature affected. Weapons that are already enchanted gain an additional +2 against the type of creature while the spell is in effect. A single casting will effect 20 arrows, 2 one-handed weapons, or 1 two-handed weapon.

Bath of the Goddess

Arcane 6, Divine 5 (Cultist of Nasga)

Range: touch

Duration: permanent

When cast, **bath of the goddess** instantly transforms a willing living creature into a creature of the same type but opposite sex. The creature gains all of the primary and secondary characteristics of its new sex (external and internal, including reproductive capacity if of breeding age), resembling an opposite-gender twin of its old self.

If cast on a creature that has been sexually altered (e.g. a eunuch), the creature will suffer an equivalent alteration to its new form. If cast on a creature of a species that has only one sex, the spell has no effect. If cast on a creature of a species that has multiple sexes, or on an intersexed creature of a predominantly sex-binary species, the caster may choose the sex that results. (A male or female creature could be transformed into an intersexed creature by this spell if desired. It is rumored that some mystery cults require this of their high-level religious figures.) The subject must be willing to accept the change.

The spell is permanent until dispelled by either **dispel magic** or a second casting of this spell, at which time the subject reverts to its original sex. No actual bathing is required to cast this spell; it just takes its name from a classical myth about a handsome priest who was transformed into a bladedancer after unintentionally bathing in a moon-lit pond that Ianna herself had recently bathed in.

Battering Ram

Divine 4 (Cultist of Telith)

Range: 90'

Duration: instantaneous

With this spell, the caster smashes a wooden or stone object or structure as if with an invisible battering ram. The spell deals 1d4 shp of damage to the object or structure struck – sufficient to knock down an oak door, break off a parapet, etc. The impact of the **battering ram** will blast shards of stone or splinters of wood from the object structure, dealing 5d6 damage to all creatures within 5'. Affected creatures that make a successful saving throw versus Blast reduce damage by half. The **battering ram** cannot directly target creatures or areas of open ground. An interior floor can be targeted as a structure only if the caster is at least one story above it.

Body Swap

Arcane 6

Range: touch

Duration: permanent

This spell can cause a pair of living creatures to permanently take on each other's forms. Each target gains the physical capabilities, statistics, physical attacks, and special abilities of the new form while retaining its own mental abilities. Each target retains the same number of hit points it previously had, regardless of the Hit Dice of the form assumed.

Incorporeal and gaseous creatures cannot be targeted by this spell, nor can creatures with more HD than the caster's level of experience. The caster must touch both creatures when casting the spell. Touching an unwilling creature requires a successful attack throw, so this spell is usually cast only when one or both of the creatures are willing and/or helpless. Each creature may make a saving throw versus Spells to resist the **body swap**. If either creature saves, the spell has no effect.

Once the **body swap** occurs, it lasts indefinitely. If dispelled by **dispel magic**, the two creatures immediately swap back to their original forms. If the **body swap** is **dispelled** after one of the creatures has died, then the surviving creature must make a saving throw v. Death. If the throw fails, the creature returns to its original (dead) form and dies. If the throw succeeds, the surviving creature retains the new form.

Boil Blood

Arcane 5

Range: 150'

Duration: instantaneous

This spell can boil the blood of a living creature, thereby inflicting terrible wounds and great suffering, and possibly causing it to explode like an overheated furnace. The target must make a saving throw versus Blast. If the save fails, the creature suffers 8d8 points of damage and is stunned during its next initiative. If the save succeeds the creature suffers half damage and is not stunned.

In either case, if the target is reduced to 0 hp or less by the spell, it detonates in an explosion of boiling blood, scalding puss, and melted organs. The explosion kills the target instantly. Each creature or object within 5' of the exploding target suffers 1d6 points of damage, or half that on a successful saving throw versus Blast.

Bloody Flux

Arcane 2

Range: 90'

Duration: special

The caster calls down a bloody flux on a target creature within range. The target must make a saving throw versus Death. On a successful save, this spell has no effect. On a failed save, the target begins vomiting blood. A vomiting creature cannot take attack, cast spells, move, speak or take any other action (though it can defend itself). When its initiative number comes up, a vomiting creature suffers 1d12 points of damage from its gory retching, then makes another saving throw. If the save succeeds, the spell ends. If the save fails, the target continues vomiting blood. The **bloody flux** continues until the effect is **dispelled**, the creature dies, or the creature successfully saves. The caster does not need to concentrate to maintain the effect.

Circle of Agony

Arcane 5

Range: 30'

Duration: special

This spell can inflict agonizing pain on one or more target creatures within range. The caster may target one creature per level of experience. Each target must make a saving throw versus Death. On a successful save, the spell has no effect on the target. On a failed save, the target is agonized. While agonized, a creature is helpless and cannot attack, cast spells, or move. It gains no benefit to its AC from its DEX or shield (if any). It can be ambushed or backstabbed by creatures capable of doing so. All attack throws against agonized creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs it. The agonized creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack throws against agonized creatures automatically hit if the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the agonized creature, then the agonized creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

Crafting

Arcane 4, Divine 5 (Hierophant)

Range: touch

Duration: special

This dweomer improves the target's Art or Crafting proficiency by one rank for purposes of completing one project (e.g. forging one sword, painting one painting, composing one song). Unproficient characters become apprentices, apprentices become journeymen, journeymen become masters, masters become grand masters, and grand masters become capable of creating magic items at twice the base time and cost of a mage. The spell expires when the project is completed or when a day passes without the target working on the project for at least 8 hours.

Dark Whisper

Arcane 3, Divine 4 (Cultist of Nasga)

Range: touch

Duration: instantaneous

With this spell, the caster can damage the soul of a target creature by whispering terrible words into its ear. A successful attack throw is required unless the target creature is helpless. Upon hearing the **dark whisper** the target creature must make a saving throw versus Death. If the saving throw succeeds, the spell has no effect. If the saving throw fails, the creature suffers one of the following effects, selected by the caster:

- » Plagued by whispers from beyond the grave, the creature suffers a -2 to hear noise throws and -2 to surprise rolls.
- » Disturbed by truths it cannot unhear, the creature mutters to itself constantly. It cannot move silently or surprise opponents, and its spellcasting initiative rolls are at -1.
- » Nightmares wrack the creature. Each time it attempts to rest, it must roll 1d6. On a 1, it tosses and turns all night, cannot recover spells, and does not heal.
- » The creature attempts to drown its horror in consumption. It suffers a cumulative -1 penalty to all saving throws every hour until it consumes something (smoke, alcohol, etc.)

The caster may also invent his own whisper, but it should be no more powerful than those described above. There is no limit to the number of different **whispers** a creature may suffer from. The effects of a **dark whisper** cannot be **dispelled**, but can be removed with a **remove curse** spell by a caster of equal or higher level to the **dark whisper**'s caster.

Destroy Dead

Divine 1 (Cultist of Dirgion)

Range: 150'

Duration: Instantaneous

This spell can destroy the bones or body of a single undead skeleton or zombie of 8 Hit Dice or less within range. If the target fails a saving throw versus Death, it immediately crumbles to dust. If cast on an unanimated skeleton or cadaver, the skeleton or cadaver crumbles to dust without a saving throw. The spell has no effect on living creatures or on undead other than skeletons and zombies.

Display of Power

Arcane 1, Divine 2 (Cultist of Iskara)

Range: self

Duration: 6 turns

The caster summons forth his magical power in a display that leaves none in doubt as to his magical capacity. The exact effect will depend on the caster's spell signature. For the duration of the spell, the caster gains a +2 bonus to reaction rolls with creatures he encounters. (This bonus stacks with any bonuses provided by the caster's ability scores, class, and proficiencies.) If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence.

Earth's Excrescence

Divine 2 (Cultist of Telith)

Range: 60'

Duration: instantaneous

This spell causes an area of earth 15' in diameter to burst like a swollen boil, casting forth chunks of stone, dirt, and hot mud. All creatures within the area of effect must make a saving throw versus Blast. Creatures that fail the saving throw suffer 3d6 points of damage and are knocked down. Creatures that succeed on the saving throw suffer half damage and retain their footing. Creatures of Huge size or greater cannot be knocked down by this spell, but still suffer damage. The **earth's excrescence** can only be brought forth from an area of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical materials.

Earth's Maw

Divine 3 (Cultist of Telith)

Range: 60'

Duration: indefinite

This spell causes a 10' x 10' area of earth within range to collapse into a pit 10' deep. The **earth's maw** may be created underfoot of creatures if desired. Any creatures in the area of effect must make a saving throw versus Blast. Those that succeed on the saving throw leap to safety. Those that fail the saving throw fall into the pit, suffering 1d6 points of falling damage if not otherwise protected (e.g. by flight or levitation). The **earth's maw** can only affect volumes of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical material.

Once created, an **earth's maw** remains indefinitely. It can be filled manually or **dispelled**. Dispelling an **earth's maw** causes the earth to bubble upward violently and reform. Creatures within a **maw** that is dispelled are deposited on the surface, but must save versus Blast or suffer 1d6 points of damage and be knocked prone by the roiling tremor.

Endless Slumber

Arcane 4

Range: 60'

Duration: until dispelled

This spell places the target creature into a deep, magical sleep. The target can resist the effect with a successful saving throw versus Spells. If the saving throw fails, the target will immediately fall asleep, and thereafter cannot be awoken by any natural means. A **dispel magic** or **remove curse** might rouse the affected creature from its bewitched slumber; there is a 5% chance of failure for every level the caster is lower than whoever cast the **endless slumber**.

If desired, the spellcaster may dictate a specific condition under which the target will automatically awaken. Receiving a kiss from royalty of the opposite sex is the most well-known condition associated with **endless slumber**; others are left to the caster's imagination and the Judge's discretion. The condition must be spoken aloud when the spell is cast, and must be something actually possible without resort to magic. A waking condition is not required, but if one is offered it strengthens the spell; an **endless slumber** with an awakening condition can only be magically lifted by a caster of greater level than the original spellcaster. A

divination or **fate** spell cast upon the affected creature will reveal the specific condition to awaken it (if any).

Fangs of the Earth

Divine 5 (Cultist of Telith)

Range: 120'

Duration: instantaneous

When this spell is cast, several fang-like pillars of jagged rock erupt from the earth, possibly impaling up to one creature per level of the caster for 5d6 points of damage each. All of the target creatures must be within a 30' diameter area of effect, and the spellcaster must make a successful attack throw against each target. The caster may choose which creatures in the area of effect are targeted. The **fangs of the earth** immediately crumble to dust after damage is dealt. The **fangs of the earth** can only be brought forth from an area of soil, sand, silt, clay, or uncut, unworked rock. The spell does not function on worked stone, wood, cement, concrete, metal, or magical materials.

Fillet and Serve

Arcane 5

Range: 90'

Duration: special

This spell can debone a living creature and then animate its extracted skeleton. The target of **fillet and serve** must make a saving throw versus Death. If the save succeeds, the spell has no effect. If the save fails, the target's own skeleton rips itself out of its body, killing the creature instantly. The extracted skeleton is then animated as an undead creature with Hit Dice equal to the number the monster had in life (for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased). The animated skeleton mindlessly obeys the caster until **dispelled** or destroyed, or until one day elapses, whereupon the skeleton de-animates and the bones clatter to the floor.

Flesh to Ashes

Arcane 4

Range: 90'

Duration: instantaneous

This spell can reduce a target creature to ash and dust. The target creature may make a saving throw versus Death to resist the spell. If the save succeeds, the spell has no effect. If the save fails, the target creature and its carried gear are disintegrated. Only creatures made of flesh can be targeted by this spell. Creatures of 8 or more Hit Dice or levels are immune to the spell, as are undead monsters, golems, and any other creature that is not truly alive or made of flesh.

Forest Enchantment

Arcane 5

Range: 0'

Duration: special

This spell is a favorite of elven spellsingers and Nobiran wizards of nature, who commonly cast it in the vicinity of their fastnesses and towers. When cast, it **charms** all of the plants in a 240' radius around the caster. Thereafter the caster, and any characters he "introduces" to the plants as friends, can move among the normal plants in the area of effect free from intentional or accidental harm – rose bushes will twist so that their thorns do not pierce him, poisonous ivy will not leak oil onto him, tree branches and roots will shift slightly so as not to trip him, and so on. In addition, the charmed plants will be hostile to enemies of the caster who intrude upon the area; trespassers will find that thorns bite them, branches

and roots entangle them, and leaves whistle where they pass. In game terms, the caster and his allies gain a +1 bonus to surprise rolls and improved movement multipliers in the area of effect, while enemies suffer a -1 penalty to surprise rolls and worsened movement multipliers in the area of effect.

TERRAIN	ALLIED MOVE MULTIPLIER	ENEMY MOVE MULTIPLIER
Hills, forest, scrub	x1	x1/2
Jungle, swamps	x2/3	x1/3

Normal plants receive no saving throw when the spell is cast, but each season thereafter they receive a saving throw to break the spell; the Judge should roll once for all normal plants in the area of effect as if they were a 1 HD monster. If the caster does severe damage to the plants in the area of effect (such as clear cutting the trees), the spell immediately ends, but gathering fallen wood, picking fruit and flowers, trimming leaves, and similar gardening does not end the **forest enchantment**.

The spell can also affect any plant monsters that happen to be within the area of effect, but these are allowed a save versus Spells to resist if of 2 HD or greater. Once in effect, the charm lasts until removed by a **dispel magic** spell or until the affected plant monster makes a successful saving throw versus Spells. The charmed plant monster receives a saving throw to break the spell each day if it has 7+1 HD or more, every week if it has 5-6 HD, and every month if it has 4 HD or fewer. This spell does not grant the caster any special means of communication with the affected plants.

Forgetfulness Range: 15'
Arcane 5 Duration: special

This spell induces forgetfulness in one or more living creatures within range. Up to 3d6 HD of living creatures of up to 4 HD each can be affected. Creatures with the fewest HD are affected first. Affected creatures lose all memory of the preceding 30 rounds (5 minutes) before the spell was cast and form no memories of anything that happens during the subsequent 30 rounds (5 minutes) after the spell was cast. While under the influence of the spell, the affected creatures are passive and distracted, as if lost in thought or day dreaming. If attacked, they will defend themselves, but otherwise they will not interfere with the activities of other creatures. When the spell ends, the creatures are not aware of having been affected; they simply feel as if they have come out of a day dream or lapse in attention. Memories lost to this spell can return to the creature if the effect is **dispelled** or if the creature succeeds on a subsequent saving throw versus Spells. An affected creature receives a saving throw to recover its memories after a day has passed if it has an Intelligence of 13 or greater, after a week if its Intelligence is 9-12, or after a month if its Intelligence is 8 or less.

Guise Self Range: self
Arcane 4, Divine 5 (Cultist of Nasga) Duration: 1 day

This spell grants the caster the ability to alter his shape into that of any other humanoid creature. The caster can control his new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. His equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, **guise self** can allow the caster to appear as a specific individual.

Guise Other Range: touch
Arcane 5 Duration: 1 day

This spell grants the caster the ability to alter a willing target's shape into that of any other humanoid creature. The caster can control the target's new shape's physical qualities (such as height, weight, gender, hair color, hair texture, and skin color) within the normal ranges for a creature of its kind. The target's equipment, if any, remains worn or held where possible, and otherwise melds into the new form. If used in conjunction with a successful Disguise proficiency throw, **guise other** can allow the target to appear as a specific individual.

Illusory Interior Range: 10' per level
Arcane 2 Duration: special

This spell creates an illusion of interior decorations and furnishings. The illusion is strictly visual and does not encompass outdoor environments or living creatures. The entirety of the **illusory interior** must be within range of the spell and fit within a 10' cube. (Multiple castings of **illusory interior** can be used to cover larger areas.) Since the interior décor created by this spell will not smell, sound, or feel as it should, creatures that interact with the **illusory interior** receive a saving throw versus Spells to disbelieve it. An **illusory interior** lasts until the illusion is **dispelled**. Subject to these limitations, the spell is useful for, e.g., concealing a door with an illusory wall, hiding a pit beneath an illusory carpet, presenting mundane furnishings as luxurious works of art, disguising a pile of coins as a hay pile, and so on.

Incite Madness Range: 60'
Arcane 1 Duration: permanent

This spell can afflict a living creature in range with a terrible madness. The target creature must make a saving throw versus Spells. If the save succeeds, the spell has no effect. If the save fails, the target becomes insane. The insane creature rolls 2d6 on the following table on its initiative number each round to determine its actions:

2D6	BEHAVIOR
2-5	Attack the caster or allies with melee or ranged weapons (or move closer if attack is not possible).
6-8	Do nothing but babble incoherently.
9-12	Attack the creature's own party, if any.

Attackers are not at any special advantage when attacking the insane creature. Any insane creature who is attacked automatically retaliates on its next initiative, as long as it is still confused when its initiative comes. An insane creature which is restrained, imprisoned, alone, or otherwise can't carry out the indicated action does nothing but babble incoherently.

Insanity is permanent until the effects are extinguished with **dispel**, **cure disease**, or **remove curse**.

Inflict Lycanthropy

Arcane 5

Range: 60'

Duration: permanent

This spell can infect a living creature with the horrid disease of lycanthropy. The target may make a saving throw versus Spells to avoid the infection. If the save succeeds, the spell has no effect. If the save fails, the creature has been infected and will permanently transform into a lycanthrope in 2d6 days. (Demi-humans and other creatures unable to become lycanthropes will simply die of the disease.) Prior to that time, the infection can be cured with **cure disease** but once the transformation has occurred nothing short of a **miracle** will suffice.

The caster of the spell may select the type of lycanthrope the target transforms into, choosing from wererat, wereboar, werewolf, weretiger, or werebear. Once the transformation takes hold, the creature will gain the physical characteristics, mental characteristics, and special abilities of that type of lycanthrope. However, the creature will have the same number of Hit Dice and hit points as it had in its original form.

Infuriate Crowd

Arcane 3

Range: 60'

Duration: 12 rounds

This spell can enrage a crowd of living creatures. Up to 3d6 Hit Dice of living creatures of up to 4 HD each can be affected. Calculate creatures with less than 1 HD as having ½ HD, and creatures with a bonus to HD as having the flat amount. The caster may decide which individual creatures out of a mixed group are to be affected first; excess Hit Dice of effect are ignored. Each affected creature must make a saving throw versus Spells. If the save succeeds, the creature resists the spell. If the save fails, the creature becomes infuriated. The effects on infuriated creatures are identical to those for **infuriate person**.

Infuriate Person

Arcane 1

Range: 60'

Duration: 12 rounds

This spell can enrage a humanoid creature within range. Humanoid creatures include bugbears, dryads, dwarves, elves, gnolls, gnomes, goblins, hobgoblins, kobolds, lizardmen, men, mermen, morlocks, neanderthals, naiads, ogres, pixies, sprites, and troglodytes, and other man-like creatures no larger than an ogre and possessing 4+1 or fewer Hit Dice. Humans and demi-humans may be affected regardless of character level. The target creature must make a saving throw versus Spells. If the save succeeds, the creature resists the spell. If the save fails, the creature become infuriated.

Each round, an infuriated creature will attack any creatures it can detect. It will prioritize attacking whichever creature has most recently damaged it, but otherwise will attack the closest target. If the creature has no eligible targets, it will wait motionless in seething fury until a target presents itself. An infuriated creature gains a +2 bonus to its attack throws but suffers a -2 penalty to its AC due to its mindless rage. It cannot talk, retreat, or use spells or spell-like magic items. It is immune to fear and ignores morale. The creature remains infuriated until the spell ends or the effect is **dispelled**. However, if an infuriated creature ever finds itself about to attack its own spouse or child, the creature may immediately make an additional saving throw at +5, with a successful save ending the effect.

Inspire Awe*

Arcane 3, Divine 4 (Hierophant)

Range: self

Duration: 30 rounds

This spell can inspire awe and dread in the hearts of the wicked. The means by which this occurs will depend on the caster's spell signature. All "evil" creatures within 15' of the caster must make a saving throw versus Spells. Creatures that successfully save are not affected. Creatures that fail the save are frightened. A frightened creature will run from the source of its fear at its full movement rate until the duration expires. If a frightened creature cannot flee, it cower in terror. An engaged creature that is frightened will cower in terror until it is able to disengage with defensive movement. It suffers a -2 penalty to AC and cannot attack, cast spells, move, or take any other actions until the duration expires. For purposes of this spell, evil creatures include hostile creatures of an alignment other than the caster's alignment, and inherently evil creatures such as undead and summoned creatures of Chaotic alignment.

The reverse of this spell, **inspire horror**, can cause fear and terror in the hearts of the kind, targeting good creatures rather than evil. For purposes of this spell, good creatures include hostile creatures of an alignment other than the caster's alignment, and inherently good creatures such as lammasu and summoned creatures of Lawful alignment.

Iron Maiden

Arcane 4

Range: 90'

Duration: special

This spell creates an invisible crushing vise around the entire body of the target creature. The target must make a saving throw versus Death. If the target's saving throw succeeds, it breaks out of the **iron maiden**; it suffers 1d6 points of damage but the spell ends. If the target's saving throw fails, the target is imprisoned by the **iron maiden**. It suffers 1d12 points of damage and is held helpless by the spell.

When helpless, a creature cannot attack, cast spells, or move. A helpless creature gains no benefit to its AC from its DEX or shield (if any). A helpless creature can be ambushed or backstabbed by creatures capable of doing so. All attack throws against helpless creatures gain a +2 bonus, or a +4 bonus if the attacker ambushes or backstabs the helpless creature. The helpless creature is dealt the attack's ordinary damage, or the attack's ordinary damage multiplied by two or more from ambush or backstab. Melee attack

throws against helpless creatures automatically hit if the If the attacker is of the same or larger size category than the helpless creature. If the attacker is not engaged, and his attack is capable of damaging the helpless creature, then the helpless creature may be automatically slain. The attacker may not cleave thereafter, however. Otherwise, the helpless creature may be dealt the attack's ordinary damage.

When the caster's next initiative number comes up, if the caster maintains concentration on the spell, then the imprisoned target must make another saving throw. On a successful save, the target breaks out (suffering 1d6 points damage) and ends the spell. On a failed save, the target continues to be imprisoned (suffering 1d12 points of damage and remaining helpless). The **iron maiden** lasts until **dispelled**, the caster stops concentrating upon it, or the target makes a successful saving throw and breaks out.

Mirage Range: 240'
Arcane 5 (Grey) Duration: special

This spell makes a fortified structure or piece of terrain appear as something else (e.g. a tower into a hill, a swamp into a lake, etc.) The entire terrain feature must be within range of the spell. This spell requires a full turn to cast. The affected terrain looks, sounds, and smells exactly like its illusionary form. A save versus Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so. The **mirage** lasts until the illusion is **dispelled**. **Mirage** is frequently used by spellcasters to conceal their sanctums, and by elf-lords to hide their fastnesses.

Preservation of Antiquity Range: 20'
Divine 5 (Cultist of Dirgion), Arcane 6 Duration: instantaneous

This spell reduces the rate of corrosion, erosion, patination, rust, weathering and other inorganic deterioration on man-made objects within a volume of up to 5,000 cubic feet. The rate by which an affected objects deteriorates is divided by the caster level. If an affected object is removed from the area, it begins aging normally. Returning the object to the area does not restore the spell. The spell does not protect an object from ordinary wear-and-tear caused by use, nor from deliberate or accidental harm, nor from organic spoilage. It is primarily used to protect grave goods of the deceased. The subtle magic of this spell does not radiate under **detect magic**, but it can be **dispelled** normally.

EXAMPLE: Ra-Ramses is laid to rest in a great tomb in Kemesh with many grave goods for use after the Awakening. His friend Ka-Hotep, an 11th level priest of Dirgion, casts **preservation of antiquity** over his tomb's vault. When Ra-Ramses wakes up 3,000 years later, his grave goods have only aged (3,000 / 11) 272 years.

Reflesh of the Bones Range: touch
Arcane 6 Duration: permanent

The caster touches the skeleton of a dead creature and infuses it with necromantic energy, causing new flesh, muscle, organs, and tissue to instantly regenerate. The result is a new creature of the same type, and with the same physical characteristics, as the dead one. **Reflesh of the bones** does not return the mind or soul of the original dead creature to the body, and if **reflesh of the bones** is cast on the skeleton of a sapient adult creature, the **refleshed** creature will be an empty-headed brute (INT 3, WIS 3, CHA 3). The spell has no effect on living or undead creatures, nor on constructs or inanimate objects.

Shatter Blade Range: 30'
Arcane 1, Divine 2 (Cultist of Telith) Duration: instantaneous

By means of this spell, the caster destroys a single weapon, causing its blade to shatter or melt away into smoke. If the weapon is held by a creature, the wielder may make a saving throw versus Death to resist the effect, adding the weapon's magic bonus (if any) to the die roll. In any case, the spell causes no harm to the creature holding the weapon (except for depriving him of it).

A caster of 6th level or higher may shatter two weapons, while a caster of 11th level or higher may shatter three weapons. The weapons may be held by the same creature or by different creatures within range. Each weapon saves separately in any case.

Slicing Blow Range: 30'
Arcane 1 Duration: instantaneous

This spell allows the caster to necromantically inflict a vicious cut on a target creature within range. The spellcaster must make a successful attack throw against the creature. If he hits, the **slicing blow** deals 1d10 points of damage with no saving throw.

At 3rd level, and every two levels thereafter (5th, 7th, 9th, 11th, and 13th level), the caster gains the ability to inflict an additional **slicing blow**. The caster's **slicing blows** can all strike at one target or can strike at different targets, as desired; roll a separate attack throw for each **slicing blow**.

Shrieking Skull Range: 30'
Divine 4 (Cultist of Dirgion) Duration: 1 turn

This spell allows the caster to animate the skull of a single human or humanoid and command it to fly and attack at his will. The skull attacks with a bite or a fearful shriek. Both bite and shriek induce fear as per the spell **cause fear** (a saving throw versus Spells negates), the reverse of the spell **remove fear**, but the shriek affects all living creatures within 10'. When the shriek is used, or at the end of the spell's duration (whichever comes first.), the skull crumbles to the floor. The skull cannot be turned.

Shrieking Skull: MV 20' flying, AC 9, HD 4+4, #AT 1, DG 1d6 + fear or shriek, Save C5, ML +3, AL C

Sling Stone

Divine 1 (Cultist of Telith)

Range: 180'

Duration: instantaneous

By means of this spell, the caster magically slings one or more small objects at targets within range. The caster can sling up to one object per level of experience. The objects can be slung at one target or distributed across several targets, as desired. The spellcaster must make a successful attack throw with each object. Each object that successfully hits deals 1d4 points of damage to its target.

ENVIRONMENT	NO. OF OBJECTS
Room, Rubbled	2d10
Room, Cluttered	1d10
Room, Sparse	1d6
Room, Empty	1d6-3
Barren/Desert/Mountains	1d10
Hills/Jungle/Scrub/Woods	1d6
Clear/Grass/Swamp	1d3

To be slung by this spell, an object must be either in the caster's hands or lying on the ground within 5'; must be made of clay, stone, or metal; and must weigh no more than 8 ounces. Most casters will carry a pouch of sling stones or bullets for use with this spell, but if necessary, a caster may resort to slinging objects that are littering the ground nearby. The Judge may randomly determine how many eligible objects are nearby based on the caster's environment by rolling on the adjoining table.

Soul Eating

Arcane 6

Range: touch

Duration: 1 day

The caster can draw and devour the soul from a victim, temporarily gaining a fraction of the victim's knowledge and vigor. The spell is usually cast on bound and helpless victims; if used in combat, it requires a successful melee attack throw to touch the victim. Once touched, the victim must make a saving throw versus Death.

Even if the saving throw succeeds, the victim is still slain, but his soul eludes the caster's grasp. If the saving throw fails, the victim is slain and his soul is eaten by the caster. Victims whose souls are eaten cannot be restored to life by any means short of a **miracle** or **wish**. The caster immediately gains 1d10 temporary hit points + 1 hp per level of the victim. In addition, the caster learns some important knowledge possessed by the victim, either a specific set of facts that the caster was seeking or some random knowledge chosen by the Judge. The knowledge learned can be quite complex, equivalent to a single rank in a proficiency, a class power, a spell formula, or a language. The temporary hit points will disappear at the expiration of the spell's duration, while the knowledge will fade as if it was a barely-remembered dream. Nothing prevents a caster from writing down the knowledge gained from this spell before it fades, however.

Strengthen the Unliving

Arcane 3, Divine 3 (Cultist of Dirigen)

Range: 30'

Duration: 1 turn

This spell strengthens one or more undead creatures within range. The caster can strengthen a number of Hit Dice of undead equal to his caster level. Each strengthened undead gains 1d10 temporary hit points + 1 additional temporary hp per caster level. These temporary hit points will be the first lost if any damage is suffered, but cannot be regained through rest or healing magic, and will disappear at the expiration of the spell's duration. A **dispel evil** or **dispel magic** spell will strip the undead of its temporary hit points unless it makes a successful saving throw versus Spells.

Summon Shadows

Arcane 4, Divine 5 (Cultist of Dirigen)

Range: 10'

Duration: 1 week

The caster summons 1d4 **shadows** from the Outer Darkness to serve him (see the **Monsters** chapter of *Adventurer Conqueror King System* for details). The shadows appear anywhere within range. The summoned shadows will respond to the caster's will, as will any shadows spawned by them, up to a maximum of four shadows. (Any excess shadows depart for the Outer Darkness.) However, shadows are hateful creatures inimical to all life, and will always attempt to twist the meaning of their orders to wreak as much evil as possible. More than one spellcaster has seen friends and lovers damned by the depredations of such minions. The shadows will vanish when destroyed or **dispelled**, or when the spell expires. Because of the soul-blasting nature of this spell, it cannot be cast more than once per week.

Transform Self

Arcane 6

Range: self

Duration: 6 turns plus 1 turn per level

This spell allows the caster to change into another form of living creature. The assumed form can't have more Hit Dice than the caster's level. The caster can't assume an incorporeal or gaseous form, or the form of a construct, elemental, or undead creature, and cannot become a duplicate of a specific individual. If slain, the caster reverts to his original form.

While transformed, the caster gains the physical capabilities and statistics of the new form while retaining his own mental abilities. He also gains all physical attacks and special, supernatural, or spell-like abilities possessed by the new form. Were the caster to assume the form of a dragon he could use the dragon's normal claw, bite, and tail swipe attacks, as well as its dragon breath and other special abilities. The caster will have the same number of hit points he previously had, regardless of the Hit Dice of the form assumed. The caster can remain transformed for the full duration of the spell, or may choose to end the spell whenever he desires.

Unliving Puppet

Range: 60'

Arcane 1, Divine 1 (Cultist of Dirgion) Duration: concentration

This spell raises the bones or body of a single dead creature within range as an XE “undead” undead skeleton or zombie under the caster’s mental control. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse.

Skeletons will have Hit Dice equal to the number the monster had in life; for skeletons of humans or demi-humans, this means one Hit Die, regardless of the character level of the deceased. Zombies will have one more Hit Die than the monster had in life. Unlike **animate dead**, the HD of the skeleton or zombie created are not limited by the caster’s level. However, only creatures of less than 8 HD can be raised by this spell. An **unliving puppet** remains animated until destroyed or **dispelled**, or until the caster relinquishes concentration. The creature’s remains crumble to dust when the spell ends.

Weave Stone

Range: 60'

Divine 5 (Cultist of Telith)

Duration: permanent

This spell allows the caster to manipulate an existing volume of earth and stone, up to a maximum of 500 cubic feet, into a different shape. **Weave stone** does not create the stone itself, so it must be cast on a building, earthen rampart, wall, etc. The spell cannot affect stone carried or held by creatures, nor on which there are creatures already, nor can it be woven into creatures. For instance, it could not be used to create a pillar under a creature, nor to remove a bridge from beneath a creature’s feet. The stone may not be woven to be less than 1” thick.

Subject to those limitations, the caster can weave the stone into almost any shape he desires – boulders, bridges, building blocks, walls, etc. The stone can be woven into one or more free-standing and movable objects, or bonded to surrounding nonliving material, provided in either case that the base of the shape rests on a firm foundation (i.e. the stone cannot be woven to float in thin air). The woven stone can be used to bridge a chasm or as a ramp. For this use, if the span is more than 20', the stone must be arched and buttressed. This requirement reduces the spell’s area by half. If the caster has appropriate proficiencies, such as Craft (stonemason) or Engineering, the final shape will be well-worked, as if by the hand of the caster himself; otherwise the final shape will be crude, but serviceable.

If **weave stone** is cast as part of a stone construction project, apply 250gp towards the project’s construction cost per casting. The weaving is permanent but the stone is still subject to destruction from damage, erosion, and other natural phenomena.



APPENDIX:
NEW CHARACTER
CLASSES

THE CORRUPT ELVES OF ANTIQUITY

The ancient elves of Southern Argollë were, at first, similar in most respects to the elves found throughout the present-day Auran Empire and Northern Argollë. Obviously, they did not speak the Common, Elven, Gnoll, Hobgoblin, and Orc tongues, as these languages (and some of these races!) had not yet developed. Instead, ancient Argollëans would likely speak a selection of Ancient Argollëan, Ancient Dwarven, Ancient Zaharan, Draconic, Khepri (Proto-Meniran), and various long-dead dialects of Northern Meniran (see Auran Empire Primer, p. 18-19).

Over time, however, the ancient South Argollëan elves became an increasingly corrupt race. The state of their corruption depends on the time period and is reflected with variants of the **after the flesh** and **dark souls** powers, as explained below. Add these racial powers to any elven class during the appropriate era.

Partial Corruption (2800 – 2500 BE): If transformed into intelligent undead, the elf will retain his racial powers and 33% of his accumulated HD and class abilities. Thereafter the elf's class abilities can continue to progress without regard to his class's maximum level, to a maximum of 14th level. He may continue to advance in Hit Dice without limit, even past his class's maximum level. However, if slain and restored to life, the elf suffers a penalty on the 1d20 roll of -1 per three levels of experience.

Moderate Corruption (2500 – 2200 BE): If transformed into intelligent undead, the elf will retain his racial powers and 50% of his accumulated HD and class abilities. Thereafter the elf's class abilities can continue to progress without regard to his class's maximum level, to a maximum of 14th level. He may continue to advance in Hit Dice without limit, even past his class's maximum level. However, if slain and restored to life, the elf suffers a penalty on the 1d20 roll of -1 per two levels of experience.

Deep Corruption (2200 – 1900 BE): If transformed into intelligent undead, the elf will retain his racial powers and 66% of his accumulated HD and class abilities. Thereafter the elf's class abilities can continue to progress without regard to his class's maximum level, to a maximum of 14th level. He may continue to advance in Hit Dice without limit, even past his class's maximum level. However, if slain and restored to life, the elf suffers a penalty on the 1d20 roll of -2 per three levels of experience (rounded down).

Total Corruption (1900 BE – 1650 BE): If transformed into intelligent undead, the elf will retain his racial powers and all of his accumulated HD and class abilities. Thereafter the elf's class abilities can continue to progress without regard to his class's maximum level, to a maximum of 14th level. He may continue to advance in Hit Dice without limit, even past his class's maximum level. However, if slain and restored to life, the elf suffers a penalty on the 1d20 roll of -1 per level of experience (rounded down).

To calculate how many special abilities the class abilities are worth, total up the number of build points spent in class and racial categories *excluding* the Hit Dice category. If the total is 1-3 build points, the class's abilities collectively count as one special ability (*). If the total is 4-5 build points, the class's abilities count as two special abilities (**). If the total is 6-7 build points, the class's abilities count as three special abilities (***). If the total is 8 build points, the class's abilities count as four special abilities (****).

As **after the flesh** and **dark souls** cancel each other out, the state of corruption does not effect the elven racial classes' XP requirements to advance in level.

ELVEN CULTIST

Prime Requisites: WIS
Requirements: INT 9, Must be Chaotic
Hit Dice: 1d4
Maximum Level: 13

The corruption of the elven peoples of Southern Argollë must be counted as one of the great triumphs of Chaos. Over a period of centuries, the elves were slowly made to fear the natural cycle of life and death and brought to the worship of Chthonic gods promising immortality of the body. The elven cultist class represents a proselytizer and servant of these dark deities. Elven cultists were common from 3,000 BE to 1,650 BE. Whether they exist at all today in the elven fastnesses of the Ammas Aurë is unknown. But Rornish grandparents tell fairy-tales of dark elves that carry off human children for secret sacrifices in their dark caves in the secluded dales of Northern Argollë...

Elven cultists have little use for combat training, seeking only enough skill to cut the throat of a sacrificial victim. At first level, cultists hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every six levels of experience (i.e. the same as mages). They may fight only with dagger, sling, staff, and whip. They are not trained to wear armor, use shields, fight two-handed, or dual wield weapons.

All elven cultists are granted the ability to **cast divine spells** by the dark powers. Their Chaotic masters imbue them with great raw power in return for their devotion, allowing them to cast more spells per day than a Lawful or Neutral cleric (or a necromancer for that matter), as noted on their spell progression table. They may use any magical items usable by clerics, and can engage in magical research and item creation as clerics of their level. All cultists draw from same Cultist spell list, but each will have additional spells available depending on his deity. See below for the spell lists. Spells found in *Player's Companion* are italicized, while spells found in *Heroic Fantasy Handbook* are bolded. The spell levels for *Heroic Fantasy* spells have been adjusted to reflect divine rather than eldritch magic.

EXPERIENCE	TITLE	CULTIST LEVEL PROGRESSION			SPELL PROGRESSION				
		LEVEL	HIT DICE	ABILITIES	1	2	3	4	5
0	Chthonic Initiate	1	1d4	Control undead, cult powers, divine spellcasting	1	-	-	-	-
1,325	Chthonic Acolyte	2	2d4	-	2	-	-	-	-
2,650	Chthonic Cultist	3	3d4	-	3	-	-	-	-
5,300	Chthonic Curate	4	4d4	-	3	1	-	-	-
10,600	Chthonic Vicar	5	5d4	Magic research (minor)	3	3	-	-	-
21,200	Chthonic Rector	6	6d4	-	3	3	1	1	-
42,500	Chthonic Prelate	7	7d4	-	4	3	3	1	1
85,000	Chthonic Bishop	8	8d4	-	4	4	3	3	1
235,000	Cult Leader	9	9d4	Fane, magic research	4	4	4	3	3
385,000	Cult Leader, 10th Level	10	9d4+1*	-	5	5	4	4	3
535,000	Cult Leader, 11th Level	11	9d4+2*	Magic research (advanced)	5	5	5	4	4
685,000	Cult Leader, 12th Level	12	9d4+3*	-	7	7	5	5	4
935,000	Cult Leader, 13th Level	13	9d4+4*	-	7	7	7	5	4
Special	Cult Leader, 14th level ψ	14	14d8	-					

*Hit point modifiers from constitution are ignored

ψ14th level is only available if the cultist is a corrupt elf who becomes intelligent undead. See the Corrupt Elves of Antiquity, p. 162.

Like Chaotic clerics, cultists can control undead. The potency of this ability is determined by level using the Turn Undead table for clerics (see **ACKS**, p. 22). The undead are controlled for 1 turn per level of the cultist. If the undead would have been destroyed, the undead are controlled for 1 day per level of the cultist instead. (Cultists of Dirgion control undead for a longer duration, see below.) Controlled undead behave as if **charmed**, obeying the cleric as if they were friends. However, if the controlled undead are turned or destroyed by a cleric during the duration of the control, the control is dispelled immediately. If the duration of the control ends without incident, the undead will flee (as if turned).

In addition, each god of chaos grants his or her cultists additional spells for their repertoire and **cult powers**. Some of the major chthonic deities in the Auran Empire campaign setting are noted below, along with their nicknames, spheres of influence, and the special powers they grant their cultist. Additional details, including bonus spells in the repertoire, are noted below. Bold denotes a new spell.

CULTISTS OF BEL

1st: **Bane-rune**, *Sharpness*

2nd: *Righteous Wrath*, *Summon Berserkers*

3rd: Protection from Normal Missiles, Striking

4th: *Dismember*, *Vigor*

5th: *Fear*, *Protection from Normal Weapons*

Cultists of Bel, god of war, conquest, and bloodshed, are trained in **battle magic**. They gain a +1 initiative bonus when casting spells and are considered two class levels higher than their actual level of experience for purposes of dispelling magic or penetrating a target's magic resistance. With hymns of battle and promises of glory in the afterlife, they can **inspire courage** in the faithful. Inspiring courage requires a few moments of oration before a battle (one round), and grants any Chthonic-worshipping allies within a 50' radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the caster), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). The

DEITY	SOBRIQUET	SPHERE	SPECIAL POWERS
Bel	Slaughterprince	War, conquest, bloodshed	Battle Magic, Inspire Courage, Supernatural Resilience
Dirgion	Doombringer	Doom, death, undeath	Inexorable, Inspire Dread, Lordship of the Undead
Iskara	Demon Queen	Chaos, darkness, eternity	Chthonic Hegemon, Dark Blessing, Utter Domination
Nasga	Serpent	Beauty, pain, lust	Glamorous Aura, Mastery of Charms & Illusions, Provoke Passions
Telith	Great Earth Mother	Earthquakes, volcanoes, wilderness	Earth Awareness, Elemental Connection, Rock Solidity

cultist can inspire courage in any given character once per day per class level. Finally, cultists of Bel enjoy a **supernatural resilience** to violence. When a cultist of Bel is required to consult the Mortal Wounds table, the player may roll twice and choose the preferred result to apply. Cultists of Bel also subtract their class level from the number of days of bed rest required to recover.

CULTISTS OF DIRGION

1st: **Destroy Dead, Unliving Puppet**

2nd: *Deathless Minion, Necromantic Potence*

3rd: *Enervate, Strengthen the Unliving*

4th: *Control Undead, Shrieking Skull*

5th: **Preservation of Antiquity, Summon Shadows**

Cultists of Dirgion, god of doom, death, and undeath, are **inexorable** in the face of horrors that terrify normal men. They are immune to all natural and magical fear effects. As servants of the Doombringer, Dirgion's cultists can **inspire dread** in his foes. Inspiring dread requires a few moments of oration (one round), and gives the cultist's opponents within a 50' radius a -1 penalty to attack throws, damage rolls, morale rolls, and saving throws against magical fear. The penalty lasts for 10 minutes (1 turn). The cultist can only attempt to inspire dread in any given character once per day per class level. Opponents may save versus Spells to resist the effect. Finally, Dirgion grants his cultists **lordship over the undead**. Whenever the character succeeds in controlling undead (whether from a roll or automatically from a "T" result), the undead are controlled for 1 day per level instead of the usual 1 turn per level. If the undead would have been controlled for 1 day per level (from a "D" result), the undead are instead controlled indefinitely.

CULTISTS OF ISKARA

1st: *Angelic Choir, Command Word*

2nd: *Divine Grace, Display of Power*

3rd: *Undetectable Curse*, Winged Flight*

4th: *Hold Monster, Inspire Horror*

5th: *Charm Monster, Summon Fantastic Creature*

Cultists of Iskara, goddess of chaos, darkness, and eternity, are **chthonic hegemony** over the dark and terrible things of the world. Cultists of Iskara gain a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by a cultist of Iskara. Cultists of Iskara enjoy her **dark blessing**, which provides them with a +2 bonus to all saving throws. Finally, like the Demon Queen herself, the cultist asserts **utter domination over his minions**. The cultist's henchmen have base morale scores of +4 and no longer make morale rolls upon suffering calamities. (Unlike Command proficiency or Battlefield Prowess power, this power does not affect mercenaries).

CULTISTS OF NASGA

1st: *Angelic Choir, Fellowship*

2nd: *Shimmer, Snake Charm*

3rd: *Alter Self, Charm Person*

4th: **Dark Whisper, Sticks to Snakes**

5th: **Bath of the Goddess, Guise Self**

Cultists of Nasga, goddess of beauty, pain, and lust, possess a **glamorous aura** that awes, bedazzles, and seduces those in his presence. He gains a +2 bonus to reaction rolls to impress and intimidate people he encounters. If this bonus results in a total of 12 or more, the subjects act as if **charmed** while in his presence. Nasga's cultists also have a **mastery of charms and illusions**, so that when the character casts charm or illusion spells, the spell effects are calculated as if he were two class levels higher than his actual level of experience. Targets of his charm spells suffer a -2 penalty to their saving throw, as do those who attempt to disbelieve his illusions. Finally, cultist of Nasga are trained to **provoke the passions** of any intelligent creature that is potentially attracted to them. Provoking the passions of a creature requires one round (10 seconds), during which time the cultist must remain stationary and take no other action. A creature must be within 30' of the cultist and able to both see and hear her in order to be the target of provocation. The targeted creature must make a saving throw versus Spells. The Judge may grant bonuses or penalties to the saving throw depending on circumstances, the temperament of the creature, and its training or familiarity with the cultist. If the save succeeds, the creature is not provoked. If the save fails, the creature is provoked for 1d4 rounds plus 1 round per level of the cultist. When provoked, a hostile creature will become enraged, attacking the cultist in preference to all others without regard for its own safety for the duration of the provocation. An unfriendly creature will become hostile, seeking to verbally or physically harass the cultist for the duration. A neutral creature will become distracted, ignoring other duties or activities to pay attention to the cultist for the duration. An indifferent creature will become friendly, seeking to assist the cultist for the duration. A friendly creature will become enamored, helping the cultist as if **charmed** for the duration of the provocation. If the cultist or one of her allies attacks a creature while it is provoked, it immediately becomes enraged.

CULTISTS OF TELITH

1st: *Pass Without Trace, Sling Stone*

2nd: **Earth's Excrescence, Shatter Blade**

3rd: **Earth's Maw, Striking**

4th: **Battering Ram, Speak with Plants**

5th: **Fangs of the Earth, Weave Stone**

Cultists of Telith, goddess of earthquakes, volcanoes, and wilderness, have an **elemental connection** to the earth. Anytime the cultist is underground, he may regain an expended spell slot

ELVEN CULTIST (CLERIC) SAVING THROWS					
LEVEL	PETRIFICATION & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS
1-2	12+	10+	16+	13+	14+
3-4	11+	9+	15+	12+	13+
5-6	10+	8+	14+	11+	12+
7-8	9+	7+	13+	10+	11+
9-10	8+	6+	12+	9+	10+
11-12	7+	5+	11+	8+	9+
13-14	6+	4+	10+	7+	8+

with one hour (6 turns) of meditation. If in a minor edifice of elemental earth, the time required is reduced to 3 turns; in a major edifice, 1 turn; and in a supreme edifice, 1 round. Up to one spell slot of each level can be recovered each day. The cultist also has the **solidity of rock**, gaining a +4 bonus to saving throws against being grabbed, knocked down, restrained, wrestled, or otherwise involuntarily moved. Finally, the cultist has **awareness of the earth**. With a proficiency throw of 11+, the character can predict dangerous sinkholes, deadfalls, collapses, or rock slides when the character enters the area. He can identify lairs like a land surveyor (see L&E, p. 14).

When an elven cultist reaches 5th level (Chthonic Vicar), he may begin to **research spells**, **scribe scrolls**, and **brew potions**.

At 9th level (Cult Leader), he is able to **create more powerful magic items** such as weapons, rings, and staffs. At this level, the cultist may also establish or build a **fane of Chaos** (temple).

A cultist who founds a fane of Chaos will be joined by 1d2x10 1st level cultists and 1d6x30 elven noncombatants who wish to join the cult. Every year 80% of the previous year's trainees will go mad, commit suicide or run away in terror, and 1d6x20 elven noncombatants will come in to replace them. An elf in training typically takes 2 years to become a 1st level cultist. Within six months of its establishment, a fane automatically becomes a **shadowed sinkhole of evil**. It will remain so indefinitely, even if the cultist leaves or dies, unless cleansed.

At 11th level, a Cultist may learn and **cast ritual divine spells** of great power (6th and 7th level), and **craft magical constructs** such as golems and animated statues. He will also be able to **create necromantic servants** and even become undead himself. These activities are explained in the Campaign chapter of the ACKS core book.

DIVINE SPELL LIST (CULTIST)					
FIRST LEVEL DIVINE SPELLS		SECOND LEVEL DIVINE SPELLS		THIRD LEVEL DIVINE SPELLS	
1	Cause Fear*	1	Augury	1	Bestow Curse*
2	Cause Light Wounds*	2	Bane*	2	Cause Major Wounds*
3	Darkness*	3	Cause Moderate Wounds*	3	<i>Charm Person</i>
4	Detect Evil*	4	<i>Choking Grip</i> ^{dth}	4	Cause Blindness
5	Detect Magic	5	Enthrall ^{enc}	5	Cause Disease
6	Faerie Fire ^{elm(fire)}	6	Hold Person ^{enc}	6	Continual Darkness*
7	<i>Predict Weather</i>	7	Holy Chant	7	Feign Death
8	Protection from Good*	8	Resist Fire ^{elm(fire)}	8	Glyph of Warding
9	Putrefy Food and Water*	9	Silence 15' Radius	9	Prayer
10	Resist Cold ^{elm(water)}	10	Spiritual Weapon	10	Speak with Dead
FOURTH LEVEL DIVINE SPELLS		FIFTH LEVEL DIVINE SPELLS			
1	Animate Dead ^{nec}	1	Cause Critical Wounds*		
2	Cause Serious Wounds*	2	<i>Command Person</i>		
3	<i>Death Ward</i>	3	Commune		
4	Dispel Magic	4	Flame Strike ^{elm(fire)}		
5	Divination	5	Finger of Death * ^{dth}		
6	<i>Fate</i>	6	Insect Plague		
7	<i>Nondetection</i>	7	Quest*		
8	Poison*	8	<i>Scry</i>		
9	Protection from Good, sustained*	9	<i>Torpor</i>		
10	Tongues	10	True Seeing		

* Denotes a reversible spell. *Italics* denotes a spell from the Player's Companion.

Like all elves, elven cultists gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. They have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Spells, Paralysis, and Petrification are reduced by 1 (these bonuses are already factored in to on the tables below). All elves can speak Common, Elven, Gnoll, Hobgoblin, and Orc languages.

Elven Cultist Proficiency List: Alchemy, Apostasy, Arcane Dabbling, Battle Magic, Black Lore of Zahar, Contemplation, Diplomacy, Divine Blessing, Divine Health, Familiar, Illusion Resistance, Knowledge, Laying on Hands, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Performance, Prestidigitation, Profession, Prophecy, Quiet Magic, Righteous Turning, Seduction, Sensing Good, Sensing Power, Theology, Unflappable Casting.

Scheming Chaos Worshipper template: This pre-generated template represents a blood-spilling sacrificer willing to kill for his dark god, Dirgion. The template is ready for adventure. However, if your cultist's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see Starting Proficiencies in **ACKS** Chapter 4).

TEMPLATE	SACRIFICER
Proficiencies:	Black Lore of Zahar, Theology
Starting Equipment:	Curved dagger, black cassock, black leather backpack, 10 black wax candles, unholy symbol, prayer book, 1 week's iron ration, tinder box, wine skin

ELVEN CULTIST ATTACK THROWS	
LEVEL	ATTACK THROW
1-3	10+
4-6	9+
7-9	8+
10-12	7+
13-14	6+

ELVEN HIEROPHANT

Prime Requisites: INT and WIS
Requirements: INT 13, WIS 13
Hit Dice: 1d4
Maximum Level: 11

To master both arcane and divine magic is a feat of unimaginable difficulty. The practitioner must balance reason and intuition, ego and faith, the lore of the outer spheres and the inner. Among men, the rare prodigies that arise with such powers are known as wonderworkers. Among elves, they are known as hierophants, and they are disciples of ancient mystery cults tracing their lineage back to the great teachers of the Day Without Night. Few in the realms of men have ever met an elven hierophant, for elves willing to endure the ascetic existence of the hierophant were rare even when the elven race was populous across the Ammas Aurë. Nowadays the secret mysteries have been largely forgotten, the initiation halls largely abandoned, and the last hierophants proselytize to meager numbers of catechumen, many of whom would have been discarded as unworthy in an earlier age.

Elven hierophants are dedicated magic-users and spare little time training for combat. At first level, hierophants hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws by two points every six levels of experience (i.e. the same as mages). They may fight only with dagger, sling, staff, and whip. They are not trained to wear armor, use shields, fight two-handed, or dual wield weapons.

Elven hierophants can **learn and cast arcane spells** as mages. The number and levels of arcane spells the hierophant can use in a single day is summarized on the Elven Hierophant Arcane Spell Progression table. Like a mage, the hierophant's arcane spell selection is limited to the spells in his **repertoire**. A hierophant's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus.

Starting at 2nd level (Initiate of the Secret Mysteries), hierophants have proven themselves worthy to **cast divine spells** as clerics. The number and level of divine spells an use in a single day is summarized on the Elven Hierophant Divine Spell progression table. Like a cleric, the hierophant's divine spell selection is determined by his god. Lawful elven hierophants cast spells from the Elven Hierophant spell list (see below) while Chaotic hierophants cast spells from the Elven Cultist spell list (see p. 165). (On the spell list, spells found in *Player's Companion* are italicized, while spells found in *Heroic Fantasy Handbook* are bolded. The spell levels for *Heroic Fantasy* spells have been adjusted to reflect divine rather than eldritch magic.) A hierophant can use any magic items usable by mages or clerics.

At 3rd level (Acolyte of the Secret Mysteries), the hierophant has undertaken such careful study of ancient annals and occult mysteries that he learns the **Loremastery** proficiency.

ELVEN HIEROPHANT LEVEL PROGRESSION				
EXPERIENCE	TITLE	LEVEL	HIT DICE	ABILITIES
0	Elven Catechumen of the Secret Mysteries	1	1d4	Arcane spellcasting
3,000	Elven Initiate of the Secret Mysteries	2	2d4	Divine spellcasting
6,000	Elven Acolyte of the Secret Mysteries	3	3d4	Lores mastery
12,000	Elven Catechist of the Secret Mysteries	4	4d4	-
24,000	Elven Disciple of the Secret Mysteries	5	5d4	Magic research (minor), read languages
48,000	Elven Sectator of the Secret Mysteries	6	6d4	-
100,000	Elven Votary of the Secret Mysteries	7	7d4	-
200,000	Elven Mystagogue of the Secret Mysteries	8	8d4	-
400,000	Elven Hierophant of the Secret Mysteries	9	9d4	Esoteric meaning, magic research, telesterion
600,000	Elven Hierophant, 10th level	10	9d4+1*	-
800,000	Elven Hierophant, 11th Level	11	9d4+2*	Lore of stars and spheres, magic research (adv.)
Special	Elven Hierophant, 12th Level ψ	12	12d8	-
Special	Elven Hierophant, 13th Level ψ	13	13d8	-
Special	Elven Hierophant, 14th Level ψ	14	14d8	-

*Hit point modifiers from constitution are ignored

ψ 12th level and above is only available if the hierophant is a corrupt elf who becomes intelligent undead. See the Corrupt Elves of Antiquity, p. 162.

ELVEN HIEROPHANT LEVEL	ARCANE SPELL PROGRESSION						DIVINE SPELL PROGRESSION				
	1	2	3	4	5	6	1	2	3	4	5
1	1	-	-	-	-	-	-	-	-	-	-
2	2	-	-	-	-	-	1	-	-	-	-
3	2	1	-	-	-	-	2	-	-	-	-
4	2	2	-	-	-	-	2	1	-	-	-
5	2	2	1	-	-	-	2	2	-	-	-
6	2	2	2	-	-	-	2	2	1	1	-
7	3	2	2	1	-	-	2	2	2	1	1
8	3	3	2	2	-	-	3	3	2	2	1
9	3	3	3	2	1	-	3	3	3	2	2
10	3	3	3	3	2	-	4	4	3	3	2
11	4	3	3	3	2	1	4	4	4	3	3
12	4	4	3	3	3	2	5	5	4	4	3
13	4	4	4	3	3	2	5	5	5	4	3
14	4	4	4	4	3	3	6	5	5	5	4

When an elven hierophant reaches 5th level (Disciple of the Secret Mysteries), he may begin to **research spells**, **scribe scrolls**, and **brew potions**. At this level, the hierophant also masters the obscure scripts, secret codes, and dead languages that conceal the higher mysteries. He may **read languages** (including ciphers, treasure maps, and dead languages, but not magical writings) with a proficiency throw of 5+ on 1d20. If the roll does not succeed, the hierophant may not try to read that particular piece of writing until he reaches a higher level of experience.

At 9th level (Hierophant of the Secret Mysteries), the hierophant may **create more powerful magic items** such as weapons, rings, and staves. In addition, the hierophant can **unveil esoteric meaning** hidden in mundane texts. The gp value of the hierophant's library

is doubled for purposes of magical research, and he is eligible for a bonus of up to +5 (instead of +3) from library value.

The 9th level hierophant may also establish or build a **telesterion** (initiation hall). A hierophant who founds a telesterion will attract 1d6 elven hierophants of 1st-3rd level plus 2d6 noncombatant elves seeking to become hierophants. Their intelligence and/or Wisdom scores will be above average, but 80% will become discouraged from the rigorous discipline and quit after 1d6 months. While in the hierophant's service, apprentices must be provided food and lodging, but need not be paid wages. If the hierophant builds a **dungeon** beneath or near his telesterion, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

DIVINE SPELL LIST (ELVEN HIEROPHANT)					
FIRST LEVEL DIVINE SPELLS		SECOND LEVEL DIVINE SPELLS		THIRD LEVEL DIVINE SPELLS	
1	Command Word ^{enc}	1	Augury	1	Continual Light*
2	Cure Light Wounds*	2	Bless*	2	Cure Blindness
3	Detect Evil*	3	Charm Animal ^{enc}	3	Cure Disease*
4	Detect Magic	4	<i>Cure Moderate Wounds</i>	4	<i>Cure Major Wounds</i>
5	Light*	5	<i>Divine Grace</i>	5	Glyph of Warding
6	Protection from Evil*	6	Display of Power	6	Growth of Animals ^{trn}
7	Purify Food and Water	7	Resist Fire ^{elm(fire)}	7	Locate Object
8	Remove Fear*	8	<i>Righteous Wrath</i>	8	Prayer
9	Resist Cold ^{elm(water)}	9	Silence 15' radius	9	Remove Curse*
10	Sanctuary	10	Speak with Animals	10	Speak with Dead
FOURTH LEVEL DIVINE SPELLS		FIFTH LEVEL DIVINE SPELLS			
1	Create Water ^{elm(water)}	1	Atonement		
2	Cure Serious Wounds*	2	Commune		
3	Divination	3	<i>Cure Critical Wounds</i>		
4	<i>Fate</i>	4	Crafting		
5	Inspire Awe*	5	Create Food		
6	Neutralize Poison*	6	Dispel Evil		
7	Prot. from Evil, Sustained*	7	Quest* ^{enc}		
8	Smite Undead* ^{nec}	8	Restore Life and Limb* ^{dth}		
9	Speak with Plants	9	Strength of Mind*		
10	Tongues	10	True Seeing		

* Denotes a reversible spell. *Italics* denotes a spell from *Player's Companion*. Bold denotes a new spell.

At 11th level, an elven hierophant may **learn and cast ritual arcane and divine spells**, **craft magical constructs**, and **create magical cross-breeds**. If Chaotic, the hierophant may **create necromantic servants** and become undead. Because he is a master of the **lore of the stars and spheres**, a hierophant is able to learn and cast ritual magic at half the usual base time and cost.

Like all elves, elven hierophants gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. They have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to**

nature, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Spells, Paralysis, and Petrification are reduced by 1 (these bonuses are already factored in to on the tables below). All elves can speak Common, Elven, Gnoll, Hobgoblin, and Orc languages.

Elven Hierophant Proficiency List: Alchemy, Apostasy, Battle Magic, Beast Friendship, Black Lore of Zahar, Collegiate Wizardry, Command, Contemplation, Craft, Diplomacy, Elementalism, Familiar, Healing, Illusion Resistance, Knowledge, Language, Laying on Hands, Leadership, Lore mastery, Magical Engineering, Mystic Aura, Naturalism, Prestidigitation, Profession,

ELVEN HIEROPHANT (MAGE) ATTACK AND SAVING THROWS						
LEVEL	PETRIFICATION & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROWS
1-3	12+	13+	15+	11+	11+	10+
4-6	11+	12+	14+	10+	10+	9+
7-9	10+	11+	13+	9+	9+	8+
10-12	9+	10+	12+	8+	8+	7+
13-14	8+	9+	11+	7+	7+	6+

Prophecy, Quiet Magic, Sensing Evil, Sensing Power, Theology, Transmogrification, Unflappable Casting

Astrologer template: This pre-generated template represents a hierophant initiated into the mystery of the heavens – “as above, so below.” The template assumes your hierophant has the minimum required INT 13 (with one bonus general proficiency) and is ready for adventure. However, if your hierophant’s INT is 16 or greater, you may pick one or more additional general proficiencies before play if you’d like (see Starting Proficiencies in *ACKS* Chapter 4).

TEMPLATE	ASTROLOGER
Proficiencies:	Contemplation, Knowledge (astrology), <i>Collegiate Wizardry</i>
Starting Equipment:	Bronze-framed spellbook with sleep and detect magic , holy symbol, rune-etched staff, blue cassock, leather belt, low boots, backpack, flask of holy water, astrologer’s journal tracking constellations, quill and ink, 1 week’s iron rations, 20gp

ELVEN WARLORD

Prime Requisites: STR and CHA

Requirements: INT 9

Hit Dice: 1d8

Maximum Level: 13

The elves of Northern Argollë have not made war in over two centuries. Since their loss of Southern Argollë to the Auran Empire in 166 IY, the elves have isolated themselves from the great games of the Ammas Aurë. In the youth of their realm, however, the elves were a war-like and conquering people, victors over centuries of wars against men, dwarves, and orcs. Elven warlords led troops of rangers and spellswords into battle through present-day Rorn,

Southern Argollë, Meniri, Krysea, and Zahar. Those who fell were honored with great memorials for their sacrifice. Those who conquered were lauded with parades of triumph for their valor under the flags of Argollë, and became kings and lords of their people.

Elven warlords study combat as an art form. At first level, warlords hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. They increase their base damage roll from successful missile and melee attacks by +1 at 1st level and by an additional +1 at 3rd, 6th, 9th, and 12th level. Elven warlords may wear chainmail armor or lighter, and may wield any swords, daggers, spears, polearms, or missile weapons. They may fight wielding a weapon and shield, wielding a weapon two-handed, and wielding a weapon in each hand. They may use any magic item usable by fighters.

At 3rd level (Elven Swordmaster), the warlord’s devotion to the martial arts pays fruit. He gains either **armor training** that permits him to wear banded, lamellar, and plate armor, or he gains **martial training** that permits him to use his choice of any weapons not already on his list (such as axes, maces, staves, etc.).

When an elven warlord reaches 5th level (Elven Exemplar), his **battlefield prowess** inspires others to follow him. Any henchmen and mercenaries hired by the warlord gain a +1 bonus to their morale score whenever he personally leads them. This bonus stacks with any modifiers from the warlord’s Charisma or proficiencies. He also gains the ability to **inspire courage** like a bard. Inspiring courage requires a few moments of oration (one round), and grants the warlord’s allies within a 50’ radius a +1 bonus to attack throws, damage rolls, morale rolls (for monsters or NPCs allied with the character), and saving throws against magical **fear**. The bonus lasts for 10 minutes (1 turn). The warlord can inspire courage in any given character once per day at 5th level, and one

ELVEN WARLORD LEVEL PROGRESSION					
EXPERIENCE	TITLE	LEVEL	HIT DICE	DAMAGE BONUS	ABILITIES
2,125	Elven Man-at-Arms	1	1d8	+1	-
4,250	Elven Warrior	2	2d8	+1	-
8,500	Elven Swordmaster	3	3d8	+2	Armor or weapon training
17,000	Elven Hero	4	4d8	+2	-
34,000	Elven Exemplar	5	5d8	+2	Battlefield prowess, inspire courage
68,000	Elven Myrmidon	6	6d8	+3	-
135,000	Elven Champion	7	7d8	+3	-
270,000	Elven Epic Hero	8	8d8	+3	-
440,000	Elven Warlord, 9th level	9	9d8	+4	Fastness, student of war
610,000	Elven Warlord, 10th Level	10	9d8+2*	+4	-
780,000	Elven Warlord, 11th Level	11	9d8+4*	+4	Lion-hearted leader
950,000	Elven Warlord, 12th Level	12	9d8+6*	+5	-
1,120,000	Elven Warlord, 13th Level	13	9d8+8*	+5	-
Special	Elven Overlord, 14th Level ψ	14	14d8	+5	-

*Hit point modifiers from constitution are ignored

ψ14th level is only available if the warlord is a corrupt elf who becomes intelligent undead. See the Corrupt Elves of Antiquity, p. 162.

ELVEN WIZARD

additional time per day per level thereafter. The warlord cannot inspire courage in characters who are already engaged in combat or in characters of different alignment.

At 9th level (Elven Warlord), the character undertakes a **study of war**. The warlord gains one rank in one of the following proficiencies: Command, Military Strategy, Leadership, or Siege Engineering. Such is quite timely, as at 9th level the warlord can also conquer or found a **fastness**. A total of 3d6x10 1st level elven NPCs will move in to defend the fastness at no cost to the character. Additional rules for elven fastnesses are detailed in the **Campaign** chapter of *ACKS*.

At 11th level, the elven warlord becomes a **lion-hearted leader** whose valor inspires his troops to fight on under impossible circumstances. If the warlord is fighting on the battlefield with an army, the army automatically stands firm on its first morale roll, or rallies if it would have stood firm. This benefit is lost for the duration of the battle, however, if the warlord himself routs, flees, or leads from the rear (see *Domains at War: Battles*, p. 25).

Like all elves, elven warlords gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. They have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Spells, Paralysis, and Petrification are reduced by 1 (these bonuses are already factored in to on the tables below). All elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

Elven Warlord Proficiency List: Acrobatics, Alertness, Berserkergang, Beast Friendship, Blind Fighting, Combat Reflexes, Combat Trickery (disarm, force back, knock down, overrun, sunder), Command, Dungeon Bashing, Endurance, Fighting Style, Gambling, Intimidation, Leadership, Manual of Arms, Military Strategy, Precise Shooting, Riding, Running, Siege Engineering, Skirmishing, Survival, Swashbuckling, Weapon Finesse, Weapon Focus

Marshal Template: This pre-generated template represents an elven marshal proficient in training troops for battle. The template is ready for adventure. However, if your elven warlord's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like.

TEMPLATE	MARSHAL
Proficiencies:	Weapon Focus (spears), Manual of Arms
Starting Equipment:	Spear with leaf-shaped blade, gracefully curved sword and dagger, elven composite bow, quiver with 20 arrows, chainmail armor, embroidered cloak, boots, backpack, week's iron rations

ELVEN WIZARD

Prime Requisite: INT and CHA
Requirements: INT 9
Hit Dice: 1d4
Maximum Level: 12

Human legend paints the elves as bewitching and glamorous, yet tricky and untrustworthy. This reputation is not entirely undeserved, for the favorite dweomers of the elves are charms and illusions. The elven enchanter is a specialist in such glamours, one who can weave subtle marvels of light and sound, torment the senses with phantasms and figments, and confound the minds of the easily influenced. Elven enchanters might be called to adventure by a desire to experience awe and terror, a quest for rare and forgotten magic, or merely the lure of opulence.

Like mages, elven wizards receive limited combat training. At first level, wizards hit an unarmored foe (AC 0) with an attack throw of 10+. They advance in attack throws and saving throws only two points every *six* levels of experience (i.e. the same as mages). They may only fight with quarterstaves, daggers, darts, or slings. They are unable to use shields, fight with two weapons, or wear any kind of armor.

ELVEN HIEROPHANT (MAGE) ATTACK AND SAVING THROWS						
LEVEL	PETRIFICATION & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROWS
1	14+	14+	16+	16+	16+	10+
2-3	13+	13+	15+	15+	15+	9+
4	12+	12+	14+	14+	14+	8+
5-6	11+	11+	13+	13+	13+	7+
7	10+	10+	12+	12+	12+	6+
8-9	9+	9+	11+	11+	11+	5+
10	8+	8+	10+	10+	10+	4+
11-12	7+	7+	9+	9+	9+	3+
13	6+	6+	8+	8+	8+	2+
14	5+	5+	7+	7+	7+	1+

ELVEN WIZARD LEVEL PROGRESSION					SPELL PROGRESSION					
EXPERIENCE	TITLE	LEVEL	HIT DICE	ABILITIES	1	2	3	4	5	6
0	Elven Arcanist	1	1d4	College	1	-	-	-	-	-
2,700	Elven Seer	2	2d4	-	2	-	-	-	-	-
5,400	Elven Theurgist	3	3d4	College	2	1	-	-	-	-
10,800	Elven Magician	4	4d4	-	2	2	-	-	-	-
21,600	Elven Thaumaturge	5	5d4	College, magic research (minor)	2	2	1	-	-	-
43,200	Elven Sorcerer	6	6d4	-	2	2	2	-	-	-
85,000	Elven Conjurer	7	7d4	-	3	2	2	1	-	-
170,000	Elven Mage	8	8d4	-	3	3	2	2	-	-
370,000	Elven Wizard	9	9d4	College, magic research, sanctum	3	3	3	2	1	-
570,000	Elven Wizard, 10th level	10	9d4+1*	-	3	3	3	3	2	-
770,000	Elven Wizard, 11th level	11	9d4+2*	College, magic research (advanced)	4	3	3	3	2	1
970,000	Elven Wizard, 12th level	12	9d4+3*	-	4	4	3	3	3	2
Special	Elven Wizard, 13th level ^ψ	13	13d8	-	4	4	4	3	3	2
Special	Elven Wizard of the Council ^ψ	14	14d8	-	4	4	4	4	3	3

*Hit point modifiers from constitution are ignored

^ψ13th and 14th level are only available if the wizard is a corrupt elf who becomes intelligent undead. See the Corrupt Elves of Antiquity, p. 162.

Elven wizards **learn and cast arcane spells** as mages. The number and levels of spells the wizard can use in a single day is summarized on the Elven Wizard Spell Progression table. Like a mage, the wizard's spell selection is limited to the spells in his **repertoire**. An enchanter's repertoire can include a number of spells up to the number and level of spells listed for his level, increased by his Intelligence bonus. A wizard can use any magic items usable by mages.

An elven wizard's study of the magical arts is shaped by his **college of wizardry**. Among elves today, most elves belong to the college of **nature**, with a small minority belonging to the college of **artifice**. The ancient Argolléans had colleges of **necromancy** and **transmogrification** as well, whose practitioners wove much that was dark and terrible in the Nethercity. Whether these colleges still exist today is left to the Judge's discretion. (Note that elven enchanters do not belong to a college of wizardry, hailing from a rival tradition that is quicker and easier to learn but ultimately less thorough in the teachings of its art – granting only 3 class powers instead of 5.)

When an elven wizard is created, select a college for the character from the College table below, and write down the proficiencies and powers of the college. Each college teaches the use of a selection of four weapons for self-defense, four proficiency selections which are added to the Wizard Proficiency List as *potential* class proficiency choices, and five special abilities earned as they advance in level.

WIZARD OF ARTIFICE

Weapons: Dagger, dart, staff, whip

1st level: The wizard has studied the craft of magic and the methods by which it is worked into objects. The wizard gains one rank of **Magical Engineering** proficiency.

3rd level: The mechanisms of war are among the most intricate ever crafted, and worthy of deep study. The wizard gains one rank of **Siege Engineering** proficiency.

5th level: The science of making reveals the art of unmaking. Once per day the wizard can cast **dispel magic** (as the 3rd level spell). The casting time is one round (10 seconds).

COLLEGE	DESCRIPTION
Artifice	The college of Artifice sees magic as a mechanical process to be studied systematically in order to decipher its operations and improve upon them. Its wizards frequently seek out the company of dwarves, who share their fascination with artificial things made with metal and fire.
Nature	The college of Nature views magic as a force of nature, created and sustained by life. Its wizards live in the wild places of earth, and find friendship with birds, beasts, and shamans.
Necromancy	The now-extinct college of Necromancy believed magic was a spiritual power underlying the cycle of life and death. They saw the living, dead, and undead as mere tools in the pursuit of immortality.
Transmogrification	The now-extinct college of Transmogrification saw magic as a force over nature, shaping and transfiguring life to their whims, they typically surrounded themselves with monstrous servants and misshapen minions.

9th level: Years of careful laboratory work begin to pay off as the wizard develops **flawless precision**. When conducting ordinary magic research (i.e. not using experimental methods), the wizard avoids automatic failures on unmodified die rolls of 2-3. An unmodified die roll of 1 is still an automatic failure, however.

11th level: The wizard is capable of creating **marvelous machines** that blend science and magic. The wizard is able to design and build constructs at half the usual base time and cost.

WIZARD OF NATURE

Weapons: Club, dagger, sling, staff

1st level: As a **friend of birds and beasts**, the wizard can understand the subtle language of normal animals. He gains a +2 to all reaction rolls when encountering animals, and may take them as henchmen. He can identify flora and fauna with a proficiency throw of 11+. This class power stacks with Beast Friendship proficiency (see *HFH* p. 72).

3rd level: The ways of the wild include the art of the hunt. The wizard gains **Martial Training** proficiency, learning the use of short bows, short swords, and spears.

5th level: So close has the wizard grown to his wild kin that their shape is as natural to him as his own skin. Once per day, the wizard can cast **skinchange** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: The spirits of nature reward the wizard with an **animal companion**. A wizard of nature's animal companion is mechanically identical to a shaman's totem animal, including totem benefit (see *Player's Companion*, p. 38)

11th level: The wizard learns to walk through the wilds of his domain without disturbing grass or twig. He gains the **Passing Without Trace** proficiency while within his domain. All ordinary animals within 5 miles of the wizard's home or sanctum become kind and helpful, knowing him as a **steward of the wild**.

WIZARD OF NECROMANCY

Weapons: Club, dagger, dart, staff

1st level: The necromancer has studied the **secrets of the dark arts**. He may control undead as a Chaotic cleric of one half his class level (round up). If the sorcerer casts spells that require a saving throw versus Death, his targets suffer a -2 penalty on the save. When the sorcerer casts necromancy spells, the spell effects are calculated as if he were two levels higher than his actual caster level. This class power stacks with the Black Lore of Zahar proficiency (see *HFH*, p. 72).

3rd level: The necromancer has undertaken a deep study of anatomy, circulation, disease, and vitality. He gains one rank of **Healing** proficiency.

5th level: The dead hold no secrets for the necromancer. The character can **speak with the dead** (as the spell) once per day. The casting time is 10 seconds (1 round).

9th level: In black tomes and evil liturgies, the necromancer has gained **lordship over the undead**. Whenever the character succeeds in controlling undead (whether from a roll or automatically from a "T" result), the undead are controlled for 1 day per level instead of the usual 1 turn per level. If the undead would have been controlled for 1 day per level (from a "D" result), the undead are instead controlled indefinitely.

11th level: The necromancer has finally unlocked the **secrets of life and death**. The sorcerer is able to perform necromancy at half the usual base time and cost.

WIZARD OF TRANSMOGRIFICATION

Weapons: Club, dagger, dart, whip

1st level: The grotesque arts of transformation demand constant study. The character gains the **Transmogrification** proficiency.

3rd level: The transmogrifier's self-experimentation has turned him into something both more and less than elf. The character gains an **abominable mutation**, choosing from either **beast eyes**, **claw-like nails**, **scaly skin**, or **tentacles**. Beast eyes grant infravision 60' but impose a -2 penalty to reaction rolls. Claw-like nails grant two attacks per round dealing 1d4-1 points of damage, but impose a -2 penalty to reaction rolls and a -2 penalty on proficiency throws requiring delicate work. Scaly skin grants a +2 AC, but reduces maximum movement rate by 25% and imposes a -4 penalty on reaction rolls. Tentacles allow the character to hold torches or other objects while keeping his hands free and grant two attacks per round dealing 1d3-1 points of damage, but impose a -2 penalty to reaction rolls. (Judges who own *AX1, The Sinister Stone of Sakkara*, can allow the transmogrifier to select other Abominable Mutations from that book if desired.)

5th level: The transmogrifier has learned to transcend his own form. Once per day, the character can **skinchange** (as the 3rd level spell). The casting time is one round (10 seconds).

9th level: Experiments combining living creatures with the transmogrifier's own flesh and blood have created a **hideous servant** intimately bonded to his will. The wizard's hideous servant is mechanically similar to a shaman's totem animal (see *Player's Companion*, p. 38). However, the wizard selects two of his hideous servant's characteristics (AC, Movement, attack routine, and special abilities) from one animal and two characteristics from another, while the servant's base Hit Dice are set to the average of the two animals selected. (Remember that actual HD will be adjusted by the character's level.) He does not gain a totem benefit.

11th level: The transmogrifier can **shape flesh and bone** like clay. The sorcerer is able to create magical crossbreeds at half the usual base time and cost.

When an elven wizard reaches 5th level (Elven Thaumaturge), he may begin to research spells, scribe magical scrolls, and brew potions.

When an elven wizard reaches 9th level (Elven Wizard), he is able to create more powerful magic items such as weapons, rings,

and staffs. An elven wizard may also build a **sanctum**, often a great tower, when he reaches 9th level. He will then attract 1d6 apprentices of 1st-3rd level plus 2d6 elves seeking to become wizards. Their Intelligence scores will be above average, but many will become discouraged from the rigorous mental training and quit after 1d6 months. While in the elven wizard's service, apprentices must be provided food and lodging, but need not be paid wages. If the elven wizard builds a **dungeon** beneath or near his tower, monsters will start to arrive to dwell within, followed shortly by adventurers seeking to fight them.

At 11th level, an elven wizard may learn and cast ritual arcane spells of great power (7th, 8th, and 9th level), craft magical constructs, and create magical cross-breeds. If chaotic, the wizard may create necromantic servants and become undead.

Like all elves, elven wizards gain a +1 bonus to surprise rolls when in the wilderness due to their **attunement to nature**. They have **keen eyes** that allow them to detect hidden and secret doors with a proficiency throw of 8+ on 1d20 when actively searching, or 14+ on casual inspection. Because of their **connection to nature**, elves are completely unaffected by the paralysis ghouls can inflict, and the target values for all their saving throws versus Spells, Paralysis, and Petrification are reduced by 1 (these bonuses are already factored in to on the tables below). All elves can speak the Common, Elven, Gnoll, Hobgoblin, and Orc languages.

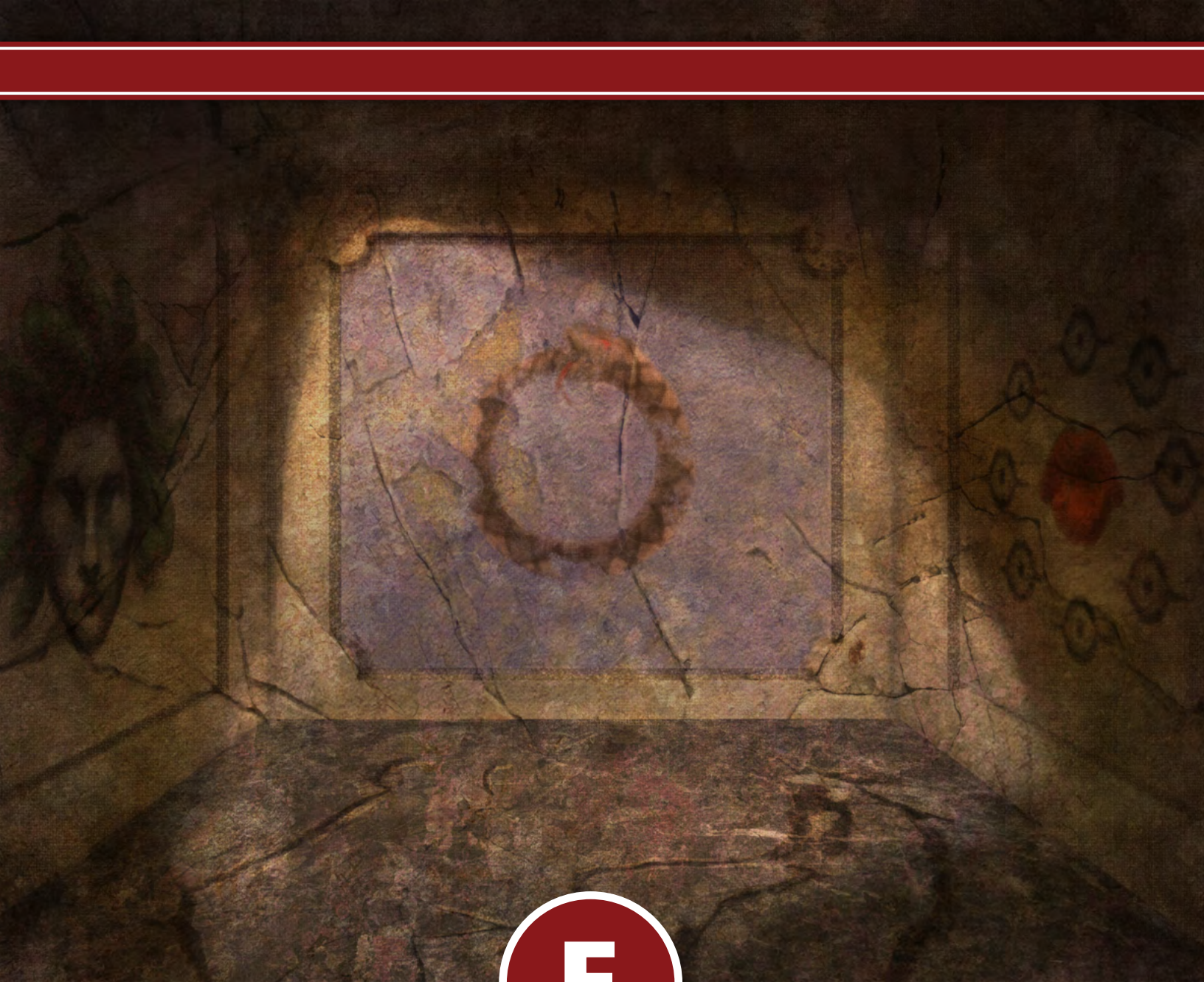
Elven Wizard Proficiency List: Alchemy, Battle Magic, Black Lore of Zahar, Beast Friendship, Collegiate Wizardry, Command, Contemplation, Crafting, Divine Blessing, Divine Health, Elementalism, Familiar, Healing, Knowledge, Language, Laying on Hands, Leadership, Magical Engineering, Mystic Aura, Naturalism, Performance, Prophecy, Profession, Quiet Magic, Righteous Turning, Sensing Evil, Sensing Power, Soothsaying, Transmogrification, Unflappable Casting

Augur Template: This pre-generated template represents a wizard. The template is ready for adventure. However, if your wizard's INT is 13 or greater, you may pick one or more additional general proficiencies and starting spells before play if you'd like.

TEMPLATE	AUGUR
Proficiencies:	Prophecy, Performance (storytelling)
Starting Equipment:	Rolled papyrus spellbook with charm person and magic mouth, elaborately-carved staff, blue robe with crescents, leather belt, low boots, backpack, ornamental crystal ball (20gp value), quill and ink, 2 weeks' iron rations, 25gp



ELVEN WIZARD ATTACK AND SAVING THROWS						
LEVEL	PETRIFICATION & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROWS
1-3		13+	15+	11+	11+	10+
4-6	11+	12+	14+	10+	10+	9+
7-9	10+	11+	13+	9+	9+	8+
10-12	9+	10+	12+	8+	8+	7+
13-14	8+	9+	11+	7+	7+	6+



APPENDIX:
RELIGION AND
MYTH

The Aurans acknowledge the existence of two pantheons of powerful deities, the Empyrean and the Chthonic. In general, the Empyrean powers are associated with law, light, and creation, while the Chthonic powers are associated with chaos, darkness, and destruction. The Empyrean gods are revered and worshipped while the Chthonic powers are feared and reviled. The situation is reversed in the Sunset Kingdoms, which tend to venerate the Chthonic powers foremost.

The Gods and Goddesses table, below, lists the 7 Empyrean and 11 Chthonic powers, along with their titles, spheres of influence, holy symbols, and sacred animals, as they are most commonly known to the Auran Empire. Roughly analogous deities sit in approximately similar roles in other religions of Cybele. Based on these resemblances, some philosophers have asserted the existence of an underlying unity of all religious traditions, in which there are only a small number of great powers, all known by different names in different civilizations. There are, of course, other lesser deities, demigods, heroes, spirits, and idols worshipped throughout Cybele that are too numerous to name here.

GODS AND GODDESSES				
NAME	TITLES	SPHERES	HOLY SYMBOLS	SACRED ANIMALS
Ammonar	Lightbringer, Lawgiver, Lord of the Dawn	Light, law, creation	Winged sun, eagle	Eagle, griffin
Calefa	Lady of Fortune, Mother of Mourning	Fortune, wealth, funerary rights	7-spoked wheel, eclipsed sun	Raven, cat
Ianna	Lioness, Queen of Victory	Love, war, victory	9-pointed star, lion	Lion, falcon
Istreus	Master of Secrets, Eyeless Seer	Knowledge, learning, magic	Silver crescent, tower	Owl, ibis
Mityara	Noble Lady, Mother of Mercy	Community, charity, civic virtue	Alabaster statuette, torch	Dove, unicorn
Naurivus	Patron of Explorers, Lord of the Winds	Travel, weather, navigable waters	Galley, astrolabe	Dolphin, horse
Türas	Marshal of Justice, Judge of Valor	Justice, strength, martial virtue	Hammer, sword and scales	Bull, dog
Iskara	Demon Queen, Mother of Monsters, Empress of That Which Came Before	Chaos, darkness, eternity	Draconic eye, multi-headed serpent, ouroboros	Dragon, hydra, python
Dirgion	Doombringer, Lord of Death and Rebirth	Doom, death, undeath	Fiery eye, skull on black circle	Vulture, jackal
Kaleth	Dark Watcher, Elder Eye	Madness, knowledge, entropy	Mouth surrounded by eyes, purple circle on black	Oozes, fungus
Bel	Slaughterprince, Lord of War	War, conquest, bloodshed	Black gauntlet holding six arrows, taloned hand	Gargoyle, mantichore
Galmorm	Poisoner, Great Trickster	Thievery, treachery, poison	Horned rat, striking scorpion	Rat, scorpion, toad
Nasga	Mistress of Pain and Pleasure, Princess of Roses, Serpent	Beauty, pain, lust	Medusa's head, thorny rose	Cobra, panther, spider
Ravanor	Bitter Prince, Horned King	Kingship, power, sacrifice	Wavy dagger, antlered crown	Stag, boar
Nargund	Dusk Wolf, Lord of the Hunt	Hunting, predators, night	Spiral maze, bloody teeth	Minotaur, wolf
Ornaron	Godfather of Storms, Thundermaker	Storms, thunder, rage	Crossed thunderbolts, helmet with glowing eyes	Wyvern, elephant
Lammala	Sea Mother, Tentacled One	Primordial waters, tidal waves	Watery spiral, tentacled thing	Kraken, crab
Telith	Great Earth Mother, Egg of Mountains	Earthquakes, volcanoes, wilderness	Fertility statuette, egg in vulva	Basilisk, salamander



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APPENDIX: ADAPTING THE NETHERCITY TO KANAHU AND OTHER SETTINGS

Our *Barbarian Conquerors of Kanahu* setting sourcebook, released in 2018, introduced an alternative setting for the *Adventurer Conqueror King System*: Kanahu. Kanahu is a lush land of vast jungles, deep swamps, and searing deserts, where small city-states of lizardmen stand as isolated beacons of civilization while dinosaurs, giant insects, and bloodthirsty barbarians rampage in the untamed wilds outside these pockets of Law. In this appendix, we will discuss how to use *Secrets of the Nethercity* with the Kanahu setting, both for those interested in the *Barbarian Conquerors* milieu and as a tutorial of how to quickly adapt the Nethercity to another setting.

Barbarian Conquerors of Kanahu p. 121 relates the history of Kanahu as follows:

First were the serpentmen, who worshipped terrible Chaotic gods. Their empire was forged eons before the dawn of history and lasted for millennia. Ever in search of slaves, they bred themselves with water monitors to produce the sturdy lizardmen, and, for ages, lorded over the lizardmen masses while constantly honing their blasphemous sorcery. But then, millennia before our time, the great goddess Ixchala revealed herself to a lizardwoman called Tellina, now known as the Prophetess. With her Lawful divine inspiration, the Prophetess roused the lizardmen masses in rebellion, shattering their chains of old and casting their erstwhile masters into oblivion. Freedom was won; and with freedom, a great Lizard Empire arose in the jungles, with the Grand Matriarch ruling from the top of the Great Pyramid in fabled Tollan. But then came men, arriving upon a shooting star from across the sky. The earthquakes and shockwaves of the star's fall shattered the Lizard Empire. Men, too, were cast into disarray, and regressed into primitive nomadism, soon to be used as slaves or sword-fodder by the lizardmen city-states which arose from the ashes of the Great Cataclysm. In its aftermath, some lizardmen and many men, without the guidance of the old Lizard Empire's Grand Matriarch, turned back to the dead gods of the serpentmen, and once their bloody rituals darkened the souls of Kanahu. Out of that chaos rose Sakkara, the great Empire of Man. It grew upon the River of the Desert, worshipping Chaotic

gods from beyond the grave, and investing its resources into its immortal dead kings much more than in its living subjects. But even great Sakkara, after fifteen centuries, eventually stagnated and fell back into barbarism, leaving behind only ruined temple-yards and ancient tombs filled with gold and peril – and the dying city of Zarnas, where the immortal Last Pharaoh claims titular rule over his ruined empire.

When Sakkara fell, its former vassals to the North, beyond the Great Desert and its River, won their freedom, establishing the new City-States, each a mere shadow of Sakkara's old glory. One such city-state is Harat, the northernmost settlement of Kanahu, a former province of old Sakkara. Harat and its lands have been ruled for a decade by Mazatel of Sitali, a Lawful 10th level lizardman gladiator who led a successful slave rebellion and guerrilla war against Harat's old despot, Nabu-Ram. That sorcerer-king was dethroned and his palace razed to the ground, though rumors persist about massive dungeons deep under its ruin. Outside Harat's area of control, barbarism abounds. The wild, uninhabited lands are home to wild predatory dinosaurs, giant insects, and other horrors driven out of the settled area, and only a few isolated villages and nomadic hunter-gatherer tribes dwell there.

Just as Cyfaraun is the capital of the Borderlands region of the Auran Empire, Harat is the capital of the Kanahu region of Old Sakkara. Like Cyfaraun, Harat is a point of light surrounded by barbaric and dangerous Wilderlands. It's thus natural to put the Nethercity beneath Harat. To adapt *Secrets of the Nethercity* to the Kanahu setting, let's assume the serpentmen are the equivalent of the ancient elves.

The ancient elves were the builders of Cyfarawn I, so that means the serpentmen were the builders of Harat's oldest precursor, a city we'll call "Hara-Tasha I." In the Auran Empire setting, the ancient elves bred lizardmen as slaves only to be overthrown by them. In the Kanahu setting, we already have a perfect analog, in that the serpentman also bred lizardmen as slaves only to be overthrown by them. In the Auran Empire setting, Cyfarawn II was built atop the rubble of Cyfarawn I, then destroyed by volcanic ash. In the Kanahu setting, Hara-Tasha II was built atop the rubble of Hara-Tash I, then destroyed by the Great Cataclysm. In the Auran Empire setting, Cyfarawn III was conquered and expanded by the Aurans. In the Kanahu setting, we have a direct analogy in the liberation of Harat by Mazatel.

The last issue to address is how the ash-covered, rubble-sealed Nethercity got accidentally broken open. In the Auran Empire setting, it was an accident caused by Auran engineers using a protective shrine as a cesspool. Do any similar circumstances present themselves in Harat? Yes! In the description of the Free City of Harat in *Barbarian Conquerors of Kanahu* (p. 133), it's noted that:

Nabu-Ram, the terrible Sorcerer-King of Harat, once lorded over the city and its environs with an iron fist from this once-imposing palace of death and chaos. Now the old palace lies in ruins and the citizens of Harat whisper about its accursed nature. Rumor has it that deep underneath the old palace, the Sorcerer King's dark dungeons still sprawl, flowing with untold horrors and unimaginable marvels of high sorcery. King Mazatel has commissioned a large pyramid temple of Ixchala to be built over these ruins, but the old palace's reputation drives away the workers save the most devout followers of Ixchala. Thus construction moves forward at a snail's pace.

Therefore, we can have entrance to the Nethercity lie somewhere in the rubble ruins below the old palace – let's say accidentally breached in an attempt to build a canal from the city's sewers to provide water and waste removal for the new pyramid. That finishes our conversion of the historical timeline. The table below summarizes the conversion of *Secrets of the Nethercity* from the Auran Empire setting to the Kanahu setting:

EVENT IN HISTORY OF AURAN EMPIRE SETTING	ANALOGOUS EVENT IN HISTORY OF KANAHU SETTING
Cyfarawn I Built by Ancient Argollëans	Hara-Tasha I built by Serpentmen
Ancient Argollëans Encounter Great Teacher	Serpentmen are corrupted into chaotic worship
Thrassians Bred by Ancient Argollëans	Lizardmen bred by Serpentmen
Great earthquake destroys Cyfarawn I during lizardman rebellion	Prophetess Tellina destroys Hara-Tasha I during lizardman rebellion
Cyfarawn II built by Classical Argollëans atop rubble of Cyfarawn I	Hara-Tasha II built by lizardmen atop rubble of Hara-Tasha I
Cyfarawn II covered in ashes by volcano	Hara-Tasha II covered in ashes by Great Cataclysm
Cyfarawn III built by Argollëans atop the ashes of Cyfarawn II	Harat built by Sakkarans atop the ashes of Hara-Tasha II
Cyfarawn III conquered by Auran Empire, re-named Cyfaraun	Nabu-Ram declares independence from Sakkarans, then overthrown by Mazatel
Construction of Auran sewers accidentally breaches Nethercity	Construction of pyramid over Nabu-Ram's palace accidentally breaches Nethercity

Since the gods and goddesses of the Auran Empire play a big part in the *Secrets of the Nethercity*, a full conversion requires us to match up those deities with the equivalent deities of Kanahu. The Emphyrean gods are readily converted to their equivalents in Kanahu:

LAWFUL GODS & GODDESSES OF AURAN EMPIRE SETTING	LAWFUL GODS & GODDESSES OF KANAHU SETTING
Ammonar, god of light, law, and creation	El-Elyon, chief god of civilization
Calefa, goddess of fortune, wealth, and funerary rights	Mawat, god of death
Ianna, goddess of love, war, and victory	Innana, goddess of war and love
Istreus, god of knowledge, learning, and magic	Eshmun, god of medicine, herbs, and healing
Mityara, goddess of community, charity, and civic virtue	Ashera, goddess of nature, birth, and fertility
Naurivus, god of travel, weather, and navigable waters	Haddad, god of rains, storms, and lightning
Türas, god of justice, strength, and martial virtue	Yammu, patron god of judges

However, there are 11 chaotic deities in the Auran Empire and only 9 chaotic deities in Kanahu's setting, so the chaotic gods have to be doubled up. The conversion is otherwise straightforward:

CHAOTIC GODS & GODDESSES OF AURAN EMPIRE SETTING	CHAOTIC GODS & GODDESSES OF KANAHU SETTING
Iskara, goddess of chaos, darkness, and eternity	Lotan, god of serpents
Dirgion, god of doom, death, and undeath	Pazuzu, god of sorcery and undeath
Kaleth, god of madness, knowledge, and entropy	Nabu, god of forbidden knowledge and secrets
Bel, god of war, conquest, and bloodshed	Moloch, god of fire and wealth
Galmorm, god of thievery, treachery, and poison	Atlach-Nacha, god of spiders
Nasga, goddess of beauty, pain, and lust	Qetesh, dark goddess of fertility, nature, and bestiality
Ravanor, god of kingship, power, and sacrifice	Rahab, god of oceans, rains, and maddening chaos
Nargund, god of hunting, predators, and night	Bokrug, god of lizards and amphibians
Ornaron, god of storms, thunder, and rage	Rahab, god of oceans, rains, and maddening chaos
Lammala, goddess of primordial waters and tidal waves	Dagon, god of fish and deep ones
Telith, goddess of earthquakes, volcanoes, and wilderness	Moloch, god of fire and wealth

The last important question for conversion is “who is the Great Teacher?” In the Auran Empire campaign setting, the Great Teacher is the prime mover of the corruption of the elves, as well as their tutor in science, alchemy, and necromancy. In the Kanahu setting, when the serpentmen enter world history, they are already an evil race of sorcerers of scientists. But if we want to retain the implied story of the Nethercity – the corruption and downfall of a civilization – we need to find a replacement for the Great Teacher that works in Kanahu. It must be a creature that is older than the serpentmen, that has arcane and psychic abilities, and that has access to advanced technology or powerful magic items. Fortunately, such a race is already present: The Visitors. *Barbarian Conquerors of Kanahu* notes (p. 88):

Whether they have come from another planet or another reality altogether, the Visitors are alien to this world... No one knows for certain what the Visitors came to accomplish on Kanahu. But they do seem interested in meticulous research on the world and its inhabitants – particularly biological research, in the form of strange and often horrifying experiments on abductees.... The mysterious Visitors who plague Kanahu have reached a sufficiently advanced level of scientific understanding that their technology is high sorcery to the barbaric Kanahi man. The Visitors travel by means of flying machines, carry potent weapons of high technology, and employ machine-made robots... A Visitor colony will be led by a Visitor commander (HD 7, AC 7) capable of psychic manipulation (as *charm person* and *charm monster*) as well as arcane spellcasting as a mage of level 2d4.

To finish our adaptation of *Secrets of the Nethercity* to the Kanahu setting, let's assume that the Great Teacher was a renegade Visitor commander – one who had delved into knowledge so awful that even his amoral race ostracized him to the void of space. His slower-than-light starship eventually crashed on Kanahu, where his stasis pod was discovered by the primitive race of serpentmen. To them, he was a god. And the Great Teacher began to teach his new worshippers the sorcery and science they would need to become the conquering empire by which he would rule the world. When the lizardman rebellion began, he escaped back to this stasis pod, which sent out a distress beacon. Centuries later, this beacon reached its destination – the home system of the Visitors, who soon came to investigate. And that tidies everything up and embeds the Nethercity tightly into the world of Kanahu.



ADAPTING THE NETHERCITY TO YOUR OWN CAMPAIGN

To convert *Secrets of the Nethercity* to your own campaign, just follow a similar set of steps – choose an ancient civilization from your setting that turned to evil and then was destroyed (there's always one! For instance, in Hyboria, it's Acheron; in Middle-Earth, Númenor; in Greyhawk, Suel). That's who built the Nethercity. Choose or create a current civilization's city in your campaign that was once under the control of your evil civilization – that's where the Nethercity is located. Add a couple of city-destroying cataclysms into its past – rebellions, sieges, earthquakes, volcanoes, magical cataclysms, and meteor strikes all work. Convert the gods and goddesses from the Nethercity to their equivalents in your ancient and current civilization. Finally, pick a powerful creature to be the Great Teacher and explain where it came from and how it ended up in suspended animation. The work sheet on the next page can be helpful in mapping out your conversion.

EVENT IN HISTORY OF AURAN EMPIRE SETTING	ANALOGOUS EVENT IN HISTORY OF NEW SETTING
Cyfarawn I Built by Ancient Argollëans	
Ancient Argollëans Encounter Great Teacher	
Thrassians Bred by Ancient Argollëans	
Great earthquake destroys Cyfarawn I during lizardman rebellion	
Cyfarawn II built by Classical Argollëans atop rubble of Cyfarawn I	
Cyfarawn II covered in ashes by volcano	
Cyfarawn III built by Argollëans atop the ashes of Cyfarawn II	
Cyfarawn III conquered by Auran Empire, re-named Cyfaraun	
Construction of Auran sewers accidentally breaches Nethercity	

LAWFUL GODS & GODDESSES OF AURAN EMPIRE SETTING	LAWFUL GODS & GODDESSES OF NEW SETTING
Ammonar, god of light, law, and creation	
Calefa, goddess of fortune, wealth, and funerary rights	
Ianna, goddess of love, war, and victory	
Istreus, god of knowledge, learning, and magic	
Mityara, goddess of community, charity, and civic virtue	
Naurivus, god of travel, weather, and navigable waters	
Türas, god of justice, strength, and martial virtue	

CHAOTIC GODS & GODDESSES OF AURAN EMPIRE SETTING	CHAOTIC GODS & GODDESSES OF NEW SETTING
Iskara, goddess of chaos, darkness, and eternity	
Dirgion, god of doom, death, and undeath	
Kaleth, god of madness, knowledge, and entropy	
Bel, god of war, conquest, and bloodshed	
Galmorm, god of thievery, treachery, and poison	
Nasga, goddess of beauty, pain, and lust	
Ravanor, god of kingship, power, and sacrifice	
Nargund, god of hunting, predators, and night	
Ornaron, god of storms, thunder, and rage	
Lammala, goddess of primordial waters and tidal waves	
Telith, goddess of earthquakes, volcanoes, and wilderness	
Khepri, the great teacher	

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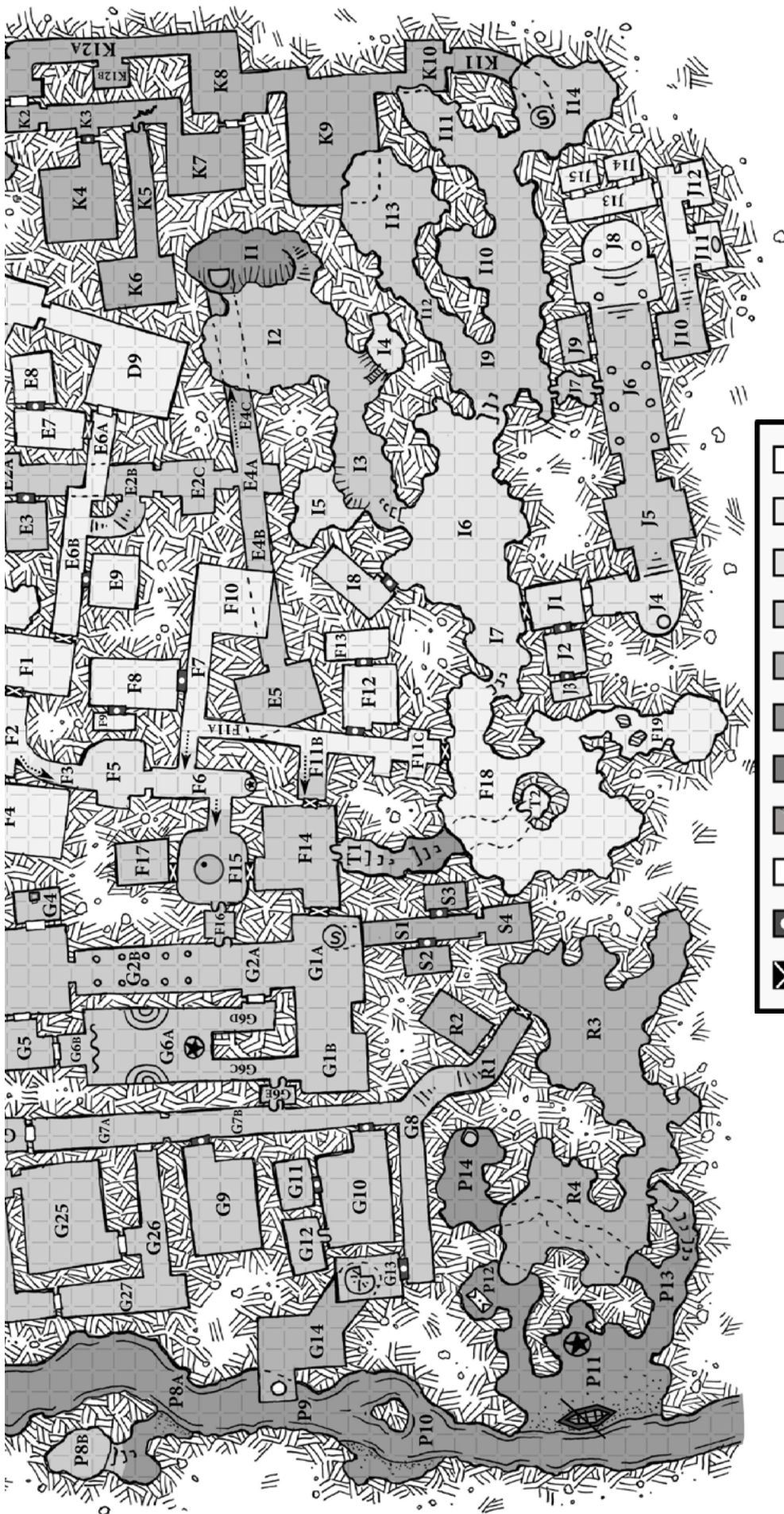
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Undercity Key

	Elevation 1
	Elevation 0
	Elevation -1
	Elevation -2
	Elevation -3
	Elevation -4
	Elevation -5
	Sludge Flow
	Wooden Door
	Stone Door
	Bronze Door

