

AX5

ADVENTURER CONQUEROR KING SYSTEM™

EYRIE OF THE DREAD EYE



WRITTEN BY COURTNEY CAMPBELL



Signature



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EYRIE OF THE DREAD EYE

An Adventure for Characters Level 6-8

By Courtney Campbell

The Eye Is Opening.

Thousands of years ago, living gods named Khepri wielded powers beyond understanding. Their bizarre magics rived a rent in reality itself. This portal—the Oculus—led to the deepest realms of Chthonic Darkness, but it was not yet fully open. Malign forces, opposed to all life, infested the Oculus, and waited. The Khepri kept vigil over the Oculus till time moved her hand. When the Khepri vanished in the Day Without Night, their Elven epigones took up the watch. In time, the Elves were conquered by the diabolic Thrassian race, and they in turn were subjugated by the Zaharans. Through the millennia, the caretakers of the Oculus studied, waited, and watched.

Now the Awakening is near, the Spheres are coming into alignment, and the Oculus is beginning to open. The dark power is reaching out and for the first time in an age the Eyrie of the Dread Eye is accessible again. As the Eye opens, reality itself comes under further and further strain. And as rumors of a new valley containing an underground forgotten city filled with untold riches spread out from the Dark Wall, the Oculus continues to open ever wider.

Eyrie of the Dread Eye 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. Discover the vast ruined eyrie of the Oculus and take a stand against the coming Awakening.



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ADVENTURER CONQUEROR KING SYSTEM™

AX5 - EYRIE OF THE DREAD EYE™

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INTRODUCTION

The ancients built more than cities. The past and the beings that walked it were not the delicate, decrepit, and degenerate men of today. They were more than man, closer to the source of life and all the more mighty for it. It is said they were able to wield destiny itself. But it has been long since their feet have crossed this earth, but what wealth their cities must have had!

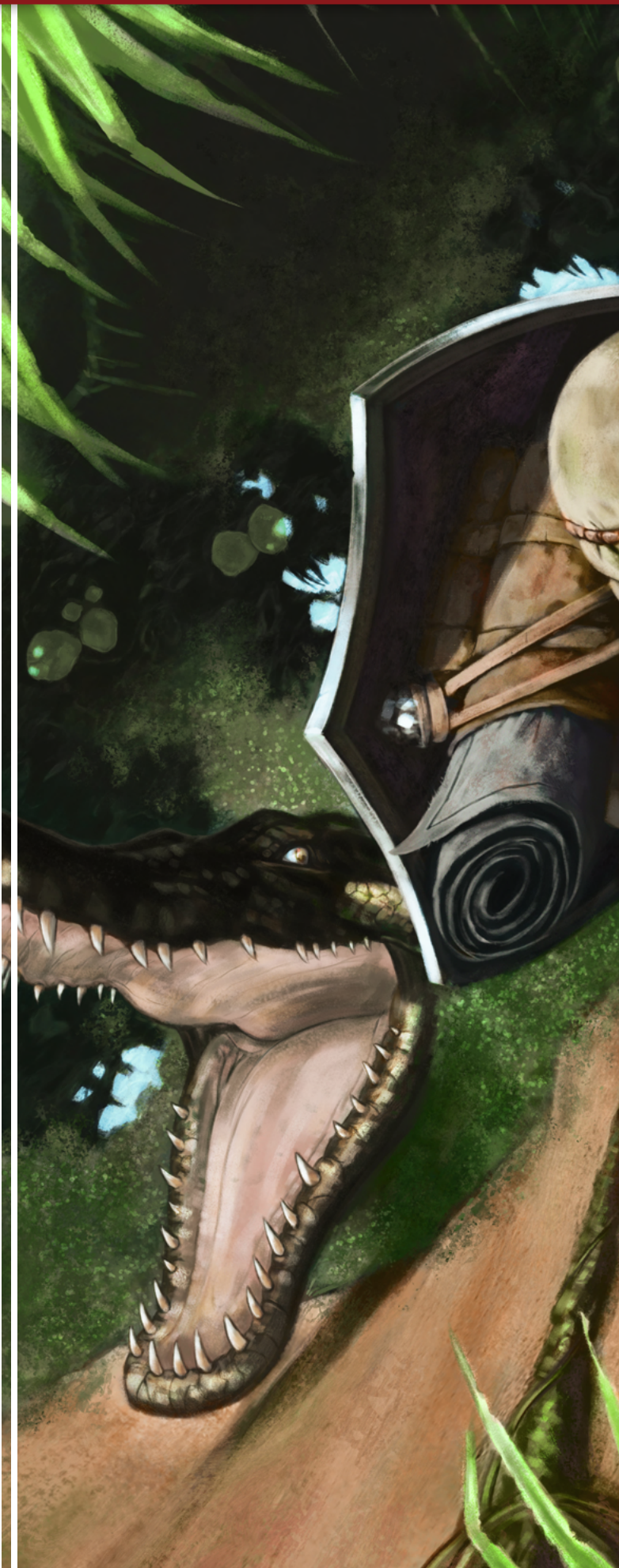
Ancient artifacts long thought lost have been shipping out in caravans from the castles west of the Krysivor River. Asking of their origin, they talk of an ancient underground ruined city in a valley beyond the dark wall, containing riches beyond imagining. Such power could make one a lord, perhaps even a king! Or more likely, the locals chuckle, a corpse. Only those who brave the shadows beyond the valley know for sure.

ABOUT THE ADVENTURE

AX5: *Eyrie of the Dread Eye* (EotDE) is a ready-to-play campaign supplement: a dangerous, exploitable adventure site, with both great riches and great danger. Characters can, through thoughtlessness, cause new dangers in the greater world or die in the dangerous traps or to monsters from within, but the power and riches to be gained from the Eyrie can fund the largest armies and mercenary bands. When the characters are of an appropriate level, seeking the means to forge their destiny, this is the location they can use to acquire those means.

Like our prior adventures (**AX1: *The Sinister Stone of Sakarra***, **AX2: *Secrets of the Nethercity***, **AX3: *Capital of the Borderlands***, and **AX4: *Ruined City of Cyfandir***), **EotDE** is set in the Borderlands of the Auran Empire, the default setting of **ACKS**. Judges with access to Borderlands Gazetteer map from **Capital of the Borderlands** should note that the Eyrie of the Dread Eye is located at Area #46 on that map. Judges can, of course, place the Eyrie in any suitably remote and desolate location in their own campaign worlds.

This adventure is for 4 to 6 characters of 6th to 8th level. Although many of the traps and monsters are quite deadly, a smart party could accomplish a great deal without unacceptable risk. However, the adventure is dangerous not only because of deadly traps and ancient evils, but because it is far from large cities. The nearest settlement is Türos Drav, a small fort separated from the dungeon entrance by a river and 70 miles of wilderness. The logistical issues of feeding men and extracting treasure while there are no large resources near are part of the challenge. Having a larger city closer would allow this module to work with a smaller or lower level party.





As it stands, the dungeon's distance away from civilization, the rough terrain en route, and the actual difficulty of extracting treasure from an ancient eyrie buried deep within a sheer impassible cliff are all features that should tax the resources of a mid- to high-level party. Not only are wilderness encounters a danger for a base camp, but the dungeon itself has several factions that can easily bring power to bear to challenge even a powerful party. It should be noted that many encounters are simply overwhelming if intelligent play isn't prioritized. Although there are many lethal dangers, none are particularly surprising. The open-ended nature of these encounters in the environment make them resources for the players, as much as dangers. "How do the players deal with this?" is the question the players have been tasked to answer. Rarely is a simple mechanical solution provided in the text.

How the adventure plays out varies on the characters and their interactions with the factions. There is no predestined end to this module. More than one threat to the larger world exists within, and without player intervention these threats could lead to disaster. Perhaps this too could be turned to the characters' advantage...

BACKGROUND & HISTORY

The Eye Is Opening.

The Awakening is nigh! Soon the ancient Spheres will align, the Eye will open, and the world will be unmade!

Thousands of years ago, living gods named Khepri wielded powers beyond understanding. Their bizarre magics rived a rent in reality itself. This portal—the Oculus—led to the deepest realms of Chthonic Darkness, but it was not yet open. Malign forces, opposed to all life, infested the Oculus and waited. The Khepri kept vigil over the Oculus till time moved her hand. When the Khepri vanished in the Day Without Night, their Elven epigones took up the watch. In time, the Elves were conquered by the diabolic Thrassian race, and they in turn were subjugated by the Zaharans. Through the millennia, the caretakers of the Oculus studied, waited, and watched.

Eventually the Zaharan's rule began to crumble, crushed beneath the legions of the Auran crusade. Auran warriors swept across the land like a bronze wave, wiping the stain of the Zaharans from the land. Their evil empire crushed, the Zaharans sent some of their mightiest sorcerers to hide in the ancient underground eyrie that had grown up around the Oculus. A powerful ward was bound to a giant serpent-man statue that hid the Oculus from the world. There a remnant of Zahar hid, survived,

and waited. For when the Oculus opens, they would have their revenge.

But things did not go as they planned. To survive, they turned the mighty powers of the Oculus to use. Weaving dark magics, they removed themselves from the cycle of life and death. They branded themselves Optics, and vowed to use the Oculus to crush their enemies. But it was they who were used, and enslaved to its dark will.

Now the Awakening is near, the Spheres are coming into alignment, and the Oculus is beginning to open. The dark power is reaching out: Its first attempt caused an earthquake that broke the timeworn ward that shielded the mountain pass to the eyrie, and for the first time in an age the eyrie of the Oculus is accessible again. As the Eye opens, reality itself comes under further and further strain. And as rumors of a new valley containing an underground forgotten city filled with untold riches spread out from the Dark Wall, the Oculus continues to open ever wider.

When the Eye is open, the world will be unmade!

STARTING THE ADVENTURE

Judges can introduce players to this adventure in a number of ways: the adventurers may have come across the map to the Eyrie of the Dread Eye found in the ruins of Cyfandir (see AX4: *Ruins of Cyfandir*); they may hear rumors (see below) of the Oculus and the treasures it might hold; or they could be hired by the Tower of Knowledge to recover artifacts that are believed to be found in the ruined citadel. They might also simply discover it while exploring the Dark Wall.

THE FORTRESS OF TÜROS DRAV

However the adventurers eventually get to the Eyrie of the Dread Eye, they will likely begin the adventure at Türos Drav, the nearest civilized area to the eyrie.

Türos Drav (“castle of defense”) is part of a line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to provide a forward defense against beastman invaders from beyond the Dark Wall. It has been left short staffed by the Auran Empire’s wars to the west and is falling into a state of disrepair and able to offer only minimal services. Like most Auran forts, Türos Drav consists of a curtain wall enclosing an area of packed earth with tiled limestone buildings. The fort is surrounded by a village of old quarried stone or wattlework buildings with dirty thatched roofs. The village streets are clean and the populous is very orderly due

to the military presence in the area. Türos Drav and the village function as a Class V market for buying and selling goods and recruiting hirelings.

NOTE: The Auran legion takes a well-regulated approach towards military logistics, so all of the border forts in the region are largely similar. Judges who have **AX1: *The Sinister Stone of Sakkara*** can use the layout and details of the fort and village presented in that book (Türos Tem) for Türos Drav if desired.

RESIDENTS OF TÜROS DRAV

Some personalities and important people within Türos Drav are given below.

Legate Tacillus: Tacillus is the legate of Türos Drav. Due to a childhood accident involving damage to his skull, he has golden metallic hemispheres visible on either side of his temple. He’s obsessive about war, drilling, fighting, and military history, much to the chagrin of all the soldiers posted to Drav. He is frustrated at being posted here, instead of on the front lines of the war against the Skysos. Tacillus is married to a Somirean noblewoman named Xanti. He owns a *censer of controlling air elementals* and carries a *warhammer* +2 with two fist-shaped steel heads and a haft of spruce.

Tacillus: Fighter 6; Str 10, Int 12, Wis 9, Dex 8, Con 11, Cha 12; MV 120', AC 5 (plate), HD 6, hp 35, #AT 1 (+2 *warhammer* 5+), Dmg 1D8+4, Save F6, ML +3, AL L, XP 380; Proficiencies: Command, Diplomacy, Leadership, Military Strategy, Riding

Lady Xanti: Xanti is the wife of the legate Tacillus. A daughter of a Somirean patrician, she wedded Tacillus in the aftermath of the peace treaty between the Auran Empire and the Kingdom of Somirea. Xanti is more than weary with her husband and his preoccupation with military studies. To assist her in coping with the endless tedium of this small post, she has frequent affairs with members of the house staff. She doubts that Tacillus knows, but is sure even if he did, he wouldn’t care. (He would care. He’s just preoccupied and hasn’t noticed.)

Xanti: Str 10, Int 10, Wis 6, Dex 10, Con 7, Cha 16; MV 120', AC 0, HD 1-1, hp 3, #AT 1 (bite 11+), Dmg 1D2, Save F0, ML -3, AL N, XP 5; Proficiencies: Seduction, Riding (horses), Language (Auran), Language (Nicean)

Centurion Elvio: Elvio is the centurion in command of the military. He spends most days discussing military theory and playing tabletop wargames with Tacillus. Secretly he's a Chthonic cultist, and is feeling out many of the local troops to decide who he can trust to recruit. Given the opportunity, he might approach what he sees as receptive party members. Elvio wears *boots of speed* of dull brown leather with an eagle stitched in on the calf. In battle he dons a suit of loose fitting steel and oiled albino crocodile skin *scale mail* +1. The armor forms a golden halo behind his head when worn. He fights with a sword and a large leather *shield* +2 covered in dull violet hydra-skin.

Elvio: Fighter 4; Str 13, Int 12, Wis 10, Dex 11, Con 14, Cha 12; MV 120', AC 7 (*scale* +1 and *shield* +2), HD 4, hp 27, #AT 1 (sword 7+), Dmg 1D6+3, Save F4, ML +1, AL C, XP 80; Proficiencies: Military Strategy, Manual of Arms 2, Theology (chthonic)

Tribune Gunder: Gunder is a Rornishman who serves as a tribune for the Auran legions, mostly because he loves the horses. Tacillus is always on Gunder's cavalry to run drills, but most days they just gently patrol the nearby area then report that all the drills are done. He occasionally has a craving for human flesh, due to a previous experience where he consumed longpig. As the days grow long, he dreams of plans to satisfy this dark craving. Gunder unwittingly wears a silver *ring of weakness* with a painted twisted vine pattern in a pastiche of elven art. He owns six +1 *yew bolts* with steel tips that fly true.

Gunder: Fighter 3; Str 10, Int 10, Wis 10, Dex 12, Con 8, Cha 11; MV 120', AC 5 (chain and shield), HD 3, hp 6, #AT 1 (crossbow, lance or sword 9+), Dmg 1D6+1 or 1d10+1, Save F3, ML +1, AL Neutral, XP 50; Proficiencies: Animal Husbandry, Animal Training (horses), Riding (Horses)

Priestess Rahira Bat Luish: Rahira Bat Luish is an Opelenean priestess of Mityara, the Noble Lady. She is exceedingly polite, and has an interest in civility, manners, and customs - information which she will gladly share at interminable length if asked. She possesses a lofty beauty, betrayed by shrewish and prudish behavior. She suspects a chthonic cultist is active here, and her eyes have turned towards Flavian. She considers his obsession with snakes a deformity of the spirit. In her quarters she keeps a cracked purple diamond *crystal ball with clairauidience*.

Rahira Bat Luish: Cleric 4; Str 6, Int 9, Wis 14, Dex 11, Con 11, Cha 15; MV 120', AC 0, HD 4, hp 17, #AT 1 (rod 9+), Dmg 1d4-1, Save C4, ML +2, AL Lawful, XP 135; Proficiencies: Language (Auran), Lore mastery (14+), Theology; Spellcasting: 2 1st, 1 2nd

Pontis Uglin: Pontis Uglin is the local mage, and a man who fancies himself a trendsetter in matters of fashion and pleasure. He has a low awareness of how his behavior comes across, but his frequent rages make many people afraid of him. He claims to be writing a book, but seems hard pressed to discuss any actual specifics about the book, because like many 'writers' he hasn't written anything yet. He is never without his most prized possession, a cold iron *ring of protection* +1 set with seven polished obsidian shards.

Pontis Uglin: Mage 6; Str 9, Int 13, Wis 10, Dex 14, Con 7, Cha 5; MV 120', AC 2, HD 6, hp 9, #AT 1 (shoe 9+), Dmg 1D2, Save M6, ML -2, AL Lawful, XP 570; Proficiencies: Collegiate Wizardry 2, Eavesdropping, Language (Skysos), Language (Rornish); Spellcasting: 2 1st, 2 2nd, 2 3rd; Repertoire: 1st *charm person*, *read languages*, *sleep*, 2nd *locate object*, *phantasmal force*, *wizard lock*, 3rd *fireball*, *haste*, *hold person*

Quartermaster Flavian: Flavian is the local quartermaster. He's pleasant and helpful to those who call on him. Due to a childhood accident he is a eunuch, but has long ago come to terms with this. He has pet snakes and loves to dote on them.

Flavian: Str 10, Int 9, Wis 11, Dex 12, Con 15, Cha 15; MV 120', AC 0, HD 1-1, hp 2, #AT 1 (knife 11+), Dmg 1D3, Save F0, ML 0, AL Lawful, XP 5; Proficiencies: Naturalism, Profession (quartermaster) 2, Riding (horse)

LOCATIONS IN TÜROS DRAV

The Dreaming Warrior: The Dreaming Warrior is a local tavern located just outside the fort's walls that caters to the fort's soldiery as well as the merchants who keep it supplied. A few small apartments are available for rent behind the tavern. The tavern is known for having a patch of fresh turned earth inside the entrance. Guests are expected to remove and store their footwear upon entering the establishment. Mellius Tor, the proprietor of the Dreaming Warrior, discovered people were better behaved if they were barefoot. Cursed wood was accidentally used for the windows frames, so sometimes terrifying phantoms appear in the windows, much to the amusement of the drunk patrons.

RANDOM RUMORS

Before setting out for the Dark Wall, the adventurers may gather rumors and legends from non-player characters (NPCs) at Türos Drav or other locations. On a Friendly reaction roll, an NPC might share one rumor. In addition, any adventurers with Lore-mastery should begin play knowing one rumor each. For each rumor, the Judge should choose or roll 1d12 to select one from the table below.

RANDOM RUMOR TABLE	
DIE ROLL (1d12)	RUMOR
1	The person you are talking to looks around conspiratorially. "Those hills have been looted up and down for as long ago as my father's father's father." He sighs, before continuing. "But what goods have been coming out, is older than that. It's got that Zaharan curse on it. Any treasure taken from that damnable place will just bring you suffering and pain. Mark my words."
2	She stops and regards you. "I'd bring something to help you climb if I were going, not that anyone is asking me what I think, but the place is a giant cliff, and I can't imagine they built stairs inside the tomb. That's what it is you know, a tomb. You go chasing off after that treasure and it'll be yours."
3	"Timorus's son the other day was telling me about a dream, about how the Dark Wall contains a dreamer who's never slept. I thought it was hogwash, but that boy has always been a little touched, if you know what I mean." He pauses, leaning in and tapping his forehead and says quietly "Ye know, in his head." He leans back and nods. Speaking normally again, he continues "But then he got sick, and that's how I know his dream is true, because once it got in his mind, it made him sick. That's just how it is."
4	"Sure, I'll help you cart your treasure somewhere you can sell it, but headin' out to that Dark Wall like everyone else isn't the way to do it." She pauses, regarding you. "Do you know how many people have left to get some of that hidden treasure? By my last count, two hundred and fifteen people. Do you know how many returned with anything to show for it? Three. Those are your odds, my friends." She leans back, picking her teeth with a toothpick, "Not a wager I'd take."

RANDOM RUMOR TABLE	
5	He stops pushing his broom and says, "You're not gonna find any treasure out there. You know what you are gonna find?" He stops, waiting for a response. Before you can reply he cuts in, "Arsehole Manticores. They'll screw with you, just cause they can. That's what you'll find out that way. 'Sides the orcs, I mean."
6	"No, I talked to one of the people who got in, and out." He spreads his hands out to indicate that what he says is really true. "They said all the temples lead to dead ends, but they found a crevice high on the slope which give them relatively safe access. It's what they said after they gave me a whole platinum coin, like he didn't even need it."
7	"Of course there are monsters that burrow underground, it's not the orcs or the manticores or any of the other problems that will get you." He raises an eyebrow at you, as if he expects you to chime in with the answer. After an uncomfortable moment, he says "It's giant worms! They live in the hills."
8	"Why would you want to know anything that's going on out there? It's a big scary wall. It's just asking for death. Wyverns are as common as crows."
9	"Interestingly enough, it was the eventual collapse of the snake statue that opened up the mountain pass, and you know how people get when something like that happens." He takes his glasses off and rubs them with a greasy cloth. "They go poking their nose in where it doesn't belong!" He says shaking his glasses at you.
10	"No, I'm pretty sure he said giant black dragon. Or was it wolf? Glowing eyes and such, toxic breath." He leans, glancing left and right, before motioning the characters forward. He snaps suddenly and says "Watch out!" and then leans back laughing heartily.
11	"They said a statue lifted them right up into a eyrie guarded by demons, who gazed at them. You dig? I think they are blowing the whole thing out of proportion. 'Lost city of riches' indeed." He rubs his nose. "You know what they said? They doused themselves in 'life fluids'. I'm not certain what they meant by <i>that</i> but I'm not interested in finding out."
12	"No, I've been there and back again. I'm telling you, I had to climb a 400' chimney to get there, I'm pretty sure I remember, my shoulder was out of sorts for a week. I mean, I didn't notice it at the time, but the next day, man, I could really feel it." He eyes you warily. "Nobody else came back who went the other way."

THE CLIFFS OF THE DARK WALL

The Dark Wall! Beyond the Blood River, the rolling hills crest to a range of steep rocky cliffs, formed from a black basalt. Decrepit entrances to hundreds of ancient tombs and temples dot the surface of the cliffs. Cutting into the range is a narrow mountain pass (in the hex on the map indicated below), marked by a towering 80' tall serpent-man statue carved in the adjoining cliff. The statue has been shorn asunder, a deep crack in the stone separating the leg from the rest of the statue. The pass leads to the Valley of Oculus, a three-mile gorge which terminates in the cliff that hides the Eyrie of the Dread Eye.

THE PERILS OF NAVIGATION

The Valley of the Oculus is 12 hexes (72 miles) from Türos Drav. The bridge at Türos Drav makes passage over the Krysivor River easy. The first leg of the journey, across the Madoan Hills, is also relatively easy. The rolling hills are high and shrubby enough to impose a 2/3 movement modifier and require Navigation throws of 7+ to avoid getting lost.

The Blood River is a formidable obstacle, however, as it runs 300' wide with an average depth of 10' and current of 3mph. The Blood River can be crossed by swimming (see *ACKS* p. XX), by magic, or by boat. A character with Engineering, Siege Engineering, or Craft (shipwright) proficiencies and 50' of rope can lead a 30gp construction project to build a raft on site. A character with Mountaineering proficiency and at least 600' of rope can rig up a rope bridge strong enough to allow adventurers to shuttle across hand-over-hand. Rigging a rope bridge requires that the mountaineer cross the far side of the river (how he gets there is up to him – swimming or magic). Each character traversing the rope bridge must make a successful climbing throw as a thief of the mountaineer's level.

Once in the Valley of the Oculus's hex, it requires one hour of searching and a Navigation throw of 11+ to actually locate the Valley, due to the visual similarity of the cliffs and hills causing confusion. Characters that have either the Mapping or Mountaineering proficiency gain (or can grant) a +2 bonus to this throw. It is simply difficult to tell one place from another in this cursed land.

DEATH FROM ABOVE

The cliffs and valleys of the Dark Wall are home to dangerous creatures, notably wyverns. The party will be faced with the challenge of setting up and protecting a camp of some sort as a base for their retainers, hirelings, and entourage. While the adventur-

ers are in any hex adjacent to or within the Dark Wall mountain range, a minimum of 1d6 wyverns are present at all times. For **each** horse, large animal, or beast of burden, add an additional wyvern. Make a Reaction Roll four times daily (morning, afternoon, evening, and night) to determine the wyverns' temperament. On a Hostile reaction, the wyverns will attack, aiming to snatch up animals or adventurers and carry them off as food. Each wyvern will fly away when it has picked up a creature. The wyverns will automatically and aggressively attack any flying targets in their vicinity, regardless of their current temperament. If the party kills all the wyverns, the next time a reaction roll is due another 1d6 wyverns will have moved into the territory. They wyverns are ever-present, a threat that must be dealt with, yet cannot be eliminated.

Wyverns: MV 90' Fly 240', AC 6, HD 7, hp 35, #AT 2 (bite/sting or 2 talons 4+), Dmg 2D8/2D8 + poison or 2d8/2d8, Save F4, ML +1, AL Chaotic, XP 1,140; Special: dive attack (double damage, save vs. Paralysis or carried off), poison sting (save v. Poison or die)

HEX CRAWLING WITH DANGER

The hills between the Blood River and the Dark Wall crawl with activity due to the malign influence of the Oculus. Encounter throws for visible camps or parties are rolled twice during the day (sunrise and sunset) and once at night. A character with the Land Surveying skill can make a throw of 14+ to locate a site that will be protected from view, reducing the encounter throw to the normal one throw per night. An encounter occurs on an 5+ on a 1d6.

Several dangerous and powerful creatures lair near the Dark Wall. The Dark Wall Encounter Table, below, replaces the standard *ACKS* Wilderness Encounters by Terrain for all hexes adjacent to and within the Dark Wall mountain range. In the event of an encounter, roll on the encounter table. Each group is aware of the others, and although they are not allied and often prey on one another, they also trade slaves, food, and goods among themselves. The wyverns will monitor any combat that takes place between two groups. They wait, flying nearby, not attacking until the opportunity presents itself. They only attempt opportunistic kills and flee with disabled prey.

Any combat with random encounters will attract a sloth of cave bears (q.v.) to the location in 1d6 hours, due to their blood tracking ability.

DARK WALL ENCOUNTER TABLE

DIE ROLL (1d8)	DARK WALL ENCOUNTER
1-2	1d4 Cave Bears
3	1 Dragon
4	1d4 Gakkan Tribe Manticores
5	1 Large Roc (Mabel)
6	2d4 Noshi Clan Hill Giants
7	NPC Party
8	10d6 Orcs

DARK WALL ENCOUNTERS 1-2. CAVE BEARS

The bears found in and around the hills near the Dark Wall are not the ordinary brown or black bears native to Southern Argollë, but descendants of ancient Zaharan war-beasts. Both more intelligent and less civil than their natural cousins, they attack with pack tactics and travel in sloths of 1d4 instead of the normal encounter group for cave bears. They are immune to Beast Friendship from characters other than Zaharans. If the cave bears notice invaders, they will attack without quarter. Some of the larger bears have developed rudimentary speech and will mock noises their prey make as they are eaten.

Cave Bear: MV 120', AC 3, HD 6, hp 36, #AT 3 (2 claws, bite 5+), Dmg D1D6/1D6/1D10, (If both claws hit, the character is crushed by a bear hug for an additional 2D8 points of damage, Save F3, ML +1, AL Chaotic, XP 320; Special: hug (2d8 if both claws strike in one round), immune to Beast Friendship

DARK WALL ENCOUNTER 3. DRAGON

Use the Wilderness Encounters: Other table in the ACKS core rulebook on page 247 to determine the type of dragon encounter. If Dragon is rolled, it will be a red (fire-breathing) dragon. Roll 2d4 to determine age: 2, spawn; 3, very young; 4, young; 5, Juvenile; 6, Adult; 7, Mature Adult; 8, Old.

DARK WALL ENCOUNTER 4.

GAKKAN MANTICORE

An extended family of manticores prey on the nearby wildlife and humanoids when they can catch them. If they discover a stationary camp, two will distract and draw guards away by firing spikes at them, while one to four others attempt to drag off a person or two. If met with heavy resistance, they will flee and try to strike the camp when it is less well protected. They are drunkards and louts, the lot; there isn't much they won't do for a little hooch.

Gakkan Manticore: MV 120' Fl: 180', AC 5, HD 6+1, hp 36, #AT 3 (2 claws, bite 4+) or 1 (spikes 4+), Dmg 1D4/1D4/2D4 or 1d6 each, Save F6, ML +1, AL Chaotic, XP 680; Special: barbed spikes (180' range, 24 spikes total, fire 6 per round)

DARK WALL ENCOUNTER 5. LARGE ROC

High in the cliff face above the broken serpent statue lairs a large roc named Mabel. The chaotic energies released by the Oculus have recently drawn her to this place, and she feels called to stop the spread of its darkness. She is indignant at those who trespass into her territory, and anyone setting up camp nearby will eventually be visited by her. She will attempt to scare or harass away Neutral or Lawful humans in order to protect them from the chaotic energies nearby, but attacks Chaotic ones. Her opening move is usually to swoop down and grab a draft animal or two, then return later to knock over any standing structures. However, if a Lawful adventurer has the Divine Blessing, Divine Health, Mystic Aura, or Prophecy proficiency, Mabel will talk with the adventurer instead of attempting to drive the party off. She knows about the Oculus and the danger it presents, but is unable to reach it. She's also quite reluctant to risk her own feathers (she looks forward to growing old enough to become a giant roc). If Mabel ever takes more than 15 points of damage in a single attack or over 60 points of total damage she will flee.

Mabel the Roc: MV 60' FL 480', AC 7, HD 12, hp 96, #AT 3 (2 talons, bite 1+), Dmg 1D8/1D8/1D10, Save F6, ML +1, AL Lawful, XP 2,100 (you monster!); Special: dive attack, reactions (-2 reaction rolls with chaotic creatures, and -1 on reaction rolls for neutral creatures)

DARK WALL ENCOUNTER 6. NOSHI CLAN HILL GIANTS

The nearby hill giants are anthropophages and decadent serpent worshipers. They craft and wear paper-mache masks of serpent demons, tribal memory of the worship they once offered to the Thrassians tyrants. Their hideous sackcloth clothes, bizarre masks, and penchant for wearing tanned humanoid skin create a horrific appearance. If encountered, the hill giants will try to grab an unsuspecting character or two and abscond with them. Any captives are sacrificed and eaten that night. They are capable of speech, but only shriek in either glee at the pain and suffering of others, or to howl in confusion and fear at their own pain.

Noshi Clan Hill Giant: MV 120', AC 5, HD 8, hp 40, #AT 1 (club 3+), Dmg 2D8, (Throw Rock, range 200', 3D6 damage), Save F8, ML 0, AL Chaotic, XP 600

DARK WALL ENCOUNTER 7. NPC PARTY

The Dark Wall is too dangerous for normal humans, so there will be no encounters with the likes of bandits or traders in the vicinity. However, adventurers frequently journey to the Dark Wall to delve its many dungeons. Determine the composition of NPC parties using the procedure on page 248 of the *ACKS* core rulebook, or use one of the pre-made parties presented in other Auran Empire adventures (such as *The Claws of the Lioness* in *AX1: The Sinister Stone of Sakkara* or *Imperial Vanguard* in *AX3: Capital of the Borderlands*).

DARK WALL ENCOUNTER 8. ORCS

Marauding bands of orcs live in many of the caves and crevasses that dot the endless hills and cliffs of and near the Dark Wall. The orcs prefer to use guerrilla tactics and will set ambushes if given the opportunity. They are much more interested in capturing slaves than fighting pitched battles and flee at any sign of resistance or retaliation. Their howls and war-cries are audible throughout the hills. Each warband of orcs will be led by an orc sub-chieftain and one orc champion per five orcs.

Orc Sub-chieftain: MV 120', AC 5, HD 2, hp 12, #AT 1 (scimitar 9+), Dmg by weapon +1, Save F2, ML 0, AL N, XP 20

Orc Champion: MV 120', AC 4, HD 1+1, hp 8, #AT 1 (scimitar 9+), Dmg by weapon +1, Save F1, ML 0, AL N, XP 20

Orcs: MV 120', AC 3, HD 1, hp 5, #AT 1 (scimitar or crossbow 10+), Dmg by weapon, Save F1, ML 0, AL N, XP 10

THE VALLEY OF THE OCULUS

Behind the ancient serpent-man statute, a narrow valley cuts into the Dark Wall, just as the locals said. This is the Valley of the Oculus. Three miles in, at the far end of the Valley, lies a fortress-like cliff. Unlike the surrounding stone, this cliff face is deeply polished and reflects the light from above in long slender needle-like reflections. There are eight separate entrances in the basalt cliff, only two of which safely lead into the Statue Chamber which connects to the Eyrie of the Dread Eye, the ancient citadel that grew up around this chaotic force. Reveal the following when the adventurers reach the cliff-face:

You stand at the base of an impossibly high and polished cracked cliff. It is so large that you are overwhelmed by the dizzying and vertiginous sensation that the cliff itself is the ground and you are standing on a wall looking at it. The looming wall is dotted with the ruined entrances of ancient structures and tombs. Deep within these, it is said, can be found passage to the mysterious eyrie...

THE CORRUPTION OF THE OCULUS

All encounters from this point forward are assumed to take place within the range of corruption of the Oculus. It is considered a **forsaken sinkhole of evil**. N.B. that this increases the power of Chaotic spells by two levels and reduces the power of Lawful spells by two levels, that Lawful spellcasters may not turn undead, and that all undead have a +2 bonus to attack throws, saving throws, damage rolls, and AC.

CLIMBING THE CLIFF

The cliff is made of basalt and its polished face rises at an extreme angle. Thieves and anyone with the Climbing proficiency can use their climbing skill to scale walls without tools, making one proficiency throw for every 100' climbed. Other characters attempting to scale the sheer face of the cliff without tools will fail. If a character has the Mountaineering proficiency and the appropriate gear, he can make the attempt as a thief of his level. He can also rig lines to allow other characters who have at least Adventuring proficiency to ascend. Thereafter the character with the Mountaineering proficiency and all characters depending on his lines climb as thieves of the mountaineer's level.

In order for a Mountaineer to rig an area, it requires twice as many feet of rope as the area to be traversed, e.g. a 100' wall will require 200' of rope. For every 100' of rigging, a dozen iron spikes are required. However, on any turn in which iron spikes

are used, the Judge should make an encounter throw, with 6+ on 1d6 triggering a random encounter (q.v.).

Some climbs within this module involve a negative angle - a surface that isn't just sheer but is actually backward sloping or even horizontal, such that the adventurers must climb hanging from the bottom of something. Thieves, and characters with Climbing or Mountaineering, have a -6 penalty to their throws to traverse such surfaces. Other characters cannot traverse them at all.

Adventurers with Climb Walls skill, Climbing proficiency, and Mountaineering proficiency move at $\frac{1}{4}$ their normal movement rate based on their armor and activity. Characters who are relying on the Adventuring proficiency and a rope rigged by a mountaineer can climb no faster than 10' per round and cannot climb at all if engaged in any other activity, such as combat.

Non-cliff like rises or other scalable inclines can be attempted by anyone with the Adventuring Proficiency. A successful proficiency throw of 11+ means the adventurer can move half his movement rate up the surface, while a failure indicates the movement attempt failed. No proficiency throw is necessary if a mountaineer has rigged supports. Thieves and people with the Climbing proficiency can freely ascend scalable inclines at their full speed.

A character who fails a climbing throw falls one-half the attempted distance (50') plus the distance already covered by any previous climb throws, suffering 1d6 damage per 10' feet fallen. A character who falls while using lines will force the climbers directly ahead of and behind him to also immediately make another climb throw with a -2 penalty. If both adjacent climbers succeed, the character's fall is arrested. If either fails, it triggers further proficiency throws by the next adjacent climbers, each cascaded throw past the first adding an additional -2 penalty, until either everyone falls or the fall is arrested. For instance, if a climber falls because he failed his check, the climbers ahead and behind of him must immediately make a climbing throw with a -2 penalty. If the climber above him fails, then the climber above that adventurer must make a climbing throw with a -4 penalty, and so on.

1d6 wyverns will begin to circle overhead as soon as anyone openly attempts to climb the cliff face. The wyverns will attack the climbers on a roll of 5+ on 1d6; otherwise they will wait to see if mounts or pack animals are left untended. Anyone climbing that is targeted by the wyvern's dive attack has a -4 penalty to the saving throw versus Paralysis to avoid being snatched.

CLIFF MAP KEY

A1. SKULLS AND SLABS

A cramped passage leads into a bare room with a low ceiling (4'). Four rectangular granite slabs lie flat, evenly spaced apart near the far wall. A pile of gleaming white bone rests in a pile near the center of the chamber.

[TRICK] The slabs are covers for long-looted graves. Only bones and dust lie within. The pile of bone is mostly made up of human skulls, with a few dwarven ones mixed in.

[MONSTER] This tomb is the lair of an extremely old **wight**. It has been hiding in the cliffs as people enter the valley and will not usually be found in its lair. However, if characters enter its tomb, it will thereafter emerge from its hiding spot on the cliffs and skulk after them, striking against a lone or defenseless character from surprise when the opportunity presents. If any characters possess the Land Surveying proficiency, they will automatically notice they are being followed by the wight; others will notice only if they stop to make appropriate proficiency throws. The wight's treasure was hidden throughout the surrounding hills in little secret caches, and is long lost.

Wight: MV 120', AC 4, HD 3, hp 18, #AT 1 (touch 8+), Dmg Energy Drain, Save F3, ML +4, AL Chaotic, XP 80; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wight in 1d4 days), undead immunities

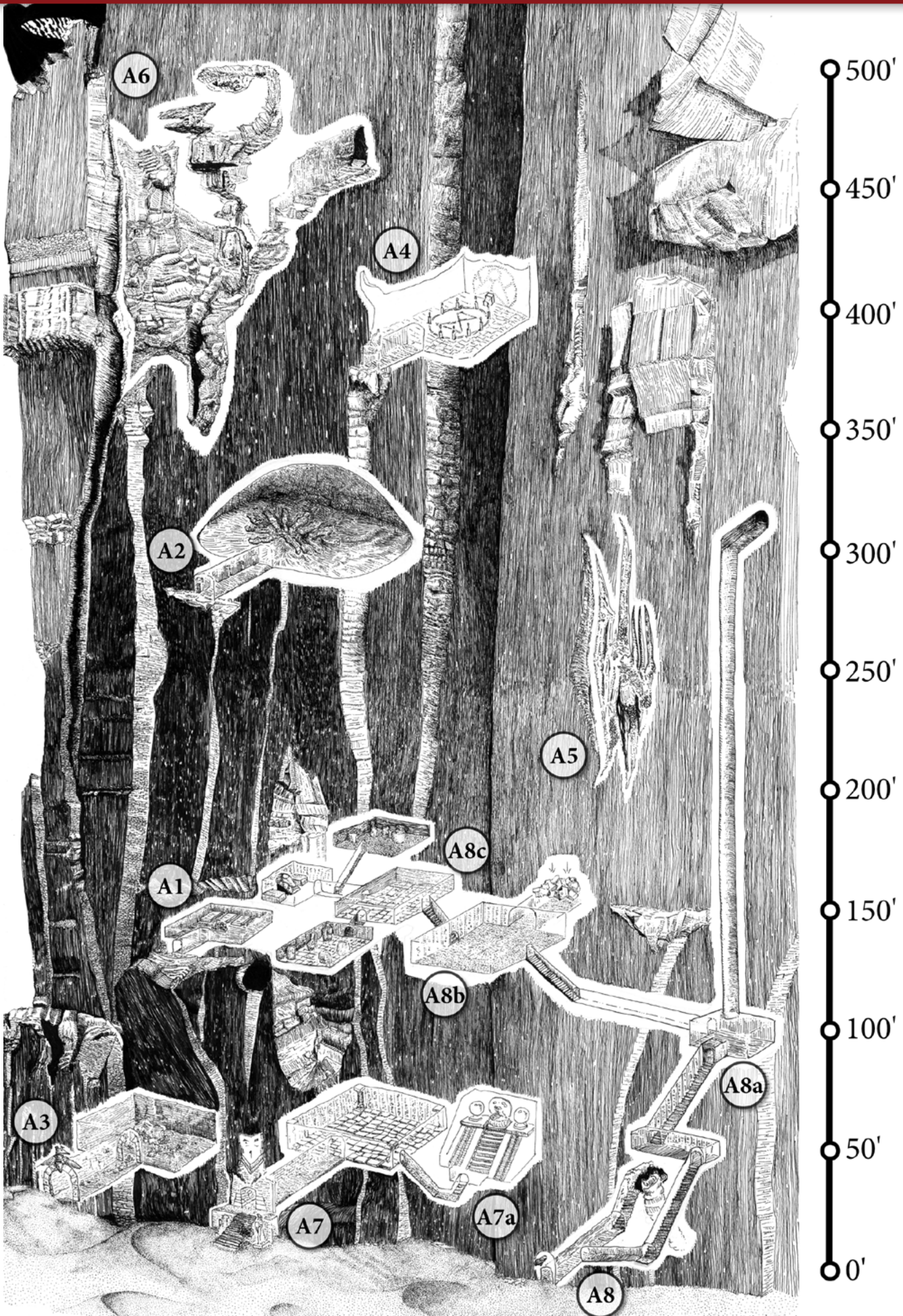
A2. THE MUMMY KING

A weathered shelf lies in front of an arched corridor, sand blasted statues standing along the wall every 8'. At the end of the corridor lies a warm stone-carved domed chamber. In the center, arrayed like the petals of a flower, lie ancient humanoids wrapped in grave cloth and dressings.

[MONSTER] The burial-shrouded humanoids in the center of the room are undead, but they have long since ceased to be separate mummies. Their wrappings and limbs have become fused together, and they are now a foul mockery of a creature: a **ten-bodied mummy abomination** (see New Monsters, p. XX).

Ten-Bodied Mummy Abomination: MV 60', AC 6, HD 5+1x10, hp 31, 26, 26, 26, 24, 22, 22, 21, 21, 19, #AT 10 (slam 5+), Dmg 1d12, (Mummy Rot), Save F5, ML +4, AL Chaotic, XP 4,600; Special: cause fear, immunities, damage resistance, mummy rot

The Cliff Map





A3. THE DOG-BIRD ARCH

A granite carving of a winged dog rests over this weathered keystone arch. It opens into a tunnel with rocks and dust coating the floor and huge cracks running along the walls. In the small chamber beyond, several large rocks and boulders lie strewn about the floor. When the wind blows, dust and grains fall to the floor within the tunnel.

[TRAP] This chamber is completely unstable. Anytime more than 400 pounds are in the chamber, the chamber and entrance will collapse. Anytime more than 120 pounds is on the wall or ceiling, this chamber will collapse. The collapse happens in under a single second, pushing out an obscuring cloud of dust and sand into the valley.

When the chamber collapses, it will kill anyone within unless they are immune to normal weapons or are otherwise magically protected. Even if they live, the occupants are still trapped and will begin to suffocate due to a lack of air in six turns (1 hour). Characters within 10' of the entrance can leap to safety with a successful saving throw vs. Blast, taking only 6d6 damage from flying rubble.

[MONSTER] The cloud of dust caused by the collapse will draw an additional **2d6 wyverns** to the area within one turn (10 minutes).

Wyverns (2d6): MV 90' Fly 240', AC 6, HD 7, hp 35, #AT 2 (bite/sting or 2 talons 4+), Dmg 2D8/2D8 + poison or 2d8/2d8, Save F4, ML +1, AL Chaotic, XP 1,140; Special: dive attack (double damage, save vs. Paralysis or carried off), poison sting (save v. Poison or die)

A4. TOMB OF THE RED PRIESTESS

A rough carving, now blown smooth by centuries of wind, provides a narrow ledge to a passage capped by a second stone carving, shattered by some ancient rock fall. The short passage leads to a shrine or tomb with rust-colored tiles on the floor. The center of the floor has been carved into a pentacle, which is surrounded by a ring of unburned candles. An ancient altar lies against the far wall, below a strange symbol carved into the rock.

[LORE] This is the chamber of worship of Nasga, called Ninzaga by the Zaharans. When any character performs a blood sacrifice in this room, they will earn her favor. Succeeding on a Theology throw will give information about both the ritual (a life must be given, and then filled with 'fluids') and the reward given (the Seduction proficiency and the ability to cast *charm person* once per day). The reward also begins to corrupt the beneficiary's soul, however; any character performing the ritual discovers they have new chaotic impulses to use their powers in malign ways. This

malign influence should manifest by the Judge suggesting chaotic and reprehensible acts exclusively to the player and encouraging them to take such actions. Any Lawful cleric or paladin who performs the ritual loses their special abilities until they make proper atonement by, e.g., a quest or sacrifice.

A5. THE SALT RIFT

This gash in the wall leads into a narrow space, where the sharp angles of the crevice glisten in the sunlight as if it is studded with tiny diamonds.

[TRICK] The reflections are merely salt crystals embedded in the rock. Explorers who crawl through this crevice in metal armor will suffer rust and degradation of their armor if it is not cleaned. Anyone with the Manual of Arms proficiency will notice the problem immediately, as will any adventurer that inquires into the status of their armor. Otherwise, the next morning, non-magical armor will show signs of corrosion and loses one point of its armor bonus. Adventurers in light or no armor do not risk rust and corrosion, but those in leather armor suffer 1d4 points of damage and those without armor suffer 1d6 points of damage from the abrasive salt for every 10' moved, unless they possess the Contortionist proficiency.

[LORE] In the back of the cavern, adventurers with the Caving proficiency will notice that the walls are damp, indicating water still remains hidden within the stone.



A6. ENTRANCE CREVICE

A small crevice along the wall rises several hundred feet up the cliff-face, eventually widening to open into a narrow passage. Beyond lies a cramped path of confusing natural caverns.

[TRICK] The Entrance Crevice connects to one of the two passageways to the Statue Chamber (the other is found at **A8**). However, the passageway is so narrow as to be difficult to spot and hazardous to squeeze through. A character with the Caving proficiency finds the passageway with a Caving proficiency throw of 8+. Characters without the Caving proficiency can't find the path through to the Statue Chamber without a successful search for secret doors.

Navigating the passage requires removing your armor and squeezing through. Characters with the Contortionism proficiency can squeeze through while wearing any armor with a weight of less than 4 stone, i.e. chain or worse.

[MONSTER] The other tunnel from the Entrance Crevice leads to the den of **24 blind cave scorpions**. These creatures are identical to giant scorpions, except they 'see' via vibrations and echolocation. They can literally hear the heartbeats of their targets. The blind cave scorpions are immune to *invisibility* and automatically detect hidden creatures but can be 'blinded' by the use of *silence*. The creatures are very passive and will not bother people passing through the cavern, unless their lair is approached or if the interlopers create too much noise or activity.

24 Giant Blind Cave Scorpions: MV 150', AC 7, HD 4, hp 18, #AT 3 (2 claws, sting 7+), Dmg 1d10/1d10/1d4 + Poison, Save F2, ML +3, AL Chaotic, XP 135, Special: poison sting (save v. Poison or die), stinging strike (+2 bonus to stinger attack if either claw strikes in round), echolocation (cannot be blinded except by magical *silence*)

[TREASURE] Ancient bones lie in the bottom of the deep crevice. If investigated, adventurers will note many ancient dead, but one corpse that seems much more recent. If the recent corpse is recovered and searched, the following items are found:

- » An ivory tumbler contains a foaming aquamarine translucent liquid, motes of void swirling within the vial. The liquid is a *potion of invisibility*
- » A dwarven sword, with a walnut haft, studded with a pale grey metal. The blade is inscribed with runes that spell "resistance". The blade glows golden when within 60' of goblins, orcs, or other

beastmen. The sword provides a *magical* +1 bonus to hit and damage, and while wielding the sword, the holder also has a +1 bonus to saving throws.

» 17 applewood crossbow *bolts* +1 with heavy steel tips.

In total, this magical treasure has a weight of 2 st.

A7. THE DEADLY PATH

Two worn statues stand on either side of an ancient staircase that ascends into the cliff-face. The stairway's steps have been smoothed by the passage of years, and a massive high-relief carving over the staircase entrance is eroded and indiscernible. The staircase leads to a passage that runs deep into the cliff. The floor is uneven though the bricks in the wall look solid. At the far end of the passage lies a room with broken and uneven tiles covering the floor, ruined columns in the corners, and ancient glyphs carved on the walls.

[TRICK] There is a poorly concealed doorway, 4' wide and 6' tall, on the right side of the room. It is covered in cobwebs and shrouded in darkness. If the characters light and search the room, it will be automatically discovered. Otherwise, treat it as a secret door. The doorway leads down a descending passageway then turns left by 90 degrees, where another ancient staircase ascends to the Chamber of Doom (7a).

[LORE] Characters who know Ancient Zaharan can translate the glyphs on the wall. Any character with Black Lore of Zahar can identify them as from *The Conjunction of the Spheres*, a Zaharan treatise on cosmology and astrology that links past, present, and future events to the alignment of the spheres of existence. There are three passages, one per wall:

- » *Know that when you look with your eyes, you see but three dimensions. But when you look with the gods' eyes, you see the manifold dimensions. Measure the movement of the spheres as the gods measure them: Not by the movement of space, but by the movement of spirits.*
- » *The time will come when the alignment of the spheres which has been foretold shall come to pass. A day shall come that has no sun, no dawn or shining or brightness or light, but only darkness. And this shall be the Awakening, when the earth shall restore those who sleep in her and the dust those who rest in it, and the chambers those entrusted to them.*
- » *Behold, on the day of the Awakening a kingdom shall rise on earth, and it shall be more terrifying than all the kingdoms that have been before it. And an innumerable multitude shall be gathered together*

to fight. There shall be battle and terrible carnage, for that shall be the day appointed from ancient times for the battle of destruction and darkness.

A7A. THE CHAMBER OF DOOM

This age-old soot-covered chamber would be dark but for a strange gleam that reflects the dimmest light as a golden hue. The chamber is dominated by a mighty staircase atop which sits the golden statue of some strangely-formed creature, surrounded by a huge silver circular halo. On either side of the statue, a pair of ramps hold huge reflective globes held aloft by statues of mighty Thrassian heroes. At the foot of the central statue lie several chests, open and overflowing with treasure. Colorful sparkles dance as light plays across what could be the collected gems or coin of an entire kingdom. The scent of some polish or oil tickles your nose.

[TRAP] This entire room is a deathtrap. The central statue atop the stairs is nothing but polished and painted metal. The sparkling gems are just cut glass. The trap is triggered when any character advances six or more steps up the staircase (it has eight total). When the trap is triggered, the stairs immediately fold in on themselves, and the central statue vomits oil in a cone that covers the entire staircase and anyone on it. A second later, long, jagged, ancient blades rise up from what is now a slick and steeply-inclined ramp and darts begin launching from tiny holes in the walls. Any characters on the staircase when the trap is triggered must make a successful saving throw versus Paralyzation with a -4 penalty or fall prone. If a character falls prone, he take 4D4 damage from the jagged blades, minus one point of damage for each point of AC bonus from armor. Anyone in the room that is *not* prone is targeted by 2d4 of the flying darts. The darts have an attack throw of 6+ and deal 1 point of damage. If a character is hit by one or more darts, he must make a saving throw versus Poison or die, with a -2 penalty for each dart that hits beyond the first.

Once the trap has triggered, have the characters roll initiative and begin to take actions. On initiative count 5, the statue erupts with a cone of flame that transforms the entire room into an inferno. Any character who was covered in oil the prior round bursts into flame and suffers 3d6 points of fire damage each round until the fire is put out. Everyone else in the room takes 2d6 points of fire damage and 2d6 points of nonlethal damage from the heat and smoke inhalation. This damage is repeated at the beginning of every new round, before initiative is rolled. The fire will burn itself out after six turns as it exhausts the oxygen in the tunnel.

The oil-covered slope is difficult to ascend or descend. Moving at half speed without falling prone requires a successful Adventuring proficiency throw of 5+. Moving full speed requires an Adventuring throw of 14+ to succeed. Characters may add their DEX modifier to the throw, and gain a +2 bonus for Acrobatics proficiency. Failing the throw causes the character to fall prone, taking damage from the blades and getting coated in oil.

It's possible to get off the oil-covered slope by diving onto the ramps situated on either side of it. However, doing so causes the Thrassian statue atop that ramp to slam to the ground, dropping the huge reflective orb it carries. Each orb weighs several tons. A dropped orb will quickly roll down the ramp, and anyone in its path must make a saving throw versus Blast. Those who fail the saving throw are crushed; those who succeed take 4D8 points of bludgeoning damage but are off the slope and ramps.

Anyone who survives the carnage will find nothing but a *permanent illusion* of chests in front of the statue. One day after the trap is triggered, the mechanism resets. An enchantment is triggered, and for just a few moments, gravity reverses, causing the spheres to roll back into the arms of the statues, and the statues to rise from the ground and resume their position. The stairs then reset to their original position.

[LORE] If the characters illuminate the room with *continual light* or at least four torches, they will spot divots and grooves trailing across the ceiling. The divots visible in the ceiling lie where the spheres have slammed into them under reverse gravity, while the grooves show the path they have rolled across the ceiling back to their normal positions.

A8. THE TRUE PATH

A corridor, unmarked except for the worn granite head of a snake above the entrance, leads into the wall. Within, the path stretches forwards then forks in two. Ahead, a flat passage leads to some stairs that have rubble near the top; to the right side, a sloped passage leads up a ramp to a small landing, where narrow stairs head further into the mountain. The sloped passage is decorated with ancient glyphs.

The sloped passage to the side leads further into the cliff, closer to the Eyrie.

[MONSTER] The flat passage leads to a badly stained and rubble-filled narrow stairway. Cresting the top, the adventurers discover a hallway intersected by a series of gigantic worm tunnels.

If they proceed, they are attacked by a pair of **purple worms** who live in this hallway. The purple worms will chase adventurers out of the tunnel and into the valley if possible.

Purple Worms: MV 60', AC 3, HD 15, hp 88, 74, #AT 2 (bite, sting -1+), Dmg 2D8/1D8, poison (save versus poison or die), Save F8, ML +2, AL Neutral, XP 4,200; Special: poison sting (save vs. Poison or die), swallow whole (attack throw 4+ or 20, 3d6 per round)

[LORE] Characters who know Ancient Zaharan can translate the glyphs on the wall. Any character with Black Lore of Zahar can identify them as from *Hymns of Ash and Dust*, a collection of ecclesiastic and elegiac poetry written between the 8th and 11th centuries BE. There are two passages, one on the left-hand wall and the other on the right-hand:

» "Death is the armor protecting me, the sword arming me, the eye watching me."

» "The remains of the dead will come to light again out of the earth and afterward they will be as gods."

A8A. THE CHIMNEY

This bare stone room contains three exits: the hieroglyph-filled passageway containing the stairs you just climbed, a narrow tunnel leading deeper into the Dark Wall, and a round chimney in the center of the ceiling, leading up higher than torchlight reveals.

The narrow tunnel leads to the Deadly Passage (A8b).

[TRICK] The chimney leads directly into the Statue Chamber - exiting the chimney places characters on the ground in the Statue Chamber in front of the Temple. It is about 8' wide, and 200' high. It is untrapped, and the walls are fairly rough, so it can be climbed relatively safely. Thieves and other characters with the Climbing proficiency have their normal chances to climb the chimney. A character with the Mountaineering proficiency can set up a rig for other characters to climb this tunnel if he has 400' of rope and access to the *top* of the chimney. This rig will simply allow other characters to attempt the climb as if they were a thief of the mountaineer's level. Because of its height, any characters ascending the chimney must make two proficiency throws. The chimney is the largest entrance to the interior, so its 8' diameter sets the limit for the maximum size of object that can reach the Statue Chamber.

A8B. THE DEADLY PASSAGE

The narrow passage opens up into a room with a rough stone floor carrying a glass mosaic of a starburst inlaid in the middle. On the far wall, stairs climb further into the dark, while to the right a broad archway leads to a huge corridor littered with rocks and debris that runs further than torchlight reveals.

The stairs on the far wall lead to the Mummy Lord's Lair (A8c).

[TRAP] The huge corridor extends 60' then begins sloping upward before eventually dead-ending after 100' in a pile of rubble. However, the corridor is completely unstable and anyone attempting to cross it on foot will cause it to collapse. The collapse happens 40' into the corridor in under a single second, pushing out an obscuring cloud into the other chambers of A8. Thereafter vision is restricted to 30' in dim light, half that in torch or lantern light.

When the corridor collapses, it will kill anyone within unless they are immune to normal weapons or are otherwise magically protected. Even if they live, the occupants are still trapped and will begin to suffocate due to a lack of air in six turns (1 hour). However, characters within 10' of the entrance when the collapse occurs can leap to safety with a successful saving throw vs. Blast, taking only 6d6 damage from flying rubble.



A8C. THE MUMMY LORDS LAIR

This barren and dry room is covered in uneven tile coated in a layer of dust. To the left, a short staircase leads down into a small room cluttered with dusty artifacts. On the opposite wall stands a doorway to a short hallway, at the end of which lies a visible sarcophagus situated between two large stone chests.

[MONSTER] The sarcophagus contains a mummy lord. He is enraged if woken and attacks savagely. Upon awakening, 4 wraiths materialize to serve him. He rasps about their damned souls being ripped apart forever while attacking. He is an ancient Zaharan warrior. (Remember this area is a forsaken sinkhole of evil!)

Mummy Lord: MV 120', AC 14, HD 11, hp 44, #AT 1 (touch or weapon -5+), Dmg 1d10+8, mummy rot, Save F11, ML +4, AL Chaotic, XP 4,200; Special: fearsome visage (save v. Paralysis or paralyzed), hard to kill (disperse into 30' x 30' insect plague at 0hp), mummy rot, immunity to non-magical and non-fire attacks, resistance to magical and fire attacks, spell-like abilities (*bestow curse* and *charm person* at will, *insect plague* 1/day, *summon weather* 1/week); turning resistance (as vampire, save vs. Spells to ignore effects), undead immunities

Wraith: MV 120' Fly 240', AC 6, HD 4, hp 16, 18, 19, 21, #AT 1 (touch 7+), Dmg 1d6, (energy drain), Save F4, ML +4, AL Chaotic, XP 190; Special: enervative touch (drains 1 level permanently), immunity to non-magical/non-silver weapons, infectious (slain creature becomes wraith in 24 hours), resistance to silver weapons, undead immunities

[TRICK] The hallway to the sarcophagus has a secret door halfway down its right-hand wall. The secret door opens into a staircase that ascends to the vault where the mummy lord's canopic jars are kept. Finding and destroying these canopic jars is necessary to permanently destroy the mummy lord.

[TREASURE] Two large stone chests, with lids that weigh 1,800 pounds, are stationed on either side of the mummy lord's sarcophagus. These lids require a combined Strength of 60 or more in order to remove. Within these chests lie the mummy lord's treasure. The contents of the chest have been magically protected with **preservation of antiquity** (see New Spells on p. XX).

Chest #1 contains:

- » 1,000 ancient Zaharan gold dodecs (1 stone)
- » A statuette of a woman with a serpentine torso and snakes for hair worth 800 gp (1 stone)
- » 2 rolls of silk worth 400 gp each (4 stone each)
- » 3 bundles of rare mountain cat fur pelts worth 300 gp each (1 stone each)

Chest #2 contains:

- » An amber with an ancient extinct fly contained within (1,500 gp)
- » A facet-cut imperial topaz (4,000 gp)
- » An electrum and silver case holding a dust-covered papyrus scroll that smells faintly of vanilla and apples. It's covered in cramped Zaharan glyphs and contains the following arcane spells: *charm monster*, *remove curse*, *contact other plane*.
- » 2 plain vials containing pale, burnt-orange liquid with sparkling red swirls; both are *potions of healing*.
- » 4 sets of fine porcelain of uncertain origin, worth 500 gp each (5 stone each)
- » 6 Zaharan opal intaglio erotic figures, set in a tableaux, worth 800 each or 5,000 gp for the complete set (1 stone total)

In total, the treasure in this cavern has a value of 16,000 gp and a weight of 24st.

[LORE] Characters with Theology proficiency can identify the statuette as a depiction of Ninzagga, also known as Nasga.

[TREASURE] The dusty artifacts cluttering the small room are ancient embalming equipment. The equipment is worthless to anyone but a necromancer or sage with an interest in Zaharan lore, but these would pay well for such ancient tools. The embalming equipment is worth 5,000 gp but weighs 200 stone. Individual pieces of equipment are worth 1d12 x 25gp and weigh from 1-12 stone. If retained, the embalming equipment can count towards the value of a necromancer's mortuary and embalming chamber.

THE STATUE CHAMBER

This great chamber was once a wonder like none seen before in this sphere. Here, passage from the valley to the Eyrie was automated using a water wheel that turned the hands of a colossal statue to lift people to the entrance to the Eyrie. But it has been many years since the system has functioned, and the lift itself was reworked, modified, and painted many times by the Zaharans during their long and cruel rule.

There are only two entrances into this room from the outside cliff, and only two exits that lead further into to the Eyrie of the Dread Eye. Of the two routes to the Eyrie, one is ensconced in the back wall covered in deadly fungi; the other guarded by two ancient statues that judge the souls of those that ascend to the Eyrie.

The Statue Chamber not only makes it challenging to safely entering the Eyrie, it creates logistical considerations for adventurers extracting treasure, men, and resources. There are only two ways into this room: the chimney (A8a), which demands a steep 200' climb; or the entrance crevice (A6), which is so cramped only a single man without armor can squeeze through at a time. This can make carrying bags and extracting treasure very difficult. Tossing treasure down the chimney is of little help; other than coin, very little survives a 200' fall unharmed.

You may question how the adventurers are supposed to cross the room or extract the treasure from the Eyrie, and indeed that is the problem they are tasked to solve. There is no 'correct' way through the room. It is easily bypassed with a *fly* spell, but that doesn't solve any other logistical problems of extracting raided treasure out to the game world.

STATUE CHAMBER MAP KEY

BI.STATUE

The light fades up into darkness, the ceiling of this vast chamber too far above to even be visible. At the center of the chamber stands a wonder: a colossal statue hundreds of feet tall, its head barely visible in the distant umber. Six arms, akimbo, encircle the statue, filling the room and reaching into every dark corner.

The colossal statue is 350' tall, measured from the carved snake it stands on to the crest of its head. It is worn beyond recognition. The statue had six arms arranged in a titled hexagram, though two of them are shattered, one at the wrist and one at the elbow.

The hands are at a 60-degree angle to the floor, meaning they reach towards the floor in the front of the room, and when they spin back, they lift their occupants 350' into the darkness in the back of the room, level with the main city entrance. As the arms spin, ancient mechanical clockworks, hidden and warded, keep the hand platform level. The statue was designed to transport people, and it is powered by turning the great water wheel. If the wheel can be turned the statue will work once more!

[TRAP] One of the remaining hands of the statue is slick. Characters riding on the slick hand must make a saving throw vs. Paralysis about 50' up when the hand shifts to stay level. Anyone failing the save falls off the hand and take 5D6 points of damage. They must make another save again near the top of the ascent, risking a fall of 350'. Characters with Acrobatics proficiency gain a +2 bonus to the saving throw. Anyone with the Cat Burglary proficiency will be able to tell that the hand is unsafe to stand on at a glance.

[TRAP] Another arm is structurally weak, and whenever its hand is loaded with more than 600 lbs it will break off around 220' up in the air. All characters on the hand when it breaks fall and take 22D6 points of damage. Anyone with the Engineering proficiency will be able to tell that the arm is weak at a glance.

B2. TEMPLE

A dark rust-colored pyramidal ziggurat rises here to a height of perhaps 30'. Rough stairs climb to the top of the ziggurat, where a deeply-stained rectangular shelf sits.

This is a 25' tall structure specifically designed as a sacrificial altar. The top is heavily stained with blood and behind the pyramid lies a pit of ancient corpse detritus.

[MONSTER] Searching for treasure within the pit of ancient dead causes the searcher to be attacked by **2d6 rot grubs**.

Rot Grubs (2d6): MV 10', AC 0, HD 1, hp 1, #AT special, Save F0, ML N/A AL N, XP 5; Special: burrows (kills victim in 1d3 turns)

B3. WATERWHEEL TOWER

An ancient stone fort-like structure stands perched atop a large stone shelf dozens of feet up the wall. A giant wheel looms behind the tower like a dark halo.

This decrepit tower has a small chamber on the top floor where rusted and ruined controls for the water wheel lie covered in webbing. Anyone with the Engineering proficiency can repair the equipment, restoring it to working order in 1d4 hours. Once the controls are repaired, the waterwheel can be unlocked, making turning it much easier (or unnecessary if water is restored).

[MONSTER] Six giant black widow spiders lair at the top of the small tower and resent intruders poisonously.

Giant Black Widow Spiders (6): MV 60' Web 120', AC 3, HD 3, hp 23, 22, 22, 18, 16, 15, #AT 1 (bite 8+), Dmg 2d6, poison, Save F2, ML 0, AL Neutral, XP 80; Special: poison bite (save v. Poison or die in 1 turn)

B4. WATERWHEEL

This ancient structure is made of a strange indestructible material. Though there is no water, the wheel can be pushed. The difficulty of turning the waterwheel depends on whether the wheel is locked or unlocked. It begins locked; the controls to unlock it are in the top of the waterwheel tower (**B3**). While the waterwheel is locked, it requires 500 total applied Strength in order to turn it. If the equipment in **B3** is repaired and the waterwheel is unlocked, it only requires 120 total Strength to turn it.



[TRICK] Those who investigate the mottled back wall behind the wheel will find patches of algae growing on moist, warm sections. Anyone with the Caving or Land Surveying proficiency will conclude that there is water hidden behind the wall. Breaking it and releasing the water will power the wheel indefinitely. Breaking down the wall is a 25gp construction project. The wall can also be broken with a *disintegration* spell or by dealing 5 shp of damage with artillery or magic.

B5. CAVERN ENTRANCE

This platform is 150' up on the west side of the room. The floor is littered with strange detritus of carved stones. The passage from the entrance crevice (A6) enters the Statue Chamber here. The statue's arms do come level with this passageway as they turn, but when adventurers first enter, one arm is 60' above the platform, and another is 30' below. Anyone initially entering the Statue Chamber from the entrance crevice will therefore have to fly, climb, jump, or fall in order to get off the platform.

[LORE] This exit leads into the mountainside because it is the former site of a magical portal. A successful Collegiate Wizardry proficiency throw can identify the detritus of the portal - carvings on the walls, carved stones in patterns, and so on. If this detritus is studied for one turn (10 minutes), this location can thereafter be considered to be Very Familiar for any spellcaster capable of casting *teleportation*.

B6. FUNGI-COVERED WALLS

A strange fungus lines the walls and rear floor of the massive cavern. It climbs all the way up to the underside of the stone shelf that encircles the walls. The fungus grows on, in, and through a dozen rotting bodies that lay scattered through the area.

[TRAP] Any disturbance to the fungi causes a cloud of spores to spread out in a 20' radius. Characters caught within the cloud or who otherwise inhale the spores must succeed on a saving throw vs. Poison or die from suffocation. (Characters who do not need to breathe are immune). Any character climbing or touching the fungus introduces a second toxin into their body, one that clouds the brain and clots the blood; this forces another saving throw vs. Poison, with failure leading to death from heart failure. A successful Naturalism proficiency throw of 11+ will allow an adventurer to recognize these dangers.

[TREASURE] The corpses found in the fungi were other treasure seekers, but the toxic growth has destroyed all their equipment. There is no treasure here.

[TRICK] There is a small and hidden ledge about 200' up the wall. It is impossible to spot from the ground level, but characters who ascend to at least 100' by climbing or flying in the Statue Chamber will see it. The platform itself is safe and free of fungus but is surrounded on all sides by the deadly growths. Characters who reach the platform discover a narrow cave mouth that leads to the ruined south end of the Eyrie (Entrance B).

B7. STAIRWAY INTO THE EYRIE

Hundreds of feet up, at the very limit of vision, a lip of stone - like a stone shelf - runs around the entire cavern.

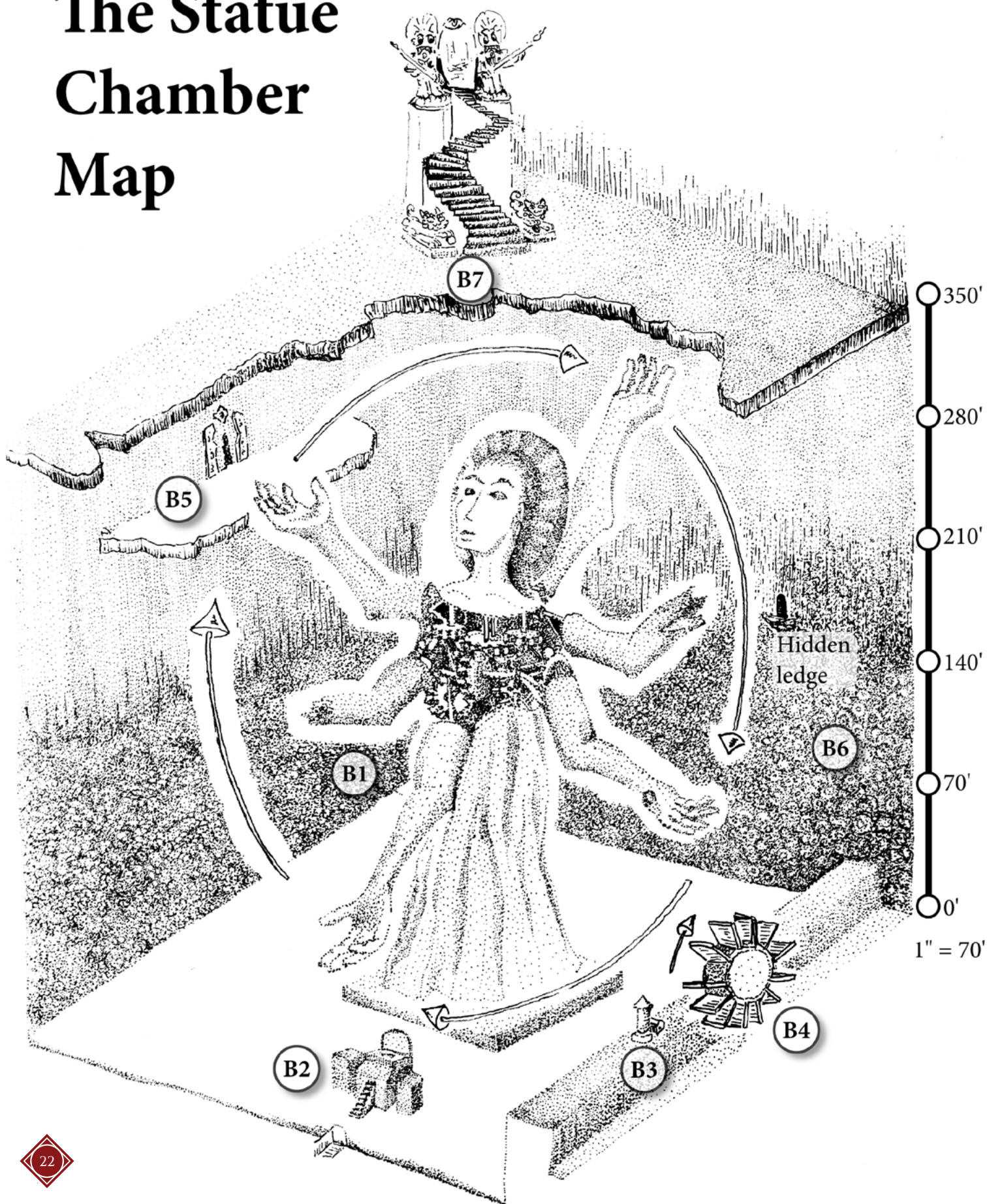
[TRICK] The stone shelf containing the stairway extends all the way around the State Chamber. Any attempts to climb all the way to the top require that the character navigate between 60' to 150' of extreme negative angles. Thieves and mountaineers have a -6 penalty to climb such surfaces, and the fall is quite far. If a mountaineer reaches the top, he can set up rigging that eliminate the negative angle penalty and allows other characters to climb as a thief of the mountaineer's level - but the top must be reached first. For rigging to reach the floor, 1,000' of rope is required.

If characters reach the top of the stone shelf, reveal the following:

The ascent to the stone shelf's lofty height reveals an antediluvian marble stairway that rises into the darkness. From atop and astride the stairway, two great statues of men with noble bearing and devilish demeanor gaze downward, their gleaming eyes judging all who would enter the ancient eyrie.

[MONSTER] Once they reach the stairway, the adventurers face a pair of final guardians that block the way to the Eyrie: two 20' tall statues that magically monitor the steps. If any adventurers ascend the stairway who aren't Zaharan or corrupted by Zaharan sorcery (e.g. Chaotic and proficient in Black Lore of Zahar), the statues will unleash death rays of unholy radiance. Each statue fires one death ray that targets the closest offending character. A character targeted by a death ray must make a saving throw versus Death. If the saving throw fails, the character dies. If the saving throw succeeds, the character is affected as if by *enervation*. After each statue fires a death ray, they then stand up and move to smite the trespassers. They will pursue the party throughout the Statue Chamber, but not beyond it. The statues fight as **bronze golems**.

The Statue Chamber Map



Bronze Golems (2): MV 240', AC 9, HD 20, hp 71, 76, #AT 1 (fist -3+), Dmg 3D10, (NOTES), Save F10, ML N/A, AL Neutral, XP 4,600; Special: molten metal blood (when struck by a bladed weapon, attacker must save vs. Breath or suffer 2d6 points of damage)

[TRICK] Because of the Zaharan's distaste for the natural cycle of life, the statues will avert their gaze from any characters who present eyeballs, testicles, semen, breast milk, or other bodily fluids as they ascend the stairway, thereby allowing safe passage. Any Zaharan, any character who succeeds at a Lore mastery proficiency throw, and any character who possesses the Black Lore of Zahar will know this information.

THE EYRIE

The ancient bones of this realm squirm with hidden horrors and activity. The Eyrie is vast, containing the decayed ruins of this once-grand citadel of dark magic and perverted science. Many of the ancient buildings lie empty, but some contain horrors, traps, and tremendous riches! A dim purple glow pervades the entire Eyrie, a strange energy-giving light that sustains the bizarre vegetation that feeds those who live within this shadowy realm. The mauve luminescence illuminates the streets in shadowy radiance.

While the valley leading to the Eyrie is no longer protected by magic due to the shattering of the serpent-man statue (q.v.), the Eyrie itself remains protected by strong enchantments. It cannot be viewed with a *crystal ball* or *scry* spell, and any caster attempting to do so must make a successful saving throw vs. Paralysis or be stunned for 1d8 hours as they become fascinated by the endless cycling darkness they see. All attempts within the Eyrie to contact a higher power (via *commune* or *contact other plane*, for instance) reach the Oculus instead. Its influence has made the entire area a forsaken sinkhole (q.v.).

Everyone who lives within the Eyrie is so deeply bathed in the energies of the Oculus that they become dependent upon it. 2d6 turns after leaving the Eyrie, they begin to fall apart, their skin sloughing off to reveal bone which bubbles away in acrid wisps of steam. A *remove curse* cast after escaping the Eyrie can stop this effect. (This same energy causes the wilds to grow plants in enough abundance to sustain those residents of the Eyrie who require food.)

Though at first the Eyrie seems still and silent, several competing forces actively vie for dominance over it. The following factions strive for power:

FACTIONS

DORVERETH

Deep within the city, corrupted by the powerful energies from the malign Oculus, a thing has grown. It is Dorvereth, and it lives and hungers. It is a single creature but grows ceaselessly. It generates proto-ooze which seeks the dead. When the proto-oozes find corpses, they animate them, and Dorvereth uses these zombies as appendages, exploring the world around him. The zombies are identical to normal zombies, except they count as oozes rather than undead, and when they hit someone, the ooze that is Dorvereth poisons the targets, draining their Intelligence by 1d4 points for 6 turns. If reduced to 2 or less Intelligence, victims permanently lose their individuality and become one with the fungus, effectively turning into zombies.

Fungal Zombies: MV 60', AC 1, HD 2, hp 9, #AT 1 (slam 9+), Dmg 1D8, Poison, Save F1, ML N/A, AL Neutral, XP 38; Special: Drains 1d4 intelligence on a successful attack.

Proto-Ooze: MV 10', AC 0, HD 4, hp 16, #AT 1 (pseudopod 7+), Dmg 1D6, Intelligence drain, Save F4, ML -2, AL Neutral, XP 135; Special: Drains 1d4 intelligence on a successful attack.

THE ZYN

A horrible buzz heralds the arrival of hell wasps. Interacting with hell wasps is always unpleasant, due to their repulsive smell, withered faces, and angry attitudes. However, they are always very interested in toxins and toxicants, and engaging in trade with them is certainly possible, if disgusting. Hell wasps organize themselves in hives, and the hive in the Eyrie is called itself the Zyn.

Hell wasps: MV 150', AC 3, HD 2, hp 7, #AT 1 (sting 9+), Dmg 1d8, Save F2, ML +1, AL Chaotic, XP ; Special: detect invisibility 60'; explosive death (when killed, explodes for 3d6 fire damage in 5' radius, attracting 1d6 Hell wasps appear for each hell wasp killed)

THE OPTICS

To survive the Oculus, there was a cost. Long ago the Zaharans trapped in the Eyrie removed themselves from the cycle of life and death. But over time, they lost who they were, and became stretched and hollow servants of what they call the Oculus, the great Eye, the living center of this city. They now only serve its will. They confront all interlopers, demanding to know if they

serve the Eye. Anything but acquiescence is met with a violent response. Anyone claiming to serve the Eye will be brought to the holding chamber, until they can die for its twisted desires. See The Rotating Eye for more details on p. 34.

Optics are constructs, vaguely shaped like men, bent into sharp angles and platonic shapes. Their souls have been bound to their forms, made from the material of other living creatures. See New Monsters, p. 47 for more details.

Optic Footman: MV 90', AC 4, HD 4+1, hp 14, #AT 1 (Refulgent Pike 6+), Dmg 1d10+3, Save F4, ML +2, AL Chaotic, XP 140;

Optic Sergeant: MV 120', AC 5, HD 8, hp 32, #AT 2, (Refulgent Pike 3+, eye-beam), Dmg 1d10+4, Save F8, ML +2, AL N, XP 600; Special: Eye-beam (sickly purple beam of fire deals 3d6 damage to target within 30', save vs. Wands to avoid)

Optic Seer: MV 60', AC 2, HD 3, hp 15, #AT Spells, Save M3, ML -1, AL Chaotic, XP 65; Special: spell-like abilities (*dispel magic*, *magic missile* [3 missiles], *mirror image*, at will; *disintegrate* 1/day).

Giant Tuatara Lizard: MV 90', AC 5, HD 6, hp 27, #AT 3 (2 claws, Bite 5+), Dmg 1d4/1d4/2d6, Save F4, ML -2, AL Neutral, XP 320; note that if the lizards are being ridden, they may only make a single bite attack unless charging.

The Optics fight extremely tactically. The footmen fight from the front rank, protecting the sergeants who strike out from the second rank with their weapons and death rays. The seers provide powerful support from the rear, focusing on downing dangerous targets while trying to distract other targets that aren't the focus of the attack.

THE VEIL

Not all servants of the Eye pursue unrelenting and isolating slaughter in the name of the Oculus. Now that the ancient seals are broken, some renegade Optics, calling themselves the Veil, wish to strike out from the Eyrie. How much of this wish stems from a fear of being consumed by the Oculus and how much is a desire to increase their own power is unknowable and irrelevant. Hollow, stretched, and Chaotic these creatures may be, the members of the Veil are also subtle and manipulative. To any strangers, they tell of their plight and how the Optics have oppressed them, how dangerous the power they have is, and how they wish

to be free from their rule. While all this true, the Optics are also the only thing preventing the Veil from using the Oculus to corrupt the very land around the dark hills, covering the world in a cloak of chthonic caliginous terror.

THE IK

Once something like men, now only facsimiles, each Ik born is sown from the skin of the dead: formless humanoid lumps of dead flesh sown together, animated by a mystic spark that only the Ik can extract. Some Ik are as large as 2' in height, but most are much smaller. Upon 'birth', each Ik chooses a porcelain mask to be its face. They are cautious and fearful, and will avoid confrontation when possible. They have no attacks and no ways to protect themselves. The Ik are mute, carry frozen expressions on their delicate masks, and can only communicate by pantomiming. When killed, they spill a random common substance like straw, cotton, beads, beans, or sand. They serve the Collector, an alien sorcerer of great power who is creating and studying the Ik in an attempt to replicate what the Oculus has done to the Optics. See the Fallen Gear Tower (C7) on p. 41 and New Monsters on p. 47.

Ik: MV 60', AC0, HD 1/2, hp 2 each, #AT none, Dmg N/A, Save NM, ML -4, AL Neutral, XP 0

THE YI-MAR

The Yi-mar are white apes uplifted by the Zaharans in cruel mockery of the techniques of the ancient Argollean elves and condemned to a life of cruelty and pain. Once slave warriors of the Zaharans, they and their kind have been trapped in here since the fall of the empire. They have only known war. They march through their territory with their militarized patrols, challenging all who might present a threat. They have mastered the art of using incredibly heavy armor. They speak Zaharan, which they call the High Speech of the Masters, and can also understand and speak a pidgin orc tongue. See New Monsters on p. XX.

Yi-Mar Shield Apes: MV 120', AC 9 (heavy bronze armor), HD 4, hp 14, #AT 2 (claws 7+), Dmg 1d4 each, Save F2, ML -1, AL Neutral, XP 80

Yi-Mar Elite Apes: MV 120', AC 9 (heavy bronze armor), HD 6, hp 30, #AT 1 (jagged sword 5+), Dmg 1d10+2, Save F4, ML +1, AL Neutral, XP 320



EXPLORING THE EYRIE

Make an encounter throw of 1d6 for every two turns (20 minutes) of exploration. An encounter occurs on a throw of 6+. The Judge should roll 1d12 or choose the specific encounter on the Random Exploration Encounter table below. If the encounter is rolled while exploring a ruin, the encounter is in the ruin; otherwise it takes place in the city streets.

In addition, every time a new ruined building on the Eyrie Map is entered, the Judge should roll 1d6. On a throw of 5-6, the Judge should roll or choose a ruin environment from the Random Ruin Environments table (in the next section). Considering the travel times, these two rolls will often be made simultaneously, allowing a random encounter to occur in one of the ruin environments. The Judge should take a moment to find a dramatic way to integrate the encounter into the ruin environment indicated.

It's very important to remember to check the reaction to each encounter. Most encounters, even if hostile, can be free of combat. The reaction of the creatures the characters meet is a huge factor in the emergent play in the city.

RANDOM EXPLORATION ENCOUNTERS

Most encounters on the encounter table are presented with optional “setups” that stage the events in loose arcs. These can be used as tools to dynamically progress an emergent story. The first time the encounter occurs, the Judge can use the first setups. The second time the encounter is rolled, the Judge can use the second optional setup, and so on.

DIE ROLL (1d12)	RANDOM EXPLORATION ENCOUNTER
1	Dorvereth
2	Demon wolf
3	The Optics
4	The Yi-Mar
5	The Veil
6	The Zyn
7	The Ik
8	Crocodiles
9	Prisoner
10	Effects of the Oculus
11	Hydra
12	Old Wyrn

Although it's certainly possible to play this strictly mechanically, the intent is that the story and drama continue to evolve based on the actions of the adventurers and the factions. The Judge should plant these seeds, and allow them to grow, letting the campaign develop beyond what is printed here.

RANDOM ENCOUNTER 1. DORVERETH

Dorvereth lives, and can be encountered in the dark below.

- » A horde of **3d6 fungal zombies** are wandering through and aggressively confronting all living creatures.
- » Corpses often line the ancient roadways and highways of this city. A **proto-ooze** slowly pulls itself towards a nearby corpse 2d6 x 10' away. If no action is taken, the proto-ooze covers the body, pouring itself down the throat of the corpse. Moments later, the corpse will transform into a **fungal zombie**. The zombie will jerkily stand up and, if unmolested, begin heading to the Research Project Building (C4).
- » While traveling, the adventurers spot a bus-sized **giant proto-ooze** 2d6 x 10' away. The ooze is passive, neither reacting nor moving unless interacted with. If attacked, it will defend itself vigorously. However, it is large enough to be able to communicate telepathically as a representative of Dorvereth. If the party makes friendly overtures, it will ask if it can 'utilize' some of the party members. Letting the ooze consume one party member, henchmen, or hireling will allow Dorvereth to understand them, and in turn renders him friendly to the party in all future dealings. Refusing will at best confuse Dorvereth.

Giant Ooze: MV 10', AC 2, HD 13*, hp 62, #AT 1 (pseudopod 1+), Dmg 2D8, Save F8, ML N/A, AL Neutral, XP 2,400; Special: Immune to fire and cold damage, takes normal damage from lightning. Instead of dissolving weapons and armor, the ooze drains 1d4 points of intelligence on a successful attack. Characters who drop to 2 or less intelligence become fungal zombies (q.v.)

RANDOM ENCOUNTER 2. DEMON WOLF

The Zaharans didn't limit their macabre experiments to humanoids. A **demon wolf** that lives in the Eyrie of the Dread Eye is their most deadly handiwork. Death and evil inhabit the wolf's form, and his wild and natural goodness wars with the evil that he was cursed with. Nearly 40' long and 18' high in the shoulder, the demon wolf's eyes smolder with literal coals and pupils of ember, and the ground smokes where he walks. See New



Monsters, p. 43 for additional details.

- » The **demon wolf** sits on the roof of a nearby ruin somewhere within 4d6 x 10 yards. He sits patiently watching the party. If anyone starts to approach, he gets up and bounds away towards the Dakhma (C1) in the northern part of the city
- » A large group of **2d6 optics** are engaged in fierce combat with the **demon wolf**. If characters don't intervene, the wolf takes a serious wound to the leg and then flees after 1d4 rounds of combat, leaving behind a squad of wounded optics.
- » The party sees the **demon wolf** nearby looking at them. If the party has acted with dishonor within the Eyre, he growls at their approach (they are welcome to challenge him). If the characters have acted honorably within the Eyrie, the wolf will move nearby as if to indicate the party should follow. If they follow him, he will lead them to a ruin near the Dakhma (C1) and introduce the party to his litter: a dozen horse sized **wolf-pups**, each of whom can be taken as companions and used either as mounts or as an elite cavalry unit. The wolf-pups are as amenable to training as medium horses. The wolf-pups are also intelligent enough to learn and speak a few words of common, but they will always remain taciturn and reticent to speak.

Demon Wolf: MV 150', AC 4, HD 10, hp 80, #AT 1 (bite 2+), Dmg 2D8, Save F8, ML 0, AL Neutral, XP 850

Wolf-pups (12): MV 150', AC 4, HD 6, hp 40 each, #AT 1 (bite 2+), Dmg 2D4, Save F6, ML 0, AL Neutral, XP 320



RANDOM ENCOUNTER 3. OPTICS

The Optic faction moves around the Eyrie in large patrols consisting of **2d6 optics** each. 1d4 of the optics will be mounted on **giant tuatara lizards**. The optics wield massive refulgent polearms in combat that trail streaks of bloody light. For every four optics encountered there will be an optic sergeant, and for every six optics there will be a seer. Sergeants and seers will always be mounted. The special troops are in addition to the normal foot soldiers, e.g. a roll of four optics indicates an encounter with a sergeant and four optics, while a roll of eight optics indicates an encounter with a seer, two sergeants, and eight optics.

- » An **Optic patrol** approaches the players and challenges them, asking if they follow the Eye. If they state that they do, the party will be taken into the holding cell beyond the Rotating Eye (C2). Any resistance will be met by violence. If the party does not claim to follow the Eye, they will be immediately attacked and their bodies fed into the devouring Genetic Fire (Random Ruin 10).
- » The characters come across a **patrol of optics**, who are carrying a royal **quintesson**, one of the mutated hags of the Oculus. She resembles an ordinary optic save that a giant eye has replaced her once humanoid head. She is wounded, and they are hurriedly returning to the Rotating Eye (C2).

Optic Quintesson: MV 60', AC 2, HD 6, hp 4, #AT Special, Save M6, ML -1, AL Chaotic, XP 570; Special: The quintessence has second sight. While she lives, all who are allied with her, and are within 30' can reroll any attack roll or saving throw that is a failure.

- » A single **evolved optic captain** named *Naram-sith* walks the ancient streets. If challenged, Naram-sith will attempt to fight the entire group at the same time as a matter of honor.

Evolved Optic Captain: MV 120', AC 5, HD 8, hp 64, #AT 2 (Refulgent Pike 3+, eye-beam), Dmg 1d10+4, (Eye-beam fires a sickly purple beam of fire that does 6d6 damage to a target within 30', unless they succeed at a saving throw versus wands), Save F8, ML +2, AL N, XP 600; Special: eye-beam (sickly purple beam of fire deals 3d6 damage to target within 30', save vs. Wands to avoid), movement immunity (immune to any affect on mobility or freedom, such as *hold monster*, *web*, et. Al; such effects are ignored and do not affect the captain)

RANDOM ENCOUNTER 4. YI-MAR

Yi-Mar roam their territories looking to overwhelm Optic patrols. They travel in squads of **3d4 shield apes** with **1d4 elite apes** behind them carrying jagged metal swords.

- » A **squad of Yi-Mar** are engaged in a desperate combat with an Optic Patrol (q.v.).

- » This **squad of Yi-Mar** is deeply involved in what appears to be some sort of ritual. They are sitting in a semi-circle, and bowing their heads, while they dip their fingers in a bowl of liquid, touching their foreheads. They react badly to the ceremony being interrupted causing a -2 penalty to the reaction roll. However, if the adventurers respectfully wait to approach until after the ritual is complete (1 turn), they gain a +1 bonus to the reaction roll.
- » A wounded **Yi-Mar elite** lies against the wall, the lone survivor of a battle between the Optics and the Yi-Mar. His name is Maius, and he enjoys tea and has a philosophical outlook on life and death.

RANDOM ENCOUNTER 5. THE VEIL

The members of the Veil are distinguishable from the Optics only by virtue of being much less militaristic. They generally travel in groups of **1d4+1 footmen** (with combat abilities identical to those of optic footmen). There will be one Veil sergeant per four footmen, and one seer per five footmen.

- » A **group of the Veil** are spying on a nearby **Optic patrol**. If the characters interact with the group peacefully, then *Omarosa*, their charismatic leader, will spin a tale of how the Optics are horrible oppressing the Veil, and how they desire only to end their reign and free themselves from the yoke of Optic violence.
- » A **group of the Veil** are torturing a single **optic footman** lying on the ground. They are poking it with an electrified prod and laughing when it shrieks in pain. The group is led by a Veil seer named Merosin, a being both cruel and understanding. If confronted about his behavior, he will justify it by making the argument that you have to break a few eggs to make an omelet. (“*Some must suffer and die for our new world to spring forth!*”)
- » A **group of the veil** are disarmed and chained to each other, hand and foot. They are held prisoner by **two optic footmen** who are escorting them to the Rotating Eye (C2).

RANDOM ENCOUNTER 6. THE ZYN

Hell wasps move throughout the Eyrie in swarms of **3d12 creatures**. All members of the Oculus-corrupted hell wasp hive give their names as Zyn. They are of a foul and bitter meandering temper, and the Judge should make ample use of the adjoining table of petty insults.

- » A passing **swarm of Zyn** hovers menacingly about 30' from the party. If anyone tries to communicate with them, one will respond by making a horrible shriek. The others will erupt in laughter. If the characters become aggressive, they throw petty insults like teenage bullies, then fly out of range of any melee attacks. Although the Zyn are petty like bullies, they are not cowards.

- » A **swarm of Zyn** are sitting and drinking on the nearby rooftop. Even on a hostile reaction roll, the Zyn offer to share their libations with the party. But if the party accepts, the Zyn attack them as soon as they drop their guard, all the while laughing and calling them names.
- » Nod sagely when this encounter appears and say nothing! A **swarm of Zyn** begins following the adventurers, and during the party's next encounter, will rush out and harass them. Anyone with Land Surveying who succeeds on a proficiency throw of 11+ detects that the party is being followed.
- » A **single Zyn** is flying along, lugging a sack filled with salves and poisons. He will offer to trade in exchange for flowers or other bizarre items from the world beyond the Eyrie. He has 2d4+2 random potions (from ACKS Core, p. 210) for sale, in addition to 2 *potions of poison* and 1d4+1 *jars of healing salve* (as potions of healing, but each jar contains 3 doses and they are applied as oil instead of imbibed). He wants gems that are 100 gold pieces or more in exchange, requesting approximately 500gp worth in gems and jewels for each potion and 1,500gp for each salve. The Zyn is stern and ornery, and will not give bargains. If the adventurers attempt to rob him, he will flee, dropping all of his potions while exclaiming his shock about what evil bastards the party are. If he escapes, the Zyn will return with a large swarm of **10d10 hell wasps** to extract revenge.

PETTY ZYN INSULTS

- » You aren't attractive enough to be that dumb!
- » It's a pack of Lubberworts!
- » I hope you outlive your children!
- » Your mother fucks for bricks to build your sister's whorehouse!
- » I'm jealous of everyone who's never had to look at your terrifying face!
- » Only Roiderbanks come down here, we don't let 'em back out though!
- » Y'all are Yaldson's and prostitute drippins the lot of ye!
- » Milkshops always taste sour, and it's clear no berries have fallen!

RANDOM ENCOUNTER 7. THE IK

The strange masked construct travel in small groups of 1d8, traversing the Eyrie with a slow, childlike, languid walk. They recoil in horror to most stimuli and flee from even the mildest provocation.

- » A small **group of Ik** stand around a optic corpse, engaged in a ritual. If undisturbed, a light begins to glow from the corpse, and coalesce into a small crystal bead that slips like lightning. The bead stores the spark of life, the corpse's coalesced divine shard, which the Ik gather for the Collector. The crystal bead

is worth 4,000gp towards any magical research project's special component cost. If undisturbed, the Ik move stealthily to the Fallen Gear Tower (C7) to hand their prize to the Collector.

- » A larger than normal **group of 2d8 Ik** is being terrorized by an **optic patrol**. They are being herded together, while the optic leader picks one up and rips it apart, allowing the adventurers to discover that although mute while alive, the Ik can still shriek and howl in pain as they are ripped apart.

RANDOM ENCOUNTER 8. CROCODILES

Once bred as pets and kept in menageries by the Thrassians and Zaharans, crocodiles now stalk the Eyrie. A pod of **2d4 large crocodiles** spots the party. Characters look like *amazing* snacks to these ferocious carnivores.

Large Crocodiles (2d4): MV 90', Swim 90', AC 6, HD 6, hp 24, #AT 1 (bite 5+), Dmg 2D8, Save F3, ML -1, AL Neutral, XP 320

RANDOM ENCOUNTER 9. PRISONER

A **prisoner** is found trapped in the ruin (or chained to a ruin, if encountered outside). The Judge can use this encounter to introduce replacement characters or prospective henchmen, or use one of the following options:

- » *Camillus*, a Tirenian hero, came here trying to discover if the rumors of treasure were true. Her last party was killed, and she's a touch shell-shocked by the defeat. She's quite proficient with the sword and has family at Türos Spen. She carries a sinister *two-handed sword* +1 with a steel and silver blade and hilt wrapped in brown leather.

Camillus: Fighter 4; Str 14, Int 7, Wis 10, Dex 14, Con 6, Cha 8; MV 120', AC 7 (plate), HD 4, hp 11, #AT 1 (two-handed sword 7+), Dmg 1d10+4, Save F4, ML +1, AL Lawful, XP 80, Combat Trickery (sunder), Fighting Style (two-handed weapon), Riding (horses)

- » *Greymin*, a dwarven vaultguard, came here seeking veins of precious and magical metal. He's impatient for rescue and his heart burns green with greed – he is sincerely seeking help but unable to let go of his dream of wealth. If questioned, he claims he's found a vein deep within the Eyrie, beyond the Eye... He carries a dragon's scale *shield* +3, set with brass on oak, that grants +3 bonus to saves versus Blast.

Greymin: Dwarven Vaultguard 5; Str 15, Int 11, Wis 9, Dex 9, Con 9, Cha 12; MV 120', AC 10 (plate and *shield* +3), HD 5, hp 23, #AT 1 (hand axe 6+), Dmg 1d6+3, Save F5, ML +1, AL Lawful, XP 350; Proficiencies: Land Surveying, Leadership, Mountaineering, Naturalism

RANDOM ENCOUNTER 10.

MAGIC OF THE OCULUS

One of the following effects occurs as a sign of the influence of the Oculus:

- » The air above the party begins to vibrate, and a rift in space tears open 1d4 x 10' feet above them. Allow the party one round of action in response. Those who don't take cover must succeed on a saving throw vs. Paralyze or be sucked into the void. It takes one full round to be fully sucked in, so those who made the save or took cover can still take actions to try to save those falling into the rift.
- » A purple storm cloud forms above the party. For the next minute (6 rounds), lightning strikes the ground at a rate of one or two bolts per second. Any adventurers without cover must succeed on a saving throw vs. Blast each round or take 5d6 points of electrical damage from stray lightning bolts.
- » A thin silver line twists in the air, pulling apart and revealing a grotesque ocular orb surrounded by light and tethers, malevolently glaring down at the party. Like a sun radiating the awful energies of chaos, waves of pandemonium assail the party, until suddenly the pupil dilates in disgust and the portal slams violently shut.

RANDOM ENCOUNTER 11. HYDRA

An eight-headed hydra wanders through the city, looking for victims. It has been corrupted by the Oculus and has red-rimmed eyes and aggressive and vicious affect.

Hydra: MV 120', AC 4, HD 8, hp 64, #AT 8 (bite 3+), Dmg 1D10, Save F8, ML +2, AL Chaotic, XP 600

RANDOM ENCOUNTER 12. WYRM

Norraxrhea is an Old Wyrms best likened to a fat, monstrously evil cat that has grown corrupted and powerful from the dark energies of the Oculus. He considers this place full of little pieces he can move and manipulate as he increases his hoard. A party of adventurers will fill him with evil glee. He will sing a song or say a rhyme to the party about how evil and powerful he is, then make painful demands of the party, requesting magical items or the lives of their henchmen in exchange for not killing the party every time they interact. He has knowledge of all the factions and people who live in this dark citadel.

Norraxrhea: MV 90', Fly 240', AC 9, HD 14, hp 70, #AT 4 (2 claws, bite, tail lash 3+), Dmg 2d4/2d4/3d10/3d10, Save F14, ML +1, AL Chaotic, XP 4,900

RANDOM RUIN ENVIRONMENTS

Every time the adventurers investigate a ruin, the Judge should roll 1d6. On a result of 1-4, the environment is plain, collapsed and filled with light rubble. On a roll of 5 or 6, one of the following random ruin environments should be used. A 6 also indicates that the room contains fantastic treasure or other special effects; these differences are indicated in the room descriptions. Note that the roll for random ruin environments will frequently occur simultaneously with and in addition to a roll for random encounters. Each random ruin environment can only be discovered once.

DIE ROLL (1D10)	RANDOM RUIN ENVIRONMENTS
1	Ruined Floor
2	Pillar and Rock
3	Furniture Storage
4	The Vat Chamber
5	The Frozen Past
6	The Unstable Chamber
7	The Library
8	The Sphere of Ruin
9	The Cloning Vats
10	The Room of Genetic Fire

RANDOM RUIN 1. RUINED FLOOR

This ruin has no floor. Instead there is a rubble filled pit, which is covered in rivers of caustic goop. The rubble has formed a small island at the far end of the room.

This ruin has a completely collapsed floor over the entire area opening into a 20' deep pit. Along the bottom, slabs of concrete form a small island 3' diameter island on the other end of the room. The floor is covered in a viscous acidic substance. It burns, dealing 1d6 damage per round to anyone exposed until it is washed off with some sort of solvent—oil, holy water, vinegar, milk, etc. (Regular water will not work.) The acid also degrades non-magical armor by one point of protection per round of exposure exposed.

[TREASURE] If a 6 was rolled when generating this environment, the following treasure is resting on the island:

- » 1,000 Zaharan gold dodecs
- » 8 iridescent opals (800gp each)
- » 2 amethyst seals depicting worship of the Oculus (1,200gp each). (4 stone each)

- » A facet-cut imperial topaz (4,000gp)
- » An uncut topaz (500gp)
- » A bone flask contains a cerulean blue *potion of healing*, with iridescent cerulean globules that float within it.
- » A steel sword +1 *flame tongue* with a blade of steel and a hilt of violet leather. It has an ancient elvish inscription on the blade that reads “Gatekeeper,” and it glows faintly orange in sunlight

In total, the treasure in this cavern has a value of 14,300gp and a weight of 9 st.

RANDOM RUIN 2. PILLAR AND ROCK

This room has low ceiling, barely 5' high, supported by a single narrow column of wood. If anything were to happen to that fragile support, the entire ceiling might fall. Rubble and dust have sprinkled from the ceiling to cover the floor.

Rubble and dust cover the floor of this room because the ceiling is delicately balanced upon the single fragile column within it. If any violent disruption happens to or near the column, the ceiling collapses. Anyone under the ceiling if it falls is slain. Those within 10' of an exit receive a saving throw versus Blast; if it succeeds, they dive out of the room and survive.

[TREASURE] If a 6 was rolled when generating this environment, the column supporting the ceiling is actually a *staff of wizardry*, which if the ceiling collapses, will also trigger its retributive strike to all within 50 feet of the exterior of the ruin. The *staff of wizardry* is made of kinked walnut and shod in gray mithril. It has dual star sapphires inset at 8" intervals up and down the staff. The head, holding the ceiling aloft, is a floating sphere of rainbow obsidian that burns with an alien green light.

RANDOM RUIN 3. FURNITURE STORAGE

Yellow-speckled cloth sheets cover ancient objects scattered about this room like goods in a forgotten warehouse.

[TRAP] This room contains ancient furniture, tools, and object of a forgotten age. Some of the goods are valuable, but the whole room is covered in a deadly **yellow mold**. Any movement or activity in the room risks causing deadly spores to cloud the air. There is a 50% chance for each 10' square of the room that a character enters of the spores being released.

[TREASURE] Assuming they can be extracted without being damaged, the items in this room include:

» An old parchment scroll mounted on two bone rods, covered in celestial patterns painted in rich, bold, ink. It has the following spells written on it in ancient Zaharan: *teleport*, *comprehend languages*

» A suit of *orichalcum plate armor* +1

[TREASURE] If a 6 was rolled to generate this ruin, the following more valuable items are also found:

- » A flawless fist-sized diamond (4,000 gp)
- » A jade chest, covered in elven carvings (3,000 gp)
- » A flawless facet-cut diamond (8,000 gp)
- » 5 bundles of rare ancient furs of animals that no longer walk the earth (500gp each, 5 stone each)

In this case, the treasure in this cavern has a value of 17,500gp and a weight of 25 st.

RANDOM RUIN 4. THE VAT CHAMBER

This ruin contains ancient vats and equipment - an entire ancient laboratory - all covered in a thick dense webbing of sticky white strands. At the center of the room is a bone-dry fountain. Glass cylinders arranged on tables around the room contain shrunk desiccated organs.

[MONSTER] Within the room lair 8 giant black widow spiders

Black Widow Spiders: MV 60' Web 120', AC 3, HD 3, hp 12, #AT 1 (bite 8+), Dmg 2D6, poison, Save F2, ML 0, AL Cha-otic, XP 80; Special: poison bite (save v. Poison or die in 1 turn)

[TREASURE] If a 6 was rolled to generate this ruin, this room also contains:

- » 6 pink crystal perfume vials of rare and ethereal scent (100gp each)
- » 6 aquamarines (500gp each)

In total, the treasure in this cavern has a value of 3,600gp and a weight of 0 st.

RANDOM RUIN 5. THE FROZEN PAST

Inside this ancient ruin, motes of magical energy drift through the hazy air. Through this can be seen the perfectly preserved forms of majestic dark-skinned men with scarab beetles for heads.

[MONSTER] [TRICK] The distortion is a magical barrier that confines the frozen and bizarre forms of 3 **khepri**. The creatures have been trapped in stasis for endless aeons and have gone quite insane. Entering the room or breaking the enchantment will cause them to break free and attack.

Khepri (3): MV 120', AC 4, HD 8*****, hp 43, 41, 34, 32, #AT 2 (fists 3+) or 1 (kiss), Dmg 1d12 or special, Save C8, ML +2; AL C, Xp 3100; Special: fearsome visage (save v. Paralysis or paralyzed), kiss (save v. Poison, die or *enslaved*), spell-like abilities (*body equilibrium*, *clairaudience*, *clairvoyance*, *choking grip*, *detect invisible*, *levitate*, *shimmer*, *telepathy at will*, *charm monster* 1/day)

[TREASURE] If a 6 was rolled to generate this ruin, this ruin also contains a small annex with the following items:

- » 2 facet-cut imperial topaz (4,000gp)
- » 1 flawless diamond (4,000gp)
- » A game board with 10 pieces, made of alabaster and jet, each piece set with jeweled eyes. (1,000 each or 15,000 for the set, 2 st for the game board and 1 st for the pieces)

In total, the treasure in this cavern has a value of 27,000 gp and a weight of 3 st.

RANDOM RUIN 6. THE UNSTABLE CHAMBER

A regularly spaced grid of dusty urns covers the floor of this chamber. A moment of observation spots streams of fine dust falling from the ceiling.

[TRAP] Several sections of floor are unstable and have a 2-in-6 chance of collapsing per character that traverses them. There are other areas where the ceiling and wall areas are unstable; these also have a 2-in-6 chance of collapsing per character that passes them. The sections of floor and the areas of wall should be decided and secretly marked by the judge based on the shape of the ruin. Note unstable floors with shading and collapsing walls with dotted lines and refer to it as the adventurers explore the room. About 25% of the floor and 25% of the walls should be marked.

When a section of floor collapses, it dumps people down into an 80' ravine. Falling characters take 8d6 damage. When an area of ceiling and walls collapses, it crushes characters to the ground. Characters in range of the wall collapse must succeed on a saving throw vs. Blast, or take 3d8 points of damage from falling rocks and debris. A collapsing wall also causes any adjacent sections of floor to collapse, and vice versa. It is possible for this to cascade through the room and catch many adventurers in the havoc.

[TREASURE] There is one urn every 10' in the room. If a 6 was rolled to generate this ruin, the urns are filled with valuable coins and goods. Each urn weighs a stone and contains only one of the following treasures. Determine randomly or by fiat. If on a section of floor that collapses, any urns, coins, and goods will fall into the ravine.

- » 1,000 elven silver elven láth
- » 1,000 elven gold donn
- » 1,000 elven copper duill
- » 10 pearls worth 100gp each, set in silken cloth
- » An ivory horn, worth 1,200gp

In total, the treasure in this ruin has a value of 3,310gp and a weight of 3 st.

RANDOM RUIN 7. THE LIBRARY

Peering into this room reveals a large open area, with some reading desks neatly arranged, and beyond that stand rows and rows of bookcases brimming with ancient volumes. A 12' tall owl gazes quizzically from the book stacks.

[MONSTER] Upon entering, the adventurers are accosted by the giant owl, *Kokamoe*, an ancient petty god of knowledge and appropriate behaviors in libraries whose worship has been forgotten since the Day Without Night. *Kokamoe* is the guardian of this chamber. When the characters enter the room, make a reaction roll to determine the fickle spirit's reaction:

2: *Kokamoe* spins and vanishes leaving only a feather behind. All the books turn to dust.

3-5: *Kokamoe* says the party looks like it has no respect for places of quiet and respectful contemplation. If they respond with hostility or sarcasm in any way, he will vanish in a huff as 2-

6-8: *Kokamoe* warily hops up on a table and warns the characters that although they can peruse the books, they may not take any

9-11: *Kokamoe* warmly welcomes the party to the library and bids them to be respectful.

12+: *Kokamoe* will welcome the party and assist them with any reading, questions, or research they may have.

Provided *Kokamoe* does not depart, anyone in the library may read whatever books they wish. They may not take anything outside of its boundaries, however. If they do, or if the characters attack *Kokamoe*, the owl and all the books vanish from the room, leaving it empty. Only dust and cobwebs will remain.

[TREASURE] This is a research library with a value of 120,000 gp. If a 6 was rolled to generate this ruin, then library also contains tomes with the following list of spell and item formula for research: all potions; rings of *protection +1*, *animal command*, *command human*, and *command plant*; all wands; *staff of power*; *staff of wizardry*; all *crystal balls*; and the spell formula for *phase door*, *permanency*, and *secret sanctum* (see New Spells on p. 49).

RANDOM RUIN 8. THE SPHERE OF RUIN

This ruin contains ancient rusted pieces of equipment, large and industrial in nature. In the center of its main room sits a jagged sphere of blackness that bends the very air around it. There is a low buzzing hum audible throughout the ruin.

[TRICK] [TREASURE] The jagged void is a *sphere of ruin*: a space leading to the interior of a black hole aeons away in the Outer Darkness. Any matter that contacts the *sphere* ceases to exist, utterly destroyed. The *sphere of ruin* is – for now – held in equilibrium by the failing equipment here. The low buzzing hum is the sound of the air around the *sphere* ceasing to exist.

The *sphere* is currently held in stasis by the cradle it sits in. It can be removed and returned to the cradle by someone who has control of the *sphere*. Anyone within 40' may attempt to control the *sphere* with his mind. Once the *sphere* is under a character's control, he can maintain control of it to a maximum range of 5' per level.

When a character attempts to control the *sphere*, he must make throw adding both his level and his Intelligence modifier against a target value of 11+. On a successful throw the controller can move the *sphere* 50' in any direction (up to his maximum range). On a failed throw, the *sphere* moves 40' directly towards the character trying to control it. If it reaches the person, they are irrevocably and utterly destroyed. Nothing less than *wish* can restore them.

Control must be maintained every round. After one hour of controlling the *sphere*, the character controlling it will become fatigued and suffer -2 to all further throws to control the *sphere*.

The Eyrie Map



Entrance B

until he rests. If control of the *sphere* is contested, the higher throw wins control; tied throws leave the *sphere* in place. If the *sphere* ever becomes uncontrolled, it will drift towards the closest living creatures.

[LORE] As a magic research project, an arcane spellcaster of 11th level or higher can devise an apparatus to contain the *sphere* when not in use, similar to the one used here. The research project has a base cost of 50,000gp, a special component cost of 50,000gp, and a time requirement of 200 days (or half that if the research is performed in this chamber). A successful magic research throw at -6 is required to succeed.

RANDOM RUIN 9. THE CLONING VATS

This ruined chamber contains vast oil-filled pools bubbling with organic matter and row upon row of glass vats filled with cloudy liquids and strange forms.

Ultimately the fate of all who are captured by the Optics is to have their spirit and soul-stuff broken down and used by the Oculus to generate new Optics to serve it. It is from the spawning pools and cloning vats in this ruin that these new constructs emerge.

[MONSTER] 2d6 proto-optics lurch out of their cloning vats, covered in iridescent oil. These creatures are identical to footmen save that they have fewer HD and attack with claws rather than refulgent pikes.

Proto-Optic Footman: MV 90', AC 2, HD 4+1, hp 8, #AT 1 (claw 6+), Dmg 1D6+3, Save F4, ML +2, AL Chaotic, XP 100;

[TREASURE] If a 6 was rolled to generate this ruin, the room also contains the following treasure hidden inside a baroque bronze-and-steel cabinet mounted to the wall.

- » 1,000 Zaharan gold dodecs
- » A crystal geode (2,000gp)
- » An elven necklace set with nine perfect moonstones (4,000gp)
- » A moldy parchment scroll in a silver-painted tube with the following spells written in Zaharan: *magic missile*, *continual light*, *dispel magic*, *remove curse*
- » A rune-carved elm *staff of the serpent*
- » A bloodstained great steel *scimitar* +1, with a hilt of crocodile leather set with platinum studs. The pommel is in the shape of a horse's head.

- » A wicked-looking orichalcum *shortsword* +1 +2 vs. spellcasters with dwarven runes reading "runebreaker" engraved into its blade. *Runebreaker* glows purple when unsheathed if one or more spellcasters are within 60', and its wielder gains a +4 bonus to any saving throws versus Spells.

In total, the treasure in this cavern has a value of 7,000gp and a weight of 4 st.

RANDOM RUIN 10. THE ROOM OF GENETIC FIRE

As you enter this ruin, you are awed by the radiance from the ever-burning column of white fire in the center of its main room. The forms of bodies are dimly visible floating within the white fire, as if being slowly burned of all their essence.

This ruin contains a strange low metallic plinth from which rises a column of white fire within which burn several beings – six Yi-mar and a Zyn.

[TRAP] If the pillar is touched, the person touching it takes 8d6 points of fire damage, or half that with a successful saving throw vs. Blast.

[LORE] All prisoners and captives of the Optics are brought here. The genetic fire breaks down the life energy of those consigned to it. The Oculus siphons off the spiritual energy of the creatures and uses their meat and bones to construct shells which then are planted with corrupted Optic souls in the Cloning Vats (Random Ruin Environment 9).

[TREASURE] If a 6 was rolled to generate this ruin, then within the fire rests a heart that sparks and flairs, a magical heart that the flame cannot consume – the *fireheart*. Retrieving the *fireheart* by hand requires touching the pillar of genetic fire with no saving throw.

Fireheart: When placed upon the chest of a living creature, this magical heart replaces the creature's own heart. Thereafter, the creature only takes half damage from fire attacks. If the creature casts a fire spell, its targets suffer a -4 penalty to their saving throw. The creature can even hurt targets immune to fire with fire attacks and spells, although these attacks only deal half -damage. After a week, the creature gains the ability to shoot a firebolt as a ranged attack that deals 1d8 fire damage to a range of 180'. However, the recipient of the *fireheart* also become impassioned. The creature finds it more difficult to stay calm, and its mind fixates on anything upsetting, causing it to become angry. Over time

this chaotic influence can twist the creature's alignment. When the recipient of the *fireheart* dies, the heart burns its body to ash and remains on the ground, beating and burning. It may then be transferred to another owner.

EYRIE MAP KEY

While all of the buildings are ruins that can be explored, certain areas in the city are special encounter areas, designated on the map C1-C8. These encounter areas are described below.

C1. THE TOWER OF SILENCE

In the distance, beyond a rusted and broken fence, lies a strange cylindrical tower, broader at the base than the top. A weathered stone path encircles it and leads to the top.

The open-topped cylindrical tower is the Dakhma, or Tower of Silence. Within it rest the bodies of the dead.

[MONSTER] This building is the home of the **demon-wolf**. There is a 35% chance that he is present when the adventurers arrive. See p. 27 and 43 for more information about the demon-wolf.

Demon Wolf: MV 150', AC 4, HD 10, hp 80, #AT 1 (bite 2+), Dmg 2D8, Save F8, ML 0, AL Neutral, XP 850

[MONSTER] The corpses inside the Dakhma lie still, but they are actually **ghouls**. 4d12 ghouls are active at any given time and will attack any interlopers.

Ghouls: MV 90', AC 3, HD 2, hp 8, #AT 3 (2 claws, bite 9+), Dmg 1d3/1d3/1d3 + paralysis, Save F2, ML +1, AL Chaotic, XP 29; Special: infectious (slain creature becomes ghoul in 24 hours), paralytic touch (save v. Paralysis or paralyzed 2d4 turns), undead immunities

[TREASURE] Inside the Dakhma lie years of rings, jewels, and other personal belongings of the dead, available to any who can survive the depredations of the living dead.

- » 1,000 Zaharan gold dodecs
- » 1,000 elven platinum sùl
- » 32 various jade carvings of official figures from the Argollëan Empire (200gp each, 1 stone per 5)
- » A carved ivory figurine of a nude elf dancing with silks (1,000gp)
- » A black sapphire (1,000gp)
- » A facet-cut imperial topaz (4,000gp)

- » A wrought orichalcum Zaharan prince's crown (4,000gp)
- » A flawless-cut imperial topaz (8,000gp)
- » A platinum reliquary of Zaharan make with stained crystal panes (7,000gp)
- » A gold *ring of protection* +2 inlaid with giant crab chitin and set with obsidian (apparent value 500gp).
- » An electrum *ring of x-ray vision* set with a moonstone (apparent value 2,000gp)
- » A spruce *wand of lightning bolts* with a glowing yellow sphere on the end
- » A twisted darkwood *wand of illusions* with a bloodstained tip
- » A pair of knee-high strappy brown leather *boots of speed*
- » A round *shield* +1 made of gleaming iron and maple wood colored a deep charcoal
- » A yew *shortbow* +1 with a grip of shiny brown leather
- » 8 ash *arrows* +1 with steel tips and red flight feathers

In total, the treasure in this cavern has a value of 37,000gp and a weight of 14st.

[LORE] The demon-wolf collects corpses and brings them to the Dakhma to save them from being burned for the Oculus. He is not bothered by the fact that the corpses re-animate and writhe in undeath, for he feels it is a better fate than being turned into gristle for the Oculus.

C2. ROTATING EYE

There is a large circular relief on this wall, resembling a gigantic eye, as if a titan had leaned down to glimpse something he could hardly see. The eye is flanked on either side by ruined statues. Ancient elven script at the base is barely readable.

[MONSTERS] The exterior of the Rotating Eye is always guarded by **4 optic footmen** and **2 optic sergeants**.

Optic Footman (4): MV 90', AC 4, HD 4+1, hp 14 each, #AT 1 (Refulgent Pike 6+), Dmg 1D10+3, Save F4, ML +2, AL Chaotic, XP 140;

Optic Sergeant: MV 120', AC 5, HD 8, hp 32 each, #AT 2, (Refulgent Pike 3+, eye-beam), Dmg 1d10+4, Save F8, ML +2, AL N, XP 600; Special: eye-beam (sickly purple beam of fire deals 3d6 damage to target within 30', save vs. Wands to avoid)



[TRICK] If there is an attack, one of the optic footmen will sound the alarm by blowing a horn at its belt. The following round, 1d12 more optic footmen join the fight, magically arriving by way of a portal that forms in front of the Rotating Eye. The portal is 30' wide and 15' high and allows travel directly to and from the Oculus. If the arrival of reinforcements does not cause the party to flee, the optics will sound the alarm again. 1d4 rounds later, additional formations of 30 optic footmen will begin pouring out of the portal, one every other round, for nine rounds. If the portal is blocked (e.g. by *wall of fire*), there will be a one-round delay as the Oculus opens a new portal somewhere else within 100' of the Rotating Eye.

[TRICK] Though the Eye is controlled by the Oculus, it can be forced to rotate by shining light into its pupil. When this happens the pupil dilates, and the entire structure rotates like a rapidly spinning coin, until a passage appears that leads into the Inner Chamber of the Oculus (C2a).

[LORE] A character who speaks Ancient Argollëan or who succeeds on a proficiency throw to read languages can decipher the script below the eye. It reads:

"The Circumstance and the Hereafter, now bound to our mighty magics; look at our goodness and despair at our glories!"

C2A. THE INNER CHAMBER OF THE OCULUS

Following the passage created by the Rotating Eye leads to an inner chamber about 80' long and 40' wide, with alcoves on either side. At the far end of the chamber lies the dread vastness of the Oculus. A short stairway on the left side about 60' into the room leads to the prison chambers.

[MONSTER] Using a fragment of the Tablet of Destiny, the bizarre Khepri opened a door to *elsewhere*. As soon as the portal opened, it was immediately possessed by an intelligence. It is unknown what happened after, but it soon became clear that the intelligence was malicious, a cacodemon of great power, striving to unleash destruction onto this sphere of existence. Corrupted by chaotic forces for over five thousand years, the fragment of the Tablet of Destiny that powers the Oculus has degenerated into a mess of multicolored beams of magical energy, a typhoon of ribbons of lightning, shadow, music, fire, and chaos that trail behind it like a discarded hose. Atop this chaotic aura floats the Oculus itself, a bulbous mucus-covered sphere looking for all the world like a gigantic eye...

The Oculus is a terrible opponent, for all it must do to corrupt you is catch your gaze, and allow its pupil to widen, until it is all that exists and you have become the Oculus.

The Oculus: MV 30', AC 8, HD 20, hp 160, #AT 2 (lash -3+), Dmg 3D8, Save F14, ML +3, AL Chaotic, XP 5,000; Special: free spellcasting (in addition to attacking, the Oculus can cast one of the following spells each round at target within 30': *death spell*, *disintegrate*, *flesh to stone*)

C2B. THE HOLDING CELL

The short stairway on the left side of the Inner Chamber leads to a locked cell where those who are caught by the Oculus are stored until they are subsumed and used to construct more optics. Any characters captured by the Optics will be held here prior to being subsumed at the Room of Genetic Fire (Random Ruin 10).

C3. PYRAMID

The pyramid is a dark golden structure with a top that gleams in the darkness of the cavernous eyrie.

This pyramid is one of the two manufactories used by the Oculus to create Optics (the other is found at Random Ruin 9). The interior of the pyramid is open and ringed with rows and rows of cloning vats, most empty and in disuse but some filled with cloudy liquids and strange forms.

The Pyramid is under the charge of an Optic caretaker named **Primus**, who will politely greet the characters and discuss anything they wish. Primus wears a very large hat atop a body made of luminous rings. He is very accommodating and pleasant. However, after a short conversation, his responsibilities overseeing the vats will come up, and he will excuse himself and ask the characters to leave.

[MONSTER] If attacked, Primus can call upon the proto-forms of the optics within the cloning chamber to protect him. 2d6 proto-optics, glistening with iridescent oil, will rally to his defense. The proto-optics are identical to ordinary footmen save that they have fewer hit points and attack with claws rather than refulgent pikes.

Primus (Optic Seer): MV 60', AC 2, HD 3, hp 15, #AT Spells, Save M3, ML -1, AL Chaotic, XP 65; Special: spell-like abilities (*dispel magic*, *magic missile* [3 missiles], *mirror image*, *at will*; *disintegrate* 1/day).

Proto-Optic Footmen (50): MV 90', AC 2, HD 4+1, hp 8, #AT 1 (claw 6+), Dmg 1D6+3, Save F4, ML +2, AL Chaotic, XP 100

[TREASURE] Although there is no traditional treasure within the Pyramid, there are many and varied functioning supplies, magical reagents, and materials useful in the creation of cross-breeds and constructs. These materials constitute a 20,000gp workshop and crossbreeding laboratory if extracted. The encumbrance of the collected materials is 65 stone.

C4. RESEARCH PROJECTS BUILDING

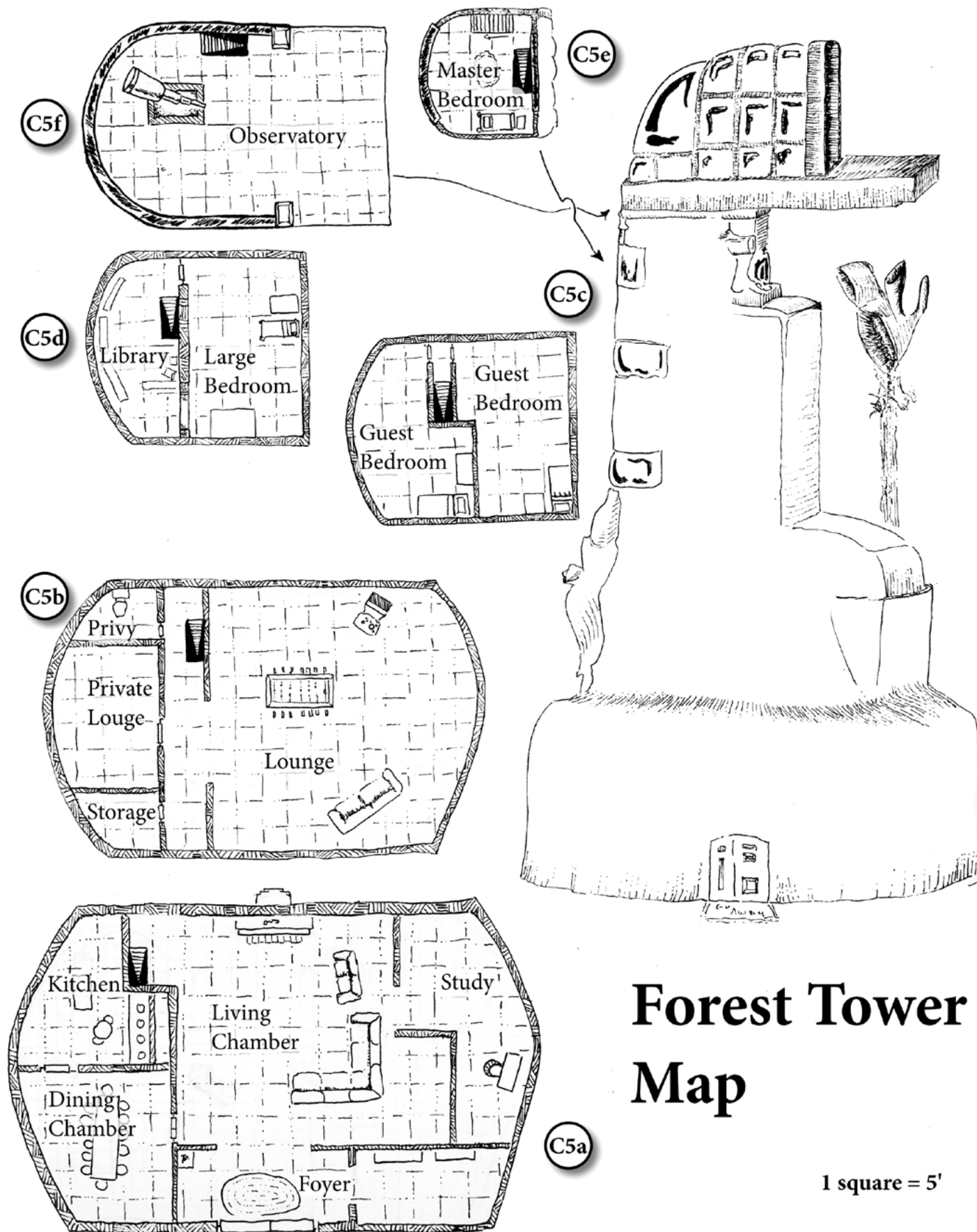
A series of towers and oddly-shaped buildings here are covered with a carpet of molds and fungi that must be several inches thick, growing and sprouting on top of each other, creating splotched patterns of vivid purples, greens, dark blues, and blacks.

The energies of the Spheres radiating from the Oculus combined with the strange chemicals and substances once kept within this lab have interacted with the bizarre plant life, mold, and algae, to create a terrible abomination. The thick carpet and wallpaper of fungus is **Dorvereth**, a mass of fungus and mold so large that it thinks. Dorvereth continuously sloughs off magnitudes of rotting ooze which seek out other dead and decaying things and enter them, so that the nascent ooze-god may use them as appendages to explore the world and live a dream of their life. If attacked, it will summon **10d4 fungal zombies** to protect itself. These will arrive in one round. See New Monsters, p. 47.

[MONSTER] Dorvereth is able to communicate via telepathy, endlessly exhorting its insatiable need for more. It desires to grow and consume till everything is Dorvereth.

Dorvereth: MV 1', AC 0, HD Special, hp Special, #AT 1 (fungal spores), Dmg N/A, Save F14, ML N/A, AL Neutral, XP 4,000; Special: invulnerable (12,000 hp of acid, fire, cold, or electricity or 24 flasks of oil burning for 8 hours to destroy), mental assault (90' range, save vs. Petrification or suffer 3d8 points of mental damage), summon fungal zombies (10d4)

Fungal Zombies (10d4): MV 60', AC 1, HD 2, hp 9, #AT 1 (slam 9+), Dmg 1D8, Poison, Save F1, ML N/A, AL Neutral, XP 38; Special: Drains 1d4 intelligence on a successful attack.



Forest Tower Map

1 square = 5'

C5. FOREST TOWER

A strange glass tower reaches up into the dim mauve sky of the cavern, surrounded by alien plants on every side. The blurry shapes of humanoids are just visible through the glass.

[MONSTER] This spindly tower in the underground wood is the residence of Gwydion, a **wizard** who is studying the Oculus and its powers. He is accompanied by Saffron, his bound **succubus** lover, and has a set of six **doppelganger** servants he uses to interact with and manipulate the factions. Recently one of Saffron's ex-lovers, an **efreeti** named Ceadda, has been staying with Gwydion and Saffron. They interact as old friends and lovers do. Despite the company, Gwydion has been feeling somewhat isolated of late and will gladly invite adventurers in to keep him company and hear tales of recent events in the world beyond the Eyrie. He is a critical and dogmatic conversationalist. Saffron is grouchy and somewhat zealous.

The inhabitants are Chaotic creatures living in an isolated commune, but they don't casually murder people. If an adventurer becomes hostile, Gwydion will simply **dimension door** him from the tower back into the Wilds. If they see that adventurer a second time, the inhabitants will assume they have to kill them, and will do so with impunity. Gwydion owns a *medallion of ESP*, *ring of spell-turning*, and *potion of extra-healing*.

Gwydion: Mage 11; Str 7, Int 16, Wis 13, Dex 17, Con 9, Cha 9; MV 120', AC 2, HD 11, hp 28, #AT 1 (dagger 7+), Dmg 1D4, Save M11, ML 0, AL Chaotic, XP 1,800; Spellcasting 4 1st, 3 2nd, 3 3rd, 3 4th, 2 5th, 1 6th; Repertoire: 1st *charm person*, *magic missile*, *read language*, *shield*, 2nd *invisibility*, *levitate*, *mirror image*, 3rd *fly*, *hold person*, *protection from normal missiles*, 4th *confusion*, *dimension door*, *polymorph other*, 5th *cloudkill*, *magic jar*, 6th *anti-magic shell*.

Saffron (succubus): MV 120', Fly 180' AC 3, HD 4, hp 24, #AT 1 (claw 7+), Dmg 1D4, Save F4, ML -2, AL Chaotic, XP 369; Special: alluring gaze (males who make eye contact must save or be charmed), *ESP* (at will), life-draining kiss, immune to disease

Doppelgangers (6): MV 90', AC 4, HD 4, hp 18, #AT 1 (slam 7+), Dmg 1D12, Save F10, ML +2, AL Chaotic, XP 13; Special: alter self, immunity to *charm* and *sleep*

Ceadda (efreeti): MV 90', Fly 240' AC 6, HD 10, hp 45, #AT 1 (slam 2+), Dmg 2D8, Save F15, ML +4, AL Chaotic, XP 2,950; Special: spell-like abilities (*create food & water*, *create temporary objects of metal*, *create permanent goods*, *create illusion*, 3/day; *invisibility*, *wall of fire*, *flame pillar* at will; grant 3 wishes every 101 days).

[LORE] Gwydion serves a powerful being he calls the Lord of Secrets, who sent him here to investigate the Eyrie. If questioned about the Lord of Secrets he will say only that He is an undying being who dwells in the bowels of Old Zahar. (The Lord of Secrets was introduced in *AX1: The Sinister Stone of Sakkara* as a shadowy antagonist in the shadows; he can be easily replaced by another mysterious patron from the Judge's campaign if desired.)

[TREASURE] The treasure in the Forest Tower has a value of 16,760gp and a weight of 473st. It is spread throughout the six floors of the tower, detailed below.

C5A. BOTTOM FLOOR

The bottom floor of the tower contains a foyer, living chamber, kitchen, dining chamber and study. Treasure here includes:

- » 150 salt bricks (100gp, 80 st)
- » 40 bags of grain (40gp, 80 st)
- » 20 bags of vegetables (20gp, 80 st)
- » 10 barrels preserved meat (200gp, 80 st)
- » 10 barrels of ale (100gp, 80 stone)
- » 4 barrels of wine (800gp, 64 stone)
- » A fine silverware set (1,500 gp, 2 st)

C5B. SECOND FLOOR

The second floor has a common lounge area, a private lounge area, a storage room, and a privy. The treasure here includes:

- » An ornate red *carpet of flying* with Shebatean pattern work is unfurled in the private lounge.
- » A backwards-curved *sword* +3 of Zaharan make hangs on the private lounge wall. Its hilt is fashioned in the shape of a great wyrm.
- » A suit of ancient Zaharan *plate armor* +2 with segmented bronze plates and a tall-plumed helm stands in the common lounge area.

C5C. THIRD FLOOR

The third floor has two guest bedrooms, sparsely furnished. There is no treasure.

C5D. FOURTH FLOOR

The fourth floor has a large bedroom connected to a well-furnished library. The following treasure is here:

- » 2,000 Zaharan gold dodecs in a chest trapped with a poison needle (wyvern venom).
- » A brass *wand of fire* with an amber tip next to the bed-stand.
- » An arcane library of codices and scrolls worth 40,000 gp spread across a series of bookshelves.

C5E. FIFTH FLOOR

The fifth floor has a master bedroom. Treasure here includes:

- » A pair of black leather *boots of levitation* is stationed at the foot of the bed.
- » A *crystal Ball with clairaudience* sits atop a lectern in the master suite.
- » A covered *mirror of life-trapping* rests in the corner.
- » A dozen pieces of gold and platinum jewelry in the Thrassian style (12,000gp) are kept in a dresser by the bed.

C5F. SIXTH FLOOR

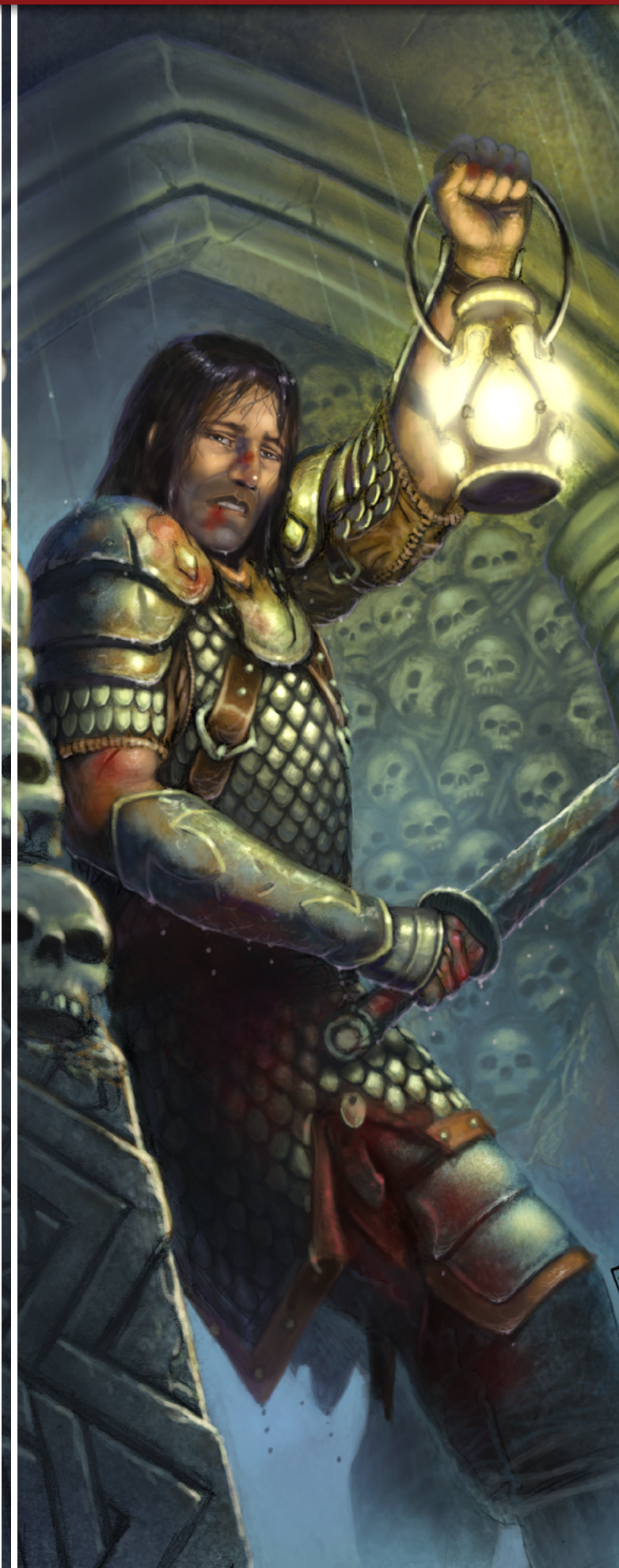
The sixth floor is an observatory. From here adventurers can get a clear view of the entire Eyrie.

C6. TREE OF THE ZYN

A tree towers above the nearby buildings, over a dozen cubits thick and adorned with bright yellow petals. A buzzing sound and heady toxic scent fill the air.

This tree is the hive of the Zyn. Any characters who approach within 60' are challenge by **2d4 Zyn**. Fighting the Zyn here is hopeless, for every Zyn killed, 2d4 more arrive the next round. The tree contains a total of 700 Zyn hell wasps, all packed together like some sort of alien keratosis in the shell of this monstrous hive.

Hell Wasps (700): MV 150', AC 3, HD 2**, hp 7, #AT 1 (sting 9+), Dmg 1D8, Save F2, ML +1, AL Chaotic, XP 38; Special: detect invisibility 60'; explosive death (when killed, explodes for 3d6 fire damage in 5' radius, attracting 1d6 Hell wasps appear for each hell wasp killed)



C7. FALLEN GEAR TOWER

A twisted lump of metal and steel rises high into the sky. Rusty gears, poles, plates, and clockwork mechanisms form a disorganized tower that stretches nearly one hundred feet in the air. An area has been cleared near the bottom, underneath a crafted roof that shields it from the elements. A yellow glow of light, life, and warmth spills out from beneath the roof.

The cleared and roofed area at the foot of the tower is the home of the Collector, an ancient alien wizard named Narlag. He constructed the roof, and the light that illuminates it emerges from glass orbs he has mounted there.

Narlag he has come from another celestial sphere to study the Oculus in order to discover how the Optics live forever. He has not mastered the technique; each of his failure creates a different Ik. The Collector is stoic and somewhat laconic, and his personality severe, but he remains a living creature, and it has been long since he's talked with anyone. Adventurers who achieve a Neutral or better reaction roll result can engage him in conversation, and although he is initially reticent, it is clear he enjoys the company. Narlag has little interest in the issues that plague the Eyrie; he simply finds it a convenient place to pursue his work.

The Collector can teleport to his home sphere at will instantly. Any hostile activity or threat will cause him to vanish. This will cause the nearby glass lights to go dim, and all of the Ik to instantly collapse and break apart, spilling beans, cotton, ball bearings, et. al. across the floor. He will not return.

C8. RIFT/WILDS

An alien forest filled with strange plants with gaping pods for leaves, slick 14' tall orange tubes, and strange fleshy trunks that have vertical folds, stretches out to the limit of vision. About 100' away, a towering pile of beams and twisted metal rises almost 100' in the air, just before a large mountain begins to rise from the ground. Closer, nearby, the top of a glass tower rises from the forest.

The nearby glass tower is the Forest Tower (C5) above while the tower of beams is the Fallen Gear Tower (C7). Apart from these structures, the entire forest is filled with malicious wildlife. In lieu of checking for Random Exploration Encounters, roll on the following table for every turn the adventurers explore the forest. Don't forget to roll for reactions! A good reaction roll might indicate that the creatures have recently fed, or are wounded,

or perhaps are just having a good day. The Judge should aim to create a chain of encounters, determining not only what's in the jungle but what happens. E.g. if the party runs into a troop of monkeys, the monkeys are now in the jungle and will react to future encounters the adventurers have, e.g. laughing at their misfortune. Therefore each different string of rolls will create a different situation.

1. A **toxic plant** sprays acid on a random party member. The character must succeed on a saving throw vs. Wands or take 3d6 points of acid damage.
2. **2d4 monkeys** chitter and cry as they follow the party, making it impossible for them to surprise opponents.

Monkeys (2-8): MV 90', AC 2, HD 1+1, hp , #AT 1 (claw 9+), Dmg 1D4, Save F1, ML -1, AL N, XP 15.

3. **3d4 Ik** are sitting in low-hanging tree branches and the adjoining ground. If the players are loud or hostile, the Ik will flee into the forest. If the players attempt to communicate with them, the Ik will whistle at them in different tones. If the adventurers whistle back, the Ik will pantomime laughter as the sound of jingling bells fill the air. The Ik will then indicate the party should follow them and will lead them to the Collector at the Fallen Gear Tower (C7).
4. Foliage-covered "trap doors" suddenly push up and **2d6 giant rhagodessa** emerge from their burrows.

Giant Rhagodessa (2-12): MV 150', AC 4, HD 4+2, hp 20 each, #AT 1 (leg or bite 6+), Dmg 0 or 2d8, Save F2, ML +1, AL N, XP 215; Special: suction pits (target yanked, bitten next round for 2d8)

5. **1d6 giant scorpions** appear from behind a dense thicket, their chitinous appendages clattering against the foliage.

Giant Scorpions (1-6): MV 150', AC 7, HD 4, hp 18 each, #AT 3 (2 claws, sting 7+), Dmg 1d10/1d10/1d4+poison, Save F2, ML +3, AL Chaotic, XP 135; Special: poison sting (save v. Poison or die), stinging strike (+2 bonus to stinger attack if either claw strikes in round)

6. A random party member is subjected to an alluring floral scent from a fleshy pillar plant nearby. That character must succeed on a saving throw vs. Petrification or suddenly find himself unable to prevent himself from attempting to mate with one of the folds in the pillar plant. The plant's surfaces are, of course, covered in paralytic toxic poison. While 'ex-

posed, the character must make a saving throw vs. Poison every round. On a failed save, his respiratory system is paralyzed, which will kill the character in 1d10 rounds. Once affected by the scent, the character will physically fight anyone who tries to stop him in a berserk rage (+2 to attack throws, -2 to AC). Any adventurers attempting to intervene will also be exposed to the smell and must make saving throws as above. Only death, magic, or unconsciousness can prevent an affected character from being eventually paralyzed and then dissolved by the plant.

7. **1d6 wyverns** are perched on the huge branches of nearby trees.

Wyverns (1-6): MV 90', Fly 240', AC 6, HD 7, hp 35, #AT 2 (bite/sting or 2 talons 4+), Dmg 2d8/2d8 + poison or 2d8/2d8, Save F4, ML +1, AL Chaotic, XP 1,140; Special: dive attack (double damage, save vs. Paralysis or carried off), poison sting (save v. Poison or die)

8. Ahead is a surreal alien beauty, a **dryad** bound to one of these bizarre underworld plants. Her name is Natalie, and she desires to know everything about the outside world. She will take advantage of any men she can enchant, demanding they regale with her everything they know as she slowly drains them of their sexual life energy. In a matter of days, all that will remain of her paramour will be a woody husk. Natalie has no interest in violence though; she will simply grab any characters charmed by her, and disappearing into the tree.

Natalie (Dryad): MV 120', AC 4, HD 2, hp 8, #AT Charm, Save E4, ML -2, AL Neutral, XP 29

9. A copse of attractive, pleasantly scented bushes nearby are actually **2d6 walking Venus mantraps**. See New Monsters on p. XX.

Walking Venus Mantraps (2-12): MV 10', AC 0, HD 6, hp 30, #AT 1 (Trap 5+), Dmg Special, Save E6, ML +3, AL Neutral, XP 320; Special: entrapment (on successful attack, target is entrapped inside; proficiency throw of 18+ required to escape, each consecutive attempt hampered by the poison at cumulative -2, each bonus modifier of strength grants a +4 bonus)

10. A thick black boa constrictor is hanging off a nearby limb. He raises his head to the party and greets them. The snake is Wraael the Snake, a necromancer who has grown to prefer the ophidian form. He can speak fluently, but sounds like you would expect a necromancer snake to sound, and is quick to mention that he was once a man. If threatened, Wraael summons 2 wraiths and attacks the party. He can fight as a boa constrictor or cast spells every round without need to speak or gesture. If the adventurers parley with Wraael, he will ask them bemused and morbid questions, offer to replace parts of them with magic dead limbs, and generally make everything into a double entendre about his nefariousness.

Wraael: Mage 11; MV 90', AC 3, HD 11, hp 32, #AT 2 (bite, constrict 7+), Dmg 1d4/2d8, Save M11, ML -1, AL Chaotic, XP 350; Spellcasting 4 1st, 3 2nd, 3 3rd, 3 4th, 2 5th, 1 6th; Repertoire: 1st *light, magic missile, shield*; 2nd *detect evil, levitate, web*; 3rd *dispel magic, fly, lightning bolt*; 4th *charm monster, polymorph self, wizard eye*; 5th *animate dead, contact other plane*, 6th *death spell*

11. One incredibly timid **deer** freezes in absolute panic at the sight of the adventurers. Due to its anxious state of mind, it will automatically flee from any characters that do not have Beast Friendship proficiency.

Timid Deer: MV 240', AC 2, HD 2, hp 6, #AT 1 (hooves 9+), Dmg 1d6, Save F1, ML -3, AL Neutral, XP 20, Special: suffers from PTSD

12. A loud buzzing sound, like a swarm of flying insects, fills the air. A moment later, **3d6 giant carnivorous flies** descend from the tree tops.

Giant Carnivorous Flies (3-18): MV 90', Fly 180' AC 3, HD 2, hp 9, #AT 1 (bite 9+), Dmg 1D8, Save F1, ML 0, AL Neutral, XP 20; stealth (imposes -2 penalty on surprise rolls)

THE EYRIE IN CAMPAIGN PLAY

"Due to the size of the city, only some of the possible adventures have been described. Those given detail the main inhabitants of the city and illustrate their different ways of life. The DM may expand the given adventures or create new ones, to provide players with further adventures in the Forbidden City"

- David Cook, I1 *Dwellers of the Forbidden City*

NEW MONSTERS AND SPELLS

NEW MONSTERS

DEMON WOLF

% In Lair:	50%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	None
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	4
Hit Dice:	10
Attacks:	1 (bite 2+)
Damage:	2d8
Save:	F8
Morale:	+0
Treasure Type:	None
XP:	850

During their heyday, the Zaharans avidly pursued the arts of transmutation, crossbreeding living creatures of every sort to create loyal servants and living weapons. The most gifted and macabre of their transmuters even crossbred demonic entities from the Outer Darkness with living things. The demon wolf that lives in the Eyrie of the Dread Eye is one such creation. Death and darkness inhabit the wolf's form, and his wild and natural goodness wars with the evil that he was cursed with. The demon wolf is nearly 40' long and 18' high in the shoulder. His eyes smolder with literal coals and pupils of ember, and the ground smokes where he walks.



DORVERETH

% In Lair:	100%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	None
Alignment:	Neutral
Movement:	1'
Armor Class:	0
Hit Dice:	N/A
Attacks:	1 (mental assault)
Damage:	3d8
Save:	F14
Morale:	N/A
Treasure Type:	None
XP:	4,000

The energies of the Spheres radiating from the Oculus combined with the strange chemicals and substances once kept within the Research Projects Building (C4) lab have interacted with the bizarre plant life, mold, and algae, to create a mass of fungus and mold so large that it thinks. It is Dorvereth, and it lives and hungers. It is a single creature, but grows ceaselessly.

Dorvereth continuously sloughs off magnitudes of rotting ooze which seek out other dead and decaying things and enter them, so that the nascent ooze-god may use them as appendages to explore the world and live a dream of their life.

Dorvereth cannot speak, move, or act. However, he is able to communicate directly mind-to-mind with any living creature within 90'. Dorvereth largely communicates one fact: his insatiable need for more. He desires to grow and consume till everything is Dorvereth. Once per round, he can make a mental assault on a target within 90', who must make a saving throw vs. Petrification or suffer 3d8 points of psychic damage.

Dorvereth is a mass of mold and fungus and cannot be 'attacked'. He can be eliminated only with acid, fire, cold, or electricity dealing a cumulative 12,000 points of damage. The best way to destroy Dorvereth is to set him aflame with oil. It takes 24 flasks of oil to cover his mass and 8 hours of natural fire to burn Dorvereth clear.

HELL WASP

% In Lair:	35%
Dungeon Enc:	Flight (1d12) / Hive (5d12)
Wilderness Enc:	Swarm (3d12) / Hive (2d100)
Alignment:	Chaotic
Movement:	150' (50')
Armor Class:	6
Hit Dice:	2**
Attacks:	1 (sting 9+)
Damage:	1d8
Save:	F2
Morale:	+1
Treasure Type:	Special (potions)
XP:	38

Hell wasps are horrific aberrations from another sphere of existence. The dog-sized creatures have the twisted evil-looking faces of depraved old men set atop the bodies resembling red, black, and yellow wasps. They are sapient and malicious, delighting in harassing victims by yelling insults and diving at people to sting them. Hell wasps have keen senses and can **detect invisibility** to a range of 60'.

When a hell wasp dies, it explodes in a burst of hellfire dealing 3d6 points of fire damage to anyone in melee with the hell wasp unless they succeed on a saving throw vs. Blast. The explosion releases a noxious scent that summons more hell wasps. For each wasp that explodes during any given combat round, 1d6 additional hell wasps show up at the beginning of the following combat round. Such summons continue until the hive is destroyed, the wasps' morale breaks, or the threat is dealt with.

Although a hell wasp's stinger is as long and sharp as a sword, it is not poisonous. The creatures make up for this deficit by becoming experts with toxins and poisons. Each hell wasp will usually carry 1d6 potions of either **poison** or **healing** on its person. They will trade these potions with adventurers, but are not to be trusted as to the nature of their contents.

Some hell wasp hives can grow to sizes even large than those listed above. The Tree of the Zyn (C6) is an example of such a hive.

MUMMY ABOMINATION

% In Lair:	80%
Dungeon Enc:	Solitary (1) / Tomb (1d3)
Wilderness Enc:	Solitary (1) / Tomb (1d3)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	6
Hit Dice:	5+1** per mummy
Attacks:	1 (slam 5+) per mummy
Damage:	1d12, mummy rot
Save:	F5
Morale:	+4
Treasure Type:	D per constituent body
XP:	460 per constituent body

Under the dark influence of the Oculus, the bandages and bodies of the undead can merge together into a twisted mummy abomination that, when awoken, fights with the power of each constituent mummies.

A mummy abomination can consist of as few as two or as many as ten mummies bound together. Each of its constituent mummies has its own separate hit points. Much like a hydra with many heads, the mummy abomination can make a number of attacks equal to the number of mummies. As each mummy is destroyed, the mummy abomination loses another attack. Anyone successfully damaged by a mummy abomination attack suffers 1d12 points of damage and contracts **mummy rot**.

Mummy rot is a powerful curse, not a natural disease. When under the effects of the curse, characters are unable to receive benefits from any form of magical healing, and heal naturally at only 1/10th the normal rate. Mummy rot may be removed with the spell **remove curse**.

Like other undead, mummy abominations are unaffected by poison and **charm**, **sleep**, or **hold** spells. Further, mummy abominations may only be harmed by magical weapons, spells, and fire-based attacks, all of which do only half damage. They are turned as infernal creatures and may make a saving throw vs. Spells to resist the effects of turning. To be successfully turned, the number of HD affected must equal or exceed the number of bodies constituting the abomination.

OCULUS

% In Lair:	100%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	None
Alignment:	Chaotic
Movement:	30' (10')
Armor Class:	8
Hit Dice:	20**
Attacks:	2 (lash -3+) plus spell
Damage:	3d8
Save:	F14
Morale:	+3
Treasure Type:	Special
XP:	5,400

Using a fragment of the Tablet of Destiny, a fallen weapon of a distant and forgotten age, the bizarre Khepri opened a door to *elsewhere*. As soon as the portal opened, it was immediately possessed by an intelligence. It is unknown what happened after, but it soon became clear that the intelligence was malicious, a cacodemon of great power, striving to unleash destruction onto this sphere of existence.

The Khepri sealed the Oculus while they studied it, a project that continued until their kingdom's destruction in the Day Without Night. The keepers that followed – the corrupted elves of Southern Argollë and the Thrassian lizardmen – kept the Oculus contained. But then the Zaharans arrived. These avid servants of evil offered worship to the Oculus, many of them devoting themselves to its service. In so doing they freed themselves from the cycle of life and death, but bound themselves to it for all eternity.

Now the power of the Oculus rises! All flesh will burn painfully for an aeon, before being reshaped into a meager shell of servitude. Once a tool to change destiny, now it is the Oculus who has seen that it is Destiny itself, and eventually the world will be subsumed into it.

Corrupted by chaotic forces for over five thousand years, the fragment of the Tablet of Destiny that powers the Oculus has degenerated into a mess of multicolored beams of magical energy, a typhoon of ribbons of lightning, shadow, music, fire, and chaos that trail behind it like a discarded hose. Atop this chaotic aura floats a bulbous mucus-covered sphere looking for all the world like a gigantic eye.

In addition to attacking with its vicious lashes, the Oculus can also cast one of the following spells each round at a target within 30': *death spell*, *disintegrate*, *flesh to stone*. The Oculus's spellcasting cannot be interrupted by damage.

As a demon, the oculus is **resistant** to (takes half damage from) attacks based on cold, electricity, fire, and gas. It possesses **telepathy**, which allows it to communicate with any creatures it encounters. The Oculus has grown too powerful to be dispelled, turned, or held at bay with **protection from evil**.

OPTIC

	Footman	Sergeant
% Lair:		
Dungeon Enc:	Patrol (2d6) / Outpost (5d6)	Special
Wilderness Enc.:	None	None
Alignment:	Chaotic	Chaotic
Movement:	90' (30')	120' (40')
Armor Class:	4	5
Hit Dice:	4+1	8
Attacks:	1 (refulgent pike 6+)	2 (refulgent pike 3+, eye beam)
Damage:	1d10+3	1d10+4, special
Save:	F4	F8
Morale:	+2	+2
Treasure Type:		
XP:	140	600

	Seer	Quintesson
% Lair:		
Dungeon Enc:	Special	Special
Wilderness Enc.:	None	None
Alignment:	Chaotic	Chaotic
Movement:	60' (20')	60' (20')
Armor Class:	2	2
Hit Dice:	3*	6*
Attacks:	Spells	Special
Damage:	By spell	Special
Save:	M3	M6
Morale:	-1	-1
Treasure Type:		
XP:	65	570

Long ago the Zaharans trapped in the Eyrie removed themselves from the cycle of life and death. But over time, they lost who they were, and became stretched and hollow servants of what they call the Oculus, the great Eye, the living center of the Eyrie. They became optics: constructs, vaguely shaped like men, bent into sharp angles and platonic shapes. Their souls have been bound to their forms, made from the material of other living creatures.

Optics moves around the Eyrie in large patrols of footmen. When encountered on patrol, 1d4 of the optic footmen will be mounted on giant tuatara lizards. Mounted or on foot, the optic footmen wield massive refulgent pole-arms in combat that trail streaks of bloody light.

For every four optics encountered there will be an optic sergeant, and for every six optics there will be a seer. Sergeants and seers will always be mounted. The special troops are in addition to the normal foot soldiers, e.g. a roll of four optics indicates an encounter with a sergeant and four optics, while a roll of eight optics indicates an encounter with a seer, two sergeants, and eight optics. The optic quintesson do not patrol and only one will be encountered in any outpost.

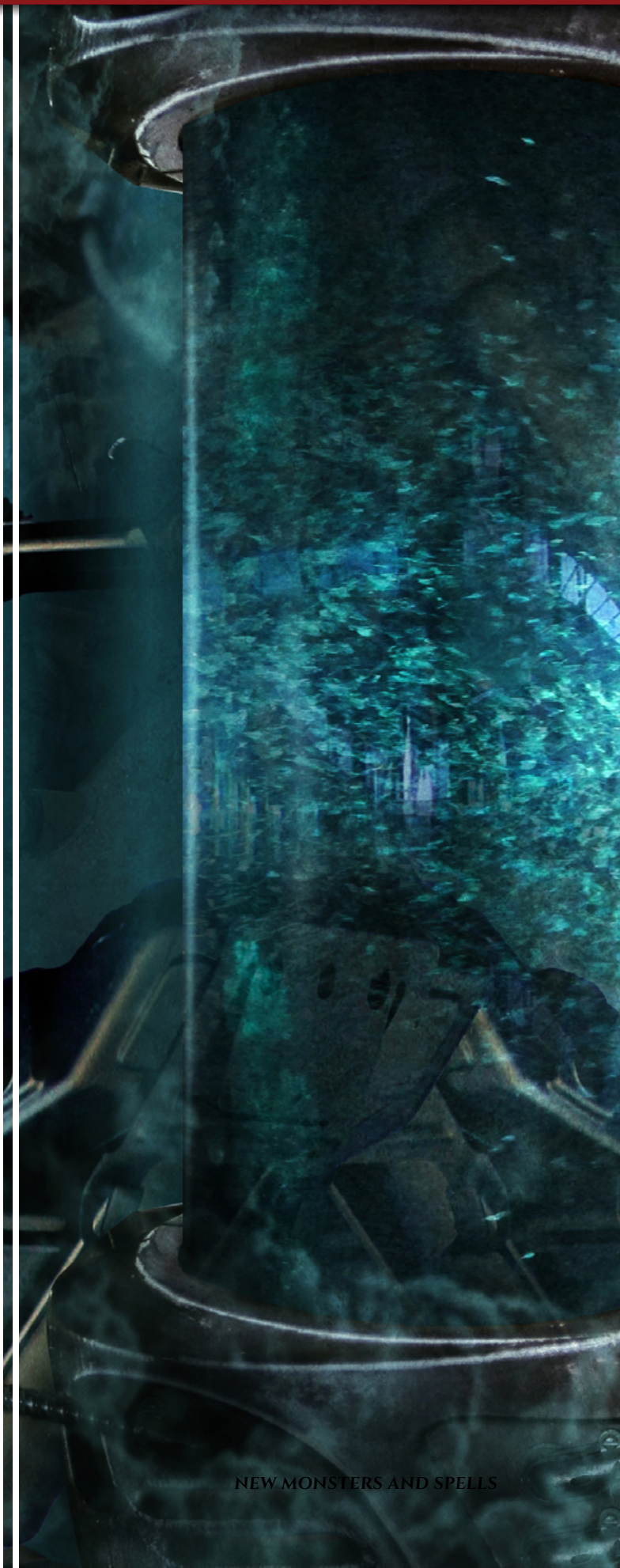
Optics are highly intelligent and fight extremely tactically. The footmen fight from the front rank, protecting the sergeants who strike out from the second rank with their weapons and death rays. The seers provide powerful support from the rear, focusing on downing dangerous targets while trying to distract other targets that aren't the focus of the attack.

As constructs, optics are immune to gas and poison and unaffected by **charm**, **sleep**, and **hold** spells. They count as enchanted creatures for purposes of spells such as **protection from evil**.

Optic Sergeant: Optic sergeants resemble larger, sturdier optics. They possess more individuality than the footmen and limited free will (subject to the overriding rule of the Oculus, of course). In addition to attacking with its refulgent pike, an optic sergeant has an eye-beam that fires a sickly purple blast of fire with a range of 30. The eye-beam deals 3d6 points of damage unless the target succeeds at a saving throw versus Blast.

Optic Seer: Optic seers are the sorcerers of their kind. An optic seer can cast the following spells at will: *magic missile* (3 missiles), *mirror image*, *dispel magic*. Once per day, an optic seer can cast *disintegrate*. Seers begin combat by targeting anyone strong or in armor with *disintegrate*, then cast *mirror image* and fire *magic missiles* to disrupt spell-casters and take down damaged targets.

Optic Quintesson: These mutated hags serve as prophets and



religious leaders for the optics. Each quintesson is granted a form of second sight by the Oculus. When a quintesson is present, all of her allies within 30' can reroll any attack or saving throw that fails. (Each throw can be re-rolled once.)

PROTO-OOZE

	Ordinary	Giant
% Lair:	None	None
Dungeon Enc:	Solitary (1)	Solitary (1)
Wilderness Enc.:	None	None
Alignment:	Neutral	Neutral
Movement:	10' (3')	10' (3')
Armor Class:	2	2
Hit Dice:	4*	13*
Attacks:	1 (pseudopod 7+)	1 (pseudopod 1+)
Damage:	1d6, INT drain	2d8, INT drain
Save:	F4	F8
Morale:	N/A	N/A
Treasure Type:	None	None
XP:	135	2,400

The living mass of mold and fungi that is Dorvereth continuously sloughs off magnitudes of rotting ooze which seek out other dead and decaying things and enter them, so that the nascent ooze-god may use them as appendages to explore the world and live a dream of their life.

On a successful attack, the proto-ooze poisons the target, draining its Intelligence by 1d4 points for 6 turns. If a target is reduced to 2 or less Intelligence by this drain, the victim permanently loses its individuality and becomes one with the fungus, turning into a fungal zombie.

Like all oozes, proto-ooze is immune to poison, gas, **sleep**, **charm**, and **hold**. It is immune to the effects of fire-based and cold-based attacks, but takes normal damage from lightning-based attacks and weapons.

Fungal Zombies: A fungal zombies is identical to a normal zombie except in the following respects. First, a fungal zombie is a type of oozes rather than undead; while immune to poison, gas, **sleep**, **charm**, and **hold** spells it cannot be turned. Second, when a fungal zombie hits a target, some of the ooze-that-is-Dorvereth poisons the target, draining its Intelligence by 1d4 points for 6 turns as above and with the same result.

WALKING VENUS MANTRAP

% In Lair:	None
Dungeon Enc:	Copse (2d6)
Wilderness Enc:	Copse (2d6)
Alignment:	Chaotic
Movement:	10' (3')
Armor Class:	0
Hit Dice:	6
Attacks:	1 (trap 5+)
Damage:	Special
Save:	E6
Morale:	+3
Treasure Type:	None
XP:	320

Where the ordinary Venus flytrap is a stationary carnivore that preys on flies and other small creatures, the walking Venus mantrap is a mobile monstrosity that can devour a human being.

If the walking Venus mantrap successfully hits a man-sized target or less, the target is entrapped inside a cage of sticky, poisonous petals. An entrapped character can escape by taking an action in lieu of attacking and succeeding on a proficiency throw of 18+. Each bonus modifier of Strength grants a +4 bonus on the throw. If the throw fails, the character may try again on the next round, but each consecutive attempt is at a cumulative -2 penalty as the poison progressively hampers him.

As plants, they 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. Walking Venus mantraps have no treasure as they digest any matter that enters their traps.



YI-MAR

	Shield Ape	Elite Ape
% Lair:	25%	25%
Dungeon Enc:	Squad (3d4) / Outpost (1d4 squads)	Section (1d4) / Outpost (1d4 sections)
Wilderness Enc.:	None	None
Alignment:	Neutral	Neutral
Movement:	120' (40')	120' (40')
Armor Class:	9	9
Hit Dice:	4	6
Attacks:	2 claws (7+)	1 jagged sword (5+)
Damage:	1d4	1d10+2
Save:	F2	F4
Morale:	-1	+1
Treasure Type:	None	None
XP:	135	320

At the height of the Argollëan Empire, the ancient elves of Southern Argollë bred a race of cave-dwelling carnivorous apes, an early effort in the crossbreeding programs that later gave rise to the Thrassians and the beastmen. The Yi-mar were created from this ancient stock, uplifted a step further by the Zaharans using the cruel techniques of the ancient Argollean elves and condemned to a life of cruelty and pain. Once slave warriors of the Zaharans, they and their kind have been trapped in the Eyrie since the fall of the empire. They have only known war.

The Yi-Mar march through their territory with the militarized patrols challenging all who might present a threat. They have mastered the art of using incredibly heavy armor (AC 9, weight 9 st). Each Yi-Mar squad of shield apes will be accompanied by one section of 1d4 elite apes equipped with jagged swords. Each Yi-Mar outpost will have one section of elite apes per squad.

The Yi-Mar speak Zaharan, which they call the High Speech of the Masters, and can also understand and speak a pidgin orc tongue.



NEW SPELLS

Preservation of Antiquity

Divine 5, Arcane 6

Range: 20'

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.



Secret Sanctum Range: 2 square miles (1 1.5-mile hex)
Arcane Ritual 9 Duration: Special

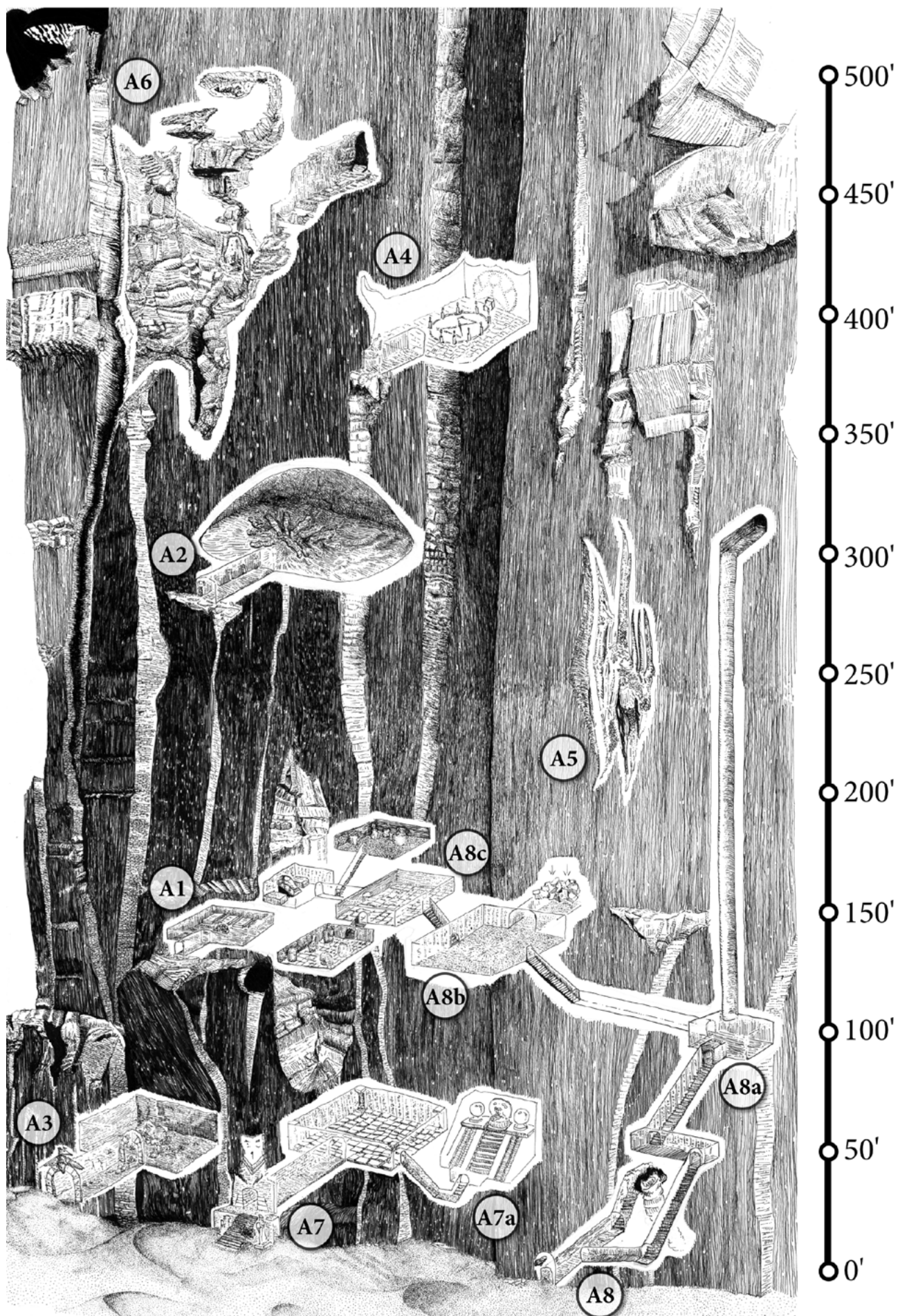
This potent ritual conceals an area of up to 2 square miles from physical and magical inspection. An illusion with visual, audible, and tactile components screens the location from all sensory notice – a castle may be concealed as a hill, an island concealed as open water, and so on. A character can disbelieve the illusion only if he is already aware that **secret sanctum** exists. Any attempts to **dimension door** or **teleport** into the area automatically fail.

Once cast, the **secret sanctum** can last indefinitely. However, the spell is broken if any sapient creature who enters the protected area ever exits it. As such the spell is mostly used to hide the

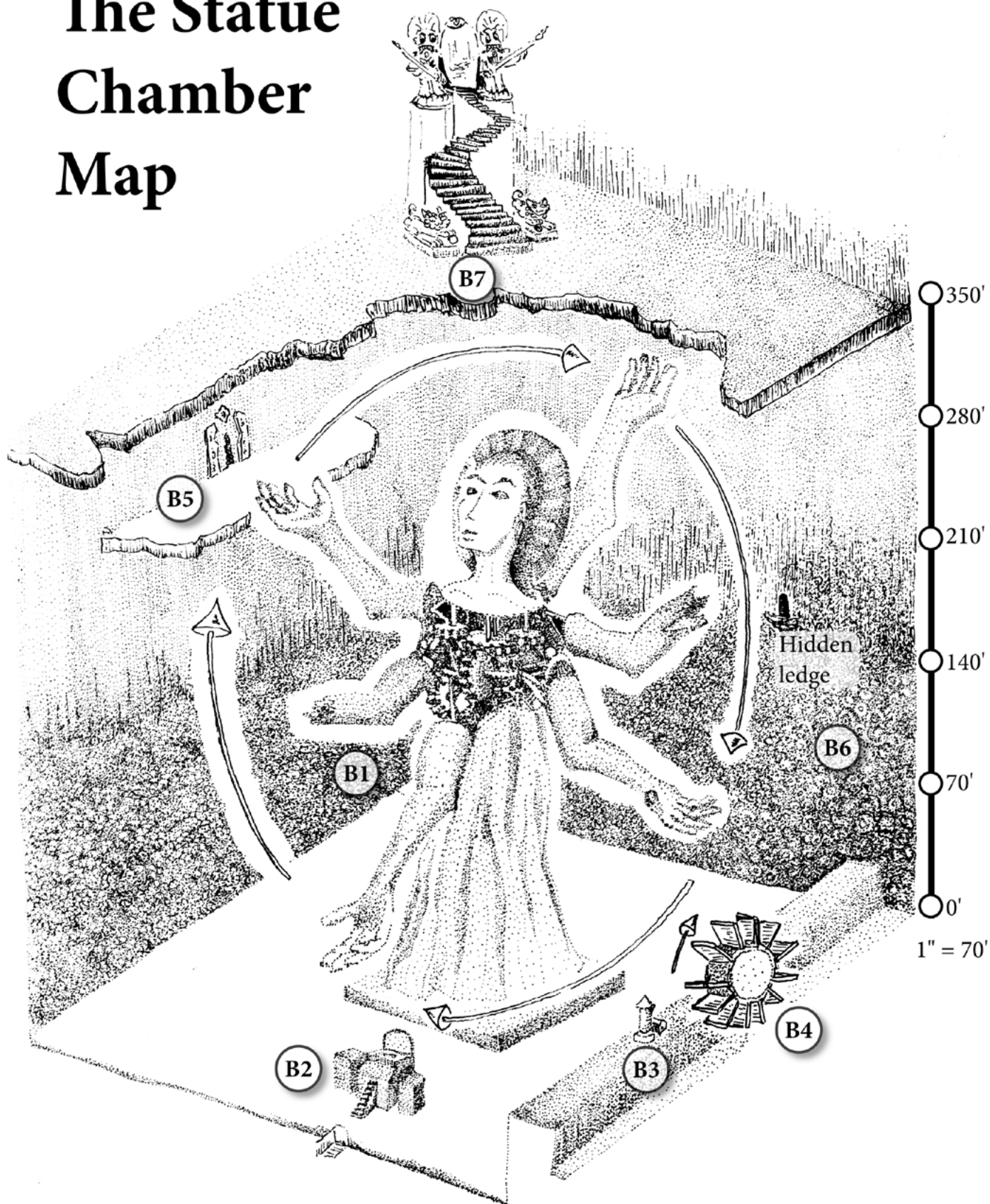
tombs of the dead. In addition, the ritual must be anchored to a large statue just outside the area to protected. The larger the area to be protected, the larger the statue must be, with a height of 10' per 0.1 square miles. If the statue is damaged or destroyed, the **secret sanctum** is dispelled. The **secret sanctum** cannot otherwise be **dispelled** by anything short of **wish**.

This ritual was a closely-guarded secret of the Zaharan sorcerer-kings. Long after the fall of Zahar, a few Auran loremasters began to surmise that the colossal statuary often seen in the Dark Wall and other settlements of that wicked people may have been the focal points for **secret sanctums** to hide their tombs, but the cost and risk of mounting an expedition beyond the Dark Wall to verify these claims has left it a matter for debate.

The Cliff Map

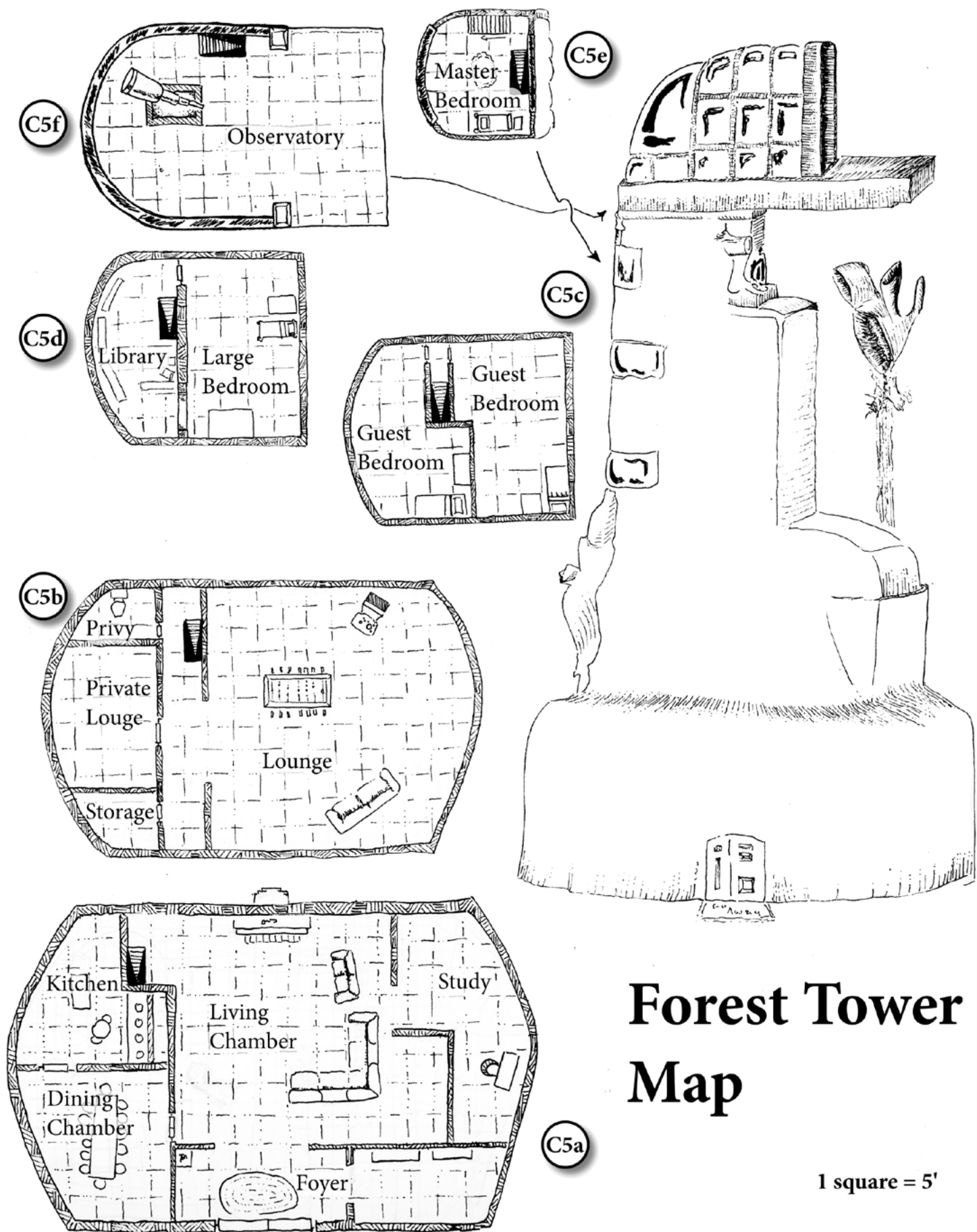


The Statue Chamber Map



The Eyrie Map





Forest Tower Map

1 square = 5'

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