



10

ISSUE TEN

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MACABRE MONSTERS, TWISTED TEMPLES, AND GRIM GUARDIANS AWAIT...

- *Grim Heroes*: because a grim dark world needs grim dark heroes
- *Terrors of the Night*: a pair of new undead creatures inspired by monsters of legend
- *The Fetid Crypt of Anatu the Defiler*: a dark and haunting dungeon in the Auran Empire's Borderlands



ADVENTURER CONQUEROR KING SYSTEM™

AXIOMS™ ISSUE TEN

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GRIM HEROES

BECAUSE A GRIM DARK WORLD NEEDS GRIM DARK HEROES

By Omer Joel

The *Adventurer Conqueror King System* (ACKS) offers a multitude of character classes. They range from heroic to villainous, and everything in between. However, alongside Rogues, Fighters, and Thrassian Deathchanters, there is also a place for even grimmer heroes. This article details three such classes: The flagellant, the revenant, and the sorcerer. They are not necessarily vile; in fact, the flagellant is a martyr for Law. However, they do show a grim face of fantasy, appropriate for games with a darker theme. With the darkly-themed holiday of Halloween at hand, it seemed the perfect time to offer some grim heroes...

FLAGELLANT

Prime Requisite:	CON and WIS
Requirements:	None
Hit Dice:	1d8
Maximum Level:	14

The flagellant sees pain as the pathway to penitence and spiritual purity. He views martyrdom as the pinnacle of faith a believer can achieve, and wounding the mortal flesh as a road to clearing one's soul of dark Chaos. He marches through the corrupt mortal world to call the sinful to repent and flogs his own flesh to ward away the bestial call of the carnal body.

An iconoclast, an enemy of slavers, resentful of the haughty, the flagellant fights with zeal. He - or she, as is often the case - might lack training in heavy armor or in a wide selection of weapons but makes up to that in burning religious fervor. A simple robe or scrap of hide his only protection, he carries his characteristic flails to rend the flesh of the Chaotic idolater and the mortal tyrant.

Flagellants are trained combatants and they fight with holy fervor. At first level, flagellants hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws and saving throws by two points every *three* levels of experience. Flagellants increase their base damage roll from missile and melee weapons by +1 at 1st level and by an additional +1 at the 3rd, 6th, 9th, and 12th levels.

While zealous in combat, flagellants are often of peasant stock and lack the broad weapon and armor training available to

more martial classes. They may only use bows, crossbows, flails, hammers, and maces, and may only wear hide armor or lighter. They may fight with a weapon and a shield, two weapons, or one two-handed weapon. They may use any magic item useable by fighters.

All flagellants are of Lawful alignment. A flagellant who changes to Neutral or Chaotic alignment loses his class powers. If he later returns to the embrace of Law and atones his sins (possibly by a **quest** or **atonement** spell, accompanied by vigorous self-flagellation), he may regain his powers.

At level 1, the flagellant may conduct **flagellation** to whip himself into a furious religious zeal. He suffers 1 point of damage per level of experience but gains a +2 bonus to attack and damage rolls and becomes immune to fear. The character may not retreat from combat while this lasts. Furthermore, the Judge may rule that she will have to attack, to the best of her lethal ability, the nearest enemy of her faith, even if the player thinks this is not a prudent choice. The zealous fury lasts until the combat ends.

Furthermore, innumerable scars from years of self-flagellation and other forms of self-punishment have blessed his wounded flesh with **stigmata** - an armor of faith. At 1st level, the flagellant gains a +2 bonus to AC and decrease the damage from any non-magical attacks by 1 point per die. At 7th level, this protection increases to +4 AC and 2 points per die. At 13th level, the protection increases to +6 AC and 3 points per die. The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. The AC bonus from stigmata stacks with potions of invulnerability, rings of protection, and similar effects, but does not stack with armor. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity.

At 3rd level, the flagellant may seek **martyrdom**. Upon reaching 0 hit points, the character may choose to remain in full fighting condition, functioning as if he has above-zero hit points, and applying any further damage as negative hit points. He may continue fighting until he reaches a negative number of hit points equal to or exceeding his Constitution score or stays conscious for a number of rounds equal to his level of experience - the sooner between them. Then he falls unconscious, mortally wounded. The

FLAGELLANT LEVEL PROGRESSION					
EXPERIENCE	TITLE	LEVEL	HIT DICE	DAMAGE BONUS	CLASS ABILITIES
0	Penitent	1	1d8	+1	Flagellation, Stigmata +2
2,750	Fanatic	2	2d8	+1	
5,500	Zealot	3	3d8	+2	Martyrdom
11,000	Mortifier	4	4d8	+2	
22,000	Cenobite	5	5d8	+2	Holy fervor
44,000	Pietist	6	6d8	+3	
88,000	Flagellant	7	7d8	+3	Stigmata +4
175,000	Martyr	8	8d8	+3	
350,000	Saint	9	9d8	+4	
470,000	Saint, 10th level	10	9d8+3*	+4	
590,000	Saint, 11th level	11	9d8+6*	+4	Public flagellation
710,000	Saint, 12th level	12	9d8+9*	+5	
830,000	Saint, 13th level	13	9d8+12*	+5	Stigmata +6
950,000	Grand Saint	14	9d8+15*	+5	

* Hit point modifiers from constitution are ignored

price of his sacrifice is that he suffers a penalty of -1 per level of experience to both Mortal Wounds and Tampering with Mortality rolls related to that injury.

At level 5, the flagellant instills **holy fervor** in her followers; any hirelings of the same religion as the character gain a +1 bonus to their morale score whenever she is present.

Finally, when the flagellant reaches level 11, the flagellant can engage in **public flagellation**, flogging himself in a gruesome manner. By doing so, the flagellant inspires conviction in his comrades. Public flagellation requires a few moments (one round), during which time the flagellant deals 2 hp of damage per level to himself. All allies within 30' gain temporary hit points equal to the lower of the flagellant's or the ally's number of Hit Dice. These temporary hit points last for one turn (10 minutes) or until lost to damage, whichever comes first. To benefit from this ability, the subjects must be of the same alignment and religion of the flagellant. Each time this power is used, the flagellant acquires a minor scar (as per the Permanent Wounds table).

Upon reaching the 9th level (Saint), a flagellant may establish or build a **monastery** as a place of repentance for those seeking to drive out their sin by pain. One established, the flagellant's devotion will attract 5d6x10 0-level fanatics armed with simple weapons, plus 1d6 flagellants of levels 1-3. They are zealots (morale +4). The flagellant must provide for their food and lodging but does not have to pay them wages.

Flagellant Proficiency List: Alertness, Blind Fighting, Combat Reflexes, Combat Trickery (force back, incapacitate, overrun, sunder), Command, Diplomacy, Divine Blessing, Dungeon Bashing, Endurance, Fighting Style, Goblin-Slaying, Healing, Illusion Resistance, Labor, Laying on Hands, Leadership, Manual of Arms, Martial Training, Military Strategy, Mystic Aura, Prophecy, Riding, Running, Theology, Weapon Focus

Zealot Template: This pre-generated template represents a fanatical flagellant of peasant origin driven by prophetic visions to cleanse the worst of sins by the barbs of his flail. However, if your flagellant's INT is 13 or greater, you may pick one or more

FLAGELLANT ATTACK AND SAVING THROWS						
LEVEL	PETRIF. & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROW
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

additional general proficiencies before play if you like (as per the *ACKS* Core Book).

TEMPLATE: ZEALOT

Proficiencies:	Divine Aura, Prophecy
Starting Equipment:	Two simple flails, ragged hide armor, flogger covered with dry blood, holy symbol of Law, peasant clothing, sandals, backpack, 2 weeks' iron rations

REVENANT

Prime Requisite:	CON and WIS
Requirements:	CON 12, WIS 12
Hit Dice:	1d8
Maximum Level:	12

The holy teachers claim that death brings final respite to man. But some spirits cannot rest. Drawn to the living world by an oath unfulfilled or a mortal sin unconfessed, these revenants emerge, restless, from the grave to right the wrongs of their former lives. Many are monstrous undead, acting in vile ways to pursue the crimes they committed while living. A few, however, evade the dark grasp of Chaos and retain their free will. Some retain their own morality.

Revenants are undead, albeit free-willed undead. They must consume the blood and flesh of living or recently dead sentient beings to heal and exist. A Chaotic revenant will gleefully engage in cannibalism. A Neutral one, on the other hand, will steal corpses from coffins and gallows, feed on the flesh of evil men and beastmen, and drink some of the blood of the living while keeping them alive.

A revenant has a mission. This might be vengeance, or maybe redemption. Its player must choose a mission which will allow for a long campaign - a long-term mission rather than a short-term one. This mission will take precedence over other goals, as it alone

keeps the dead character walking. Once completed, the revenant should usually die; alternatively, a Judge may allow continued play pursuing a new goal, especially if other player characters - spell-casters and their allies - have already turned into sentient undead through magical research, or plan to do so.

As noted above, revenants have free will - enough free will that a player would be able to play them as any other player's character. However, note that they are reviled by their very nature, and must take great efforts to disguise their true form, lest the living cower in fear from their visage, or try to slay the unliving character. Thus, the prudent Judge should consider this race carefully, and only allow experienced players to play it.

By the Law of nature and Law of the Divine, a revenant shouldn't exist; death should be final. Thus, a revenant may be Neutral or Chaotic, but never Lawful, even if they walk the land to pursue a Lawful cause or calling.

Driven to revenge beyond the grave, revenants fight with zeal. At first level, revenants hit an unarmored foe (AC 0) with an attack throw of 10+. Like fighters, they advance in attack throws by two points every *three* levels of experience. Revenants increase their base damage roll with missile and melee attacks by +1 at 1st level, and by an additional +1 at the 3rd, 6th, 9th, and 12th levels. Revenants may use any weapon and use any fighting style. They may also wear any armor, though they cannot backstab, hide in shadows, or move silently when wearing armor heavier than leather. Revenants may use any magic item useable by fighters.

Revenants are, by definition, **dead**. A revenant is not a living being and thus it does not have to breathe. It also does not have to eat and drink except for healing purposes (see below). It is also immune to all forms of disease and poison including magical ones. A revenant is also **relentless** in his crusade for revenge and is unaffected by the paralysis ghouls can inflict and gains a +1 bonus on saving throws versus Petrification/Paralysis and Spells. A revenant is **sleepless** does not have to sleep and cannot sleep even if it desires to do so. It is also immune to all sleep powers and effects.

REVENANT LEVEL PROGRESSION

EXPERIENCE	TITLE	LEVEL	HIT DICE	DAMAGE BONUS	BACKSTAB	HIDE IN SHADOWS	MOVE SILENTLY
0	Cadaver	1	1d8	+1	X2	19+	17+
2,800	Death Warrior	2	2d8	+1	X2	18+	16+
5,600	Dead Armsman	3	3d8	+2	X2	17+	15+
11,200	Phantom	4	4d8	+2	X2	16+	14+
22,400	Dead Exemplar	5	5d8	+2	X3	15+	13+
44,800	Dead Myrmidon	6	6d8	+3	X3	14+	12+
90,000	Dead Champion	7	7d8	+3	X3	12+	10+
180,000	Death Knight	8	8d8	+3	X3	10+	8+
340,000	Deathlord	9	9d8	+4	X4	8+	6+
500,000	Deathlord, 10th lvl	10	9d8+3*	+4	X4	6+	4+
660,000	Deathlord, 11th lvl	11	9d8+6*	+4	X4	4+	2+
820,000	Vengeance Incarnate	12	9d8+9*	+5	X4	3+	2+

* Hit point modifiers from constitution are ignored



Furthermore, a revenant is dead and cursed, and thus possesses a **dead soul**. It is beyond the capability of magic to return to life. It cannot be restored to life by **restore life and limb**. If a revenant is reduced from its state of undeath to that of ordinary death by damage or other effects, it can be reanimated with **animate dead**, though the revenant, of course, stays dead. When an Animate Dead spell is cast to reanimate a revenant, the revenant must roll on the Tampering with Mortality table as if it had been restored from death. Furthermore, it suffers a penalty on the 1d20 roll of the Tampering with Mortality table of -1 per level of experience.

Revenants are **unholy** and are vulnerable to weapons and other effects (such as holy water) which harm the undead. They may be turned by divine spellcasters like other undead of the same HD. However, their strength of will and the importance of their mission - which brought them back from the grave - allow them

a saving throw vs. Death with a +2 bonus to escape the effects of turning. If this save fails, a “turned” result works like a **fear** spell; a “controlled” result works as a **charm** effect; and “destroyed” result instantly slays the character.

As cursed undead beings, revenants **do not heal like ordinary mortals**. Regular healing spells and potions of healing damage the revenant, while reverse healing spells (such as **harm**) heal him. The Healing proficiency has no effect on a revenant. Furthermore, a revenant cannot recover hp from natural healing. The revenant, instead, has a **bloody method of healing** - it may recover 1d6 hit points by eating the flesh of a recently slain sapient creature of at least 1 HD. Alternatively, it can drink the blood of a living creature, causing 1d4 points of damage per round to the target and restoring that amount to its own hit points, up to a maximum of

REVENANT ATTACK AND SAVING THROWS

LEVEL	PETRIF. & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROW
1	15+	14+	16+	16+	17+	10+
2-3	14+	13+	15+	15+	16+	9+
4	13+	12+	14+	14+	15+	8+
5-6	12+	11+	13+	13+	14+	7+
7	11+	10+	12+	12+	13+	6+
8-9	10+	9+	11+	11+	12+	5+
10	9+	8+	10+	10+	11+	4+
11-12	8+	7+	9+	9+	10+	3+
13	7+	6+	8+	8+	9+	2+
14	6+	5+	7+	7+	8+	1+

half the target's hit points. The target must be willing or helpless for the revenant to feed upon it.

Finally, like many undead, the revenant possesses a **profane endurance** that resists mundane damage. At 1st level, the character gains a +2 bonus to AC and decrease the damage from any non-magical attacks by 1 point per die. At 7th level, this protection increases to +4 AC and 2 points per die. At 13th level, the protection increases to +6 AC and 3 points per die. The damage reduction is applied per die. Damage can be reduced to 0, but not less than 0, on each die. This AC bonus from stacks with potions of invulnerability, rings of protection, and similar effects, but does not stack with armor. Attacks from monsters of 5 HD or more are considered magical attacks due to the monster's ferocity; the same goes for silver weapons.

A revenant, like a phantom, is a creature of the night – adept at stealthily reaching its enemies with the intent of exacting revenge on them. Thus, it may **backstab**, **hide in shadows**, and **move silently** as a thief of its level, provided that the revenant wears leather armor or lighter.

When a revenant reaches 5th level (Dead Exemplar), his battlefield prowess inspires others to follow him in a quest for vengeance. Any Neutral or Chaotic henchmen or mercenaries hired by the revenant gain a +1 bonus to their morale score whenever it personally leads them. This does not apply to Lawful henchmen or mercenaries, who always suffer a -2 penalty to their morale scores when a revenant attempts to lead them.

At the 9th level (Deathlord), a revenant may build a **fortified mausoleum** and become a grim leader in a crusade for revenge. When he does so, up to 1d4+1x10 0th level mercenaries and 1d6 desperate fighters of 1st-3rd level flock to his doomed cause. If hired, they may be paid standard rates for mercenaries.

Revenant proficiency list: Alertness, Ambushing, Berserkerang, Blind Fighting, Combat Reflexes, Combat Trickery (force back,

incapacitate, overrun, sunder), Command, Dungeon Bashing, Endurance, Intimidation, Illusion Resistance, Kin-Slaying (see the *ACKS Player's Companion*), Knowledge (history), Leadership, Manual of Arms, Martial Training, Military Strategy, Riding, Running, Weapon Focus.

Phantom template: This pre-generated template represents a soul risen from the grave to right a wrong it suffered in its life. The template is ready for adventure. However, if the revenant's INT is 13 or greater, you may pick one or more additional general proficiencies before play if you'd like (see **Starting Proficiencies** in the *ACKS* core book).

TEMPLATE: PHANTOM

Proficiencies:	Combat Reflexes, Intimidation
Starting Equipment:	Old two-handed sword, battered shield, blood stained leather armor, tattered clothes, leather belt, worn boots, backpack, 24gp

SORCERER

Prime Requisite:	INT and WIS
Requirements:	None
Hit Dice:	1d4
Maximum Level:	14

Sorcerers: The dread of normal men, who huddle behind their walls muttering prayers against those who wield unearthly power. The scourge of the stalwart warrior and barbaric brave, who cower from the sorcerer's eldritch might. Horror of eternity, steeped in the occult in life, terrifying in eternal undeath when they transcend the grave.

Sorcerers are the latter half of "Sword and Sorcery", the first half being the courageous sword-wielding barbarian who dares face such magical power. The sorcerer is a classic archetype of a

SORCERER LEVEL PROGRESSION			SORCERER SPELL PROGRESSION						
EXPERIENCE	TITLE	LEVEL	HIT DICE	1	2	3	4	5	6
0	Conjurer	1	1d4	1	-	-	-	-	-
1,200	Alienist	2	2d4	2	-	-	-	-	-
2,400	Medium	3	3d4	2	1	-	-	-	-
4,800	Summoner	4	4d4	2	2	-	-	-	-
9,600	Malefactor	5	5d4	2	2	1	-	-	-
19,200	Malefactor	6	6d4	2	2	2	-	-	-
38,400	Occultist	7	7d4	3	2	2	1	-	-
76,800	Sorcerer	8	8d4	3	3	2	2	-	-
153,600	Sorcerer Lord	9	9d4	3	3	3	2	1	-
313,600	Sorcerer Lord, 10th level	10	9d4+1*	3	3	3	3	2	-
473,600	Sorcerer Lord, 11th level	11	9d4+2*	4	3	3	3	2	1
633,600	Sorcerer Lord, 12th level	12	9d4+3*	4	4	3	3	3	2
793,600	Sorcerer Lord, 13th level	13	9d4+4*	4	4	4	3	3	2
953,600	Sorcerer King	14	9d4+5*	4	4	4	4	3	3

* Hit point modifiers from constitution are ignored

SORCERER ATTACK AND SAVING THROWS

LEVEL	PETRIF. & PARALYSIS	POISON & DEATH	BLAST & BREATH	STAFFS & WANDS	SPELLS	ATTACK THROW
1-3	13+	13+	15+	11+	12+	10+
4-6	12+	12+	14+	10+	11+	9+
7-9	11+	11+	13+	9+	10+	8+
10-12	10+	10+	12+	8+	9+	7+
13-14	9+	9+	11+	7+	8+	6+

spellcaster, in many cases a monstrous villain, but sometimes a valuable ally.

In a typical **ACKS** campaign, sorcerers can exist alongside traditional divine and arcane magic. They represent older, riskier magical traditions lacking the various wards and safety measures of arcane and divine magic. In a more “hardcore” sword & sorcery campaign, they might replace arcane and divine spellcasters altogether.

Sorcerers are poor combatants, developing their dark powers at the expense of their health or combat skills. At first level, sorcerers hit an unarmored foe (AC 0) on an attack throw of 10+. They advance in attack throws only two points every *six* levels of experience (as mages). They may only fight with quarterstaves, clubs, daggers, and darts. They are unable to use shields, fight with two weapons simultaneously, or wear any kind of armor. This is the reason the archetypal sorcerer relies on others – henchmen, allies, pets, or summoned creatures – for facing his foes, while the spellcaster uses his sorcerous might to bring doom upon his enemies from afar. A sorcerer may use any magic items useable by mages.

While weak in combat, the sorcerer’s vast might is that of sorcery, that is, **learning and casting sorcerous spells**. The number and levels of sorcerous spells the sorcerer may use in a single day are listed in the Sorcerer Spell Progression table. Like a mage, a sorcerer’s spell selection is limited to spells in his **repertoire**, which includes a number of spells up to the number of spells listed for his level, increased by his Intelligence bonus. Sorcerers use their own spell list, given below.

However, unlike a mage, a sorcerer’s magic is **shaded**. This means that spells his are categorized into White, Grey, and Black Magic. Grey and Black magic can cause Corruption. Use the rules from the **Shades of Magic** article in *AXIOMS #1* for the use of such spells and the resulting Corruption. In return for this shading of his magic, the sorcerer gains two advantages. First, he may **rebuke and control undead** as a Chaotic cleric of his level. Second, he has access to a more varied selection of spells than a mage or cleric, from summoning to healing.

At 1st level, the sorcerer gains a **familiar**, per the proficiency of that name, a dark spirit embodied in animal form. Linked to the Outer Darkness, the sorcerer may also **contact dark powers** (as the spell **contact other plane**) with 1 turn (10 minutes) of concentration once per week. He may **collect and use divine power** as a cleric of his level.

At the 5th level, the sorcerer may **summon infernal powers** to aid him in his quest for power. He can cast **invisible stalker** once per month. It takes 1 turn (10 minutes) to cast. At the same level, the sorcerer may also **research spells**, **scribe scrolls**, and **brew potions**.

At the 9th level, sorcerers make their first steps into the world beyond, gaining the **after the flesh** ability - if transformed into intelligent undead, they retain any class abilities. At the same level, they also learn how to **create magical items**.

Finally, starting from the 11th level, a sorcerer can **cast ritual spells**, **create crossbreeds**, and **grant unlife**.

When a sorcerer reaches 9th level (Sorcerer Lord), he may build an **abode**, often a dark and crooked tower, or, alternatively, an underground complex. He will attract 1d6 apprentices of 1st-3rd level, plus 2d6 normal men seeking to learn sorcerous secrets. While in the sorcerer’s service, apprentices require food and lodging but do not demand payment.

Sorcerer proficiency list: Alchemy, Arcane Dabbling, Beast Friendship, Black Lore of Zahar, Contemplation, Craft, Divine Blessing, Divine Health, Elementalism, Elven Bloodline, Healing, Illusion Resistance, Laying on Hands, Loremastery, Magical Engineering, Magical Music, Mystic Aura, Naturalism, Prestidigitation, Prophecy, Quiet Magic, Seduction, Sensing Power, Theology, Transmogrification, Unflappable Casting.

Diabolist Template: This template represents a sorcerer searching for sorcerous power, at any cost. Even if that means consorting with demons. The template is ready for adventure. However, if the sorcerer’s INT is 13 or greater, you may pick one or more additional general proficiencies before play if you’d like (see **Starting Proficiencies** in the *ACKS* core book).

TEMPLATE: DIABOLIST

Proficiencies:	Arcane Dabbling, Black Lore of Zahar, Hooked dagger, long black robes, dark hood, shoes, wineskin, 5 days’ worth of iron rations, backpack, spell book with <i>sleep</i> .
Starting Equipment:	

SORCERER SPELLS

Sorcerous magic is a specialized magic type distinct from arcane, eldritch, and divine. It has the following type modifiers: Blast 2.25, Death 1, Enchantment 1.4, Healing 1, Movement 1.25, Protection 1, Summoning 0.75, Transmogrification 1, Wall 1.5. It excludes the Detection and Illusion schools.

Spells in *Italics* below are from the *ACKS Player's Companion*. Flavor-appropriate spells from *Heroic Fantasy Handbook* can be converted to the sorcerer spell list using the type modifiers listed above.

LEVEL 1 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
Cure light wounds	<i>Choking grip</i>	Cause fear
Detect magic	Sleep	Cause light wounds
Protect. from Chaos		Charm person
Remove fear		Protect. from Law
Resist cold		<i>Summon berserkers</i>
Shield		<i>Unseen servant</i>

LEVEL 2 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
<i>Alter self</i>	Create water	<i>Deathless minion</i>
Delay poison	Hold person	<i>Summ. winged steed</i>
Resist fire		<i>Summon hero</i>
Snake charm		
Summon animals		
Wizard lock		

LEVEL 3 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
Create food	<i>Call lightning</i>	Cause blindness
Cure blindness	Insect plague	Cause disease
Dispel magic	Levitate	<i>Conjure oozes</i>
Infravision		Curse
Protection from Chaos, sustained		Feign death
Remove curse		Protection from Law, sustained
<i>Summon weather</i>		
Water breathing		
Web		

LEVEL 4 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
Cure ser. wounds	<i>Command plants</i>	<i>Call dragon</i>
Neutralize poison	Confusion	Cause ser. wounds
Polymorph self	Growth of plants	Charm monster
	Shrink plants	Conjure elemental
	Massmorph	<i>Control undead</i>
	Polymorph other	Magic jar
	<i>Sticks to snakes</i>	<i>Poison</i>

LEVEL 5 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
<i>Adaptation</i>	Feeblemind	Animate Dead
Control Weather	Flame strike	<i>Curse of Swine</i>
Dimension Door	Hold monster	Invisible stalker
Dispel Chaos	Trans. rock to mud	<i>Summon djinni</i>
Sword of fire	Trans. mud to rock	

LEVEL 6 SPELLS		
WHITE MAGIC	GREY MAGIC	BLACK MAGIC
Anti-magic shell	Reincarnate	Death spell
Stone to flesh	Slow	Disintegrate
Haste		Flesh to stone
Passwall		<i>Torpor</i>
<i>Trollblood</i>		

TERRORS OF THE NIGHT

A PAIR OF NEW UNDEAD CREATURES INSPIRED BY MONSTERS OF LEGEND

By Alexander Macris and David “Eli” Kickasola

NOSFERATU

% In Lair:	25%
Dungeon Enc:	Solitary (1) / Sanctum (1d4)
Wilderness Enc:	Solitary (1) / Sanctum (1d4)
Alignment:	Chaotic
Movement:	120' (40') <i>Fly</i> : 180' (20') in bat form
Armor Class:	7
Hit Dice:	9***** or more
Attacks:	1 (weapon, punch, grapple, or bite)
Damage:	By weapon x2; 1d10; grab; or 1d4 + CON drain
Save:	F9 or more
Morale:	+3
Treasure Type:	R
XP:	3,600+

The nosferatu is an undead creature even more feared and powerful than the vampire (for which it is often mistaken). It resembles an ordinary human, typical of noble form and countenance, albeit with very pale skin and slightly elongated canine teeth.

Like other undead, a nosferatu is immune to poison and **charm**, **hold**, and **sleep** spells. Further, every nosferatu is immune to normal weapons and resistant to electricity and cold (suffering only half damage).

A nosferatu is preternaturally strong. When armed with a weapon, a nosferatu deals double normal damage. If unarmed, its barehanded strikes inflict 1d10 points of damage. This damage may be further modified by the Nosferatu's STR ability scores, as per *Lairs & Encounters*.

In lieu of making an unarmed attack, a nosferatu may attempt to **grab** its target. Grabbing a target is a special maneuver requiring an attack throw. If the attack throw succeeds, the target must make a saving throw v. Paralysis. If the save succeeds, the target avoids being grabbed. If the save fails, the target is grabbed. A grabbed creature cannot attack, cast spells, move, or take any other action except to attempt to escape. When attempting an escape, the

grabbed creature makes a saving throw versus Paralysis. If the save succeeds, the creature has escaped. If the save fails, the creature remains grabbed.

If a nosferatu's target is **grabbed** or helpless, either due to the nosferatu's **charming gaze** (see below) or to any other condition (paralyzed, sleeping, etc.), the nosferatu may bite the target and drink his blood. The bite attack automatically hits, dealing 1d4 points of damage and draining 3 points of CON from the victim. Should a creature be drained to CON 2 or less by a nosferatu's bite, it collapses into unconsciousness. If reduced to CON 0 or less, it immediately dies. Blood-drained creatures regain 1 point of CON per day of rest. The nosferatu may continue drinking its blood each round thereafter until the target stops being grabbed or helpless. A nosferatu's bite does not awaken a sleeping target. A nosferatu must drain at least its HD in points of CON per month from victims, or it loses 1 HD (to a minimum of 1 HD).

As an action in lieu of attacking, a nosferatu can assume **gaseous form** or **shape change** into either a dire wolf or a giant bat. When shape changed, a nosferatu gains the AC, movement rate, attacks, and damage characteristics of its new form, but retains its own HD and hit points. A shapechanged nosferatu cannot use its other special abilities.

As an action in lieu of moving, once per day a nosferatu can **call** 1d10 bat swarms or rat swarms to its aid when underground, or 3d6 wolves or 2d4 dire wolves when above. In either case, the creatures called will arrive in 2d6 rounds. The creatures called will have morale scores of +4 and be completely obedient to the nosferatu.

A nosferatu's most feared power is its **charming gaze**. Any creature that meets a nosferatu's gaze must make a saving throw v. Spells with a penalty of -2. If the save succeeds, the creature is thereafter immune to that nosferatu's gaze. If the save fails, the creature becomes confused and passive.

A character under the effect of a nosferatu's charm cannot use spells or magic items, cannot make decisions, and is helpless against the nosferatu's attacks. If the nosferatu and charmed character cannot communicate due to a language barrier or some other situation,

the charmed character will act in the interest of the nosferatu to protect it, even from his comrades. The charm lasts until broken or **dispelled** or until the nosferatu is slain.

Any creature that attacks or is attacked by a nosferatu in melee is assumed to meet its gaze unless it specifically averts its eyes. Combatants who avert their eyes suffer penalties of -4 on attack throws and -2 to AC. Mirrors cannot be used to see a nosferatu without meeting its gaze, as the monster does not cast a reflection.

Nosferatu are turned as vampires, but may make a saving throw versus Spells to ignore the effects of being turned. If the result of a turning attempt against a nosferatu is a "D", and the nosferatu fails its saving throw, it is instantly reduced to 0 hp.

Despite – or perhaps because of – their terrible connection to the powers of darkness, a nosferatu can be strongly affected by a lawful holy symbol, a mirror, and/or garlic. The effects are as follows:

Any character with a WIS of 13 or more may use a holy symbol to turn a nosferatu as an action in lieu of attacking. The attempt should be resolved as if the character were a cleric four levels of experience below his own class level.

Any character may use an action in lieu of attacking to present a mirror to the nosferatu. Being presented with a mirror forces a nosferatu to avert its gaze on its next initiative. A nosferatu that is averting its gaze suffers a -4 penalty on attack throws, a -2 penalty to AC, and cannot use its **charming gaze**.

A character carrying garlic will be avoided by the nosferatu. He will not be attacked if another suitable target is available. If a character carrying garlic is the only available target, the nosferatu may attack him, but suffers a -2 penalty to its attack throw. A nosferatu will not grab or bite a character carrying garlic. Note that the character must be carrying the garlic in his hand or wearing it as a necklace; garlic in a backpack or sack is of no help.

If damaged, a nosferatu can only regain hit points by resting in a coffin containing mementos from its prior life. After each hour of rest, the nosferatu will recover 1/8 of its maximum hp. A nosferatu is helpless while resting, and will only awaken if dealt damage. A nosferatu will typically maintain several coffins in secret locations to which it can retreat in safety.

A nosferatu that is reduced to zero or less hit points is not killed, but is instead instantly forced into its **gaseous form**. Thereafter further damage has no effect on the nosferatu, but the nosferatu can take no action except to move towards one of its coffins. Once it returns to its coffin, the nosferatu will reform into a corporeal body and then awaken with full hit points after 8 hours.

There are only a few means by which a nosferatu can be truly destroyed:



NOSFERATU THRALL CHARACTERISTICS BY HD

HD	AC	ATTACKS	DAMAGE	SAVE	MORALE	TT	XP
1	0	Weapon or bite	BW or 1d4 + CON drain	F1	0	-	10
2	1	Weapon or bite	BW or 1d4 + CON drain	F2	0	-	20
3*	2	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F3	0	B	65
4**	3	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F4	0	D	190
5***	4	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F5	+1	H	650
6****	5	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F6	+1	L	1,320
7****	6	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F7	+1	N	1,840
8*****	7	Weapon, punch, grab, or bite	BW x2; 1d10; grab; or 1d4 + CON drain	F8	+2	N, H	3,100

If forced into **gaseous form** and thereafter unable to reach one of its coffins, a nosferatu will lose 1 HD per month, fading into oblivion when it loses its last HD.

If exposed to direct sunlight, a nosferatu must make a saving throw versus Death on its initiative each round, turning to dust if the save fails.

If staked through the heart and then decapitated, a nosferatu will be irrevocably slain. In order to stake or decapitate a nosferatu, the nosferatu must be helpless and the attacker must be unengaged by any other enemies and engaged with the nosferatu. Staking a nosferatu is an action in lieu of attacking that instantly paralyzes the nosferatu and prevents it from escaping with **gaseous form** or **shape change**. Decapitating a nosferatu is an action in lieu of attacking that instantly reduces the nosferatu to 0hp. Only the combination of staking and decapitation kills a nosferatu. A nosferatu that is staked without then being decapitated is simply paralyzed and can be freed by removing the stake. A nosferatu that is decapitated without first being staked just transforms into **gaseous form**.

A character slain by a nosferatu's bite attack will return from death in three days as an undead creature. If the slain character had 9 HD or more, he will return as a nosferatu with the HD it possessed in life. If the slain character had less than 9 HD, he will return as a **nosferatu thrall** (see below). In either case, the newborn undead will be **enslaved** (as the spell) to the nosferatu that created him, becoming free willed only if his master is killed. Once a character becomes a nosferatu, he may thereafter advance in HD as a nosferatu following the rules in *L&E*, retaining any class powers as well if his class or race includes the After the Flesh power.

When one or more nosferatu are encountered in a lair, each nosferatu will be accompanied by 1d3 nosferatu thralls of 1d4+4 HD each; 1d6 nosferatu thralls of 1d4 HD each; and 2d6 charmed human, demi-human, or humanoid slaves of 1d3 HD each. The charmed slaves might be used as guards, daytime servants and emissaries, and/or food. The Treasure Type for nosferatu excludes the treasure from the thralls, which should be rolled separately (see below).

Nosferatu Thrall: Any character of 8 HD or less slain by a nosferatu's bite attack will return from death in three days as a nosferatu thrall. A thrall resembles an ordinary human with very

pale skin and slightly elongated canine teeth. A nosferatu thrall is utterly enslaved to the will of the nosferatu that created him, becoming free willed only if his master is killed. A nosferatu thrall possesses some, but not all, of the characteristics and powers of a nosferatu. A thrall's characteristics depend on its HD, as shown on the tables below.

HD	TURNED AS	SPECIAL ABILITIES GAINED
1	Skeleton	Blood drain *, immunity to charm, hold, sleep, poison *; resistance to cold #
2	Zombie	resistance to normal weapons (half damage)####; resistance to electricity #
3*	Ghoul	Grab*, preternatural strength
4**	Wight	Charming gaze* (+2 saving throw)
5***	Wraith	Charming gaze (+1 saving throw), gaseous form*###
6****	Mummy	Charming gaze (no saving throw modifier), immunity to normal weapons####
7****	Spectre	Charming gaze (-1 saving throw), call monsters###
8*****	Vampire	Charming gaze (-2 saving throw), shapechange#####

Like a nosferatu, a nosferatu thrall can only regain hit points by resting in a coffin containing mementos from its prior life. Regardless of HD, a thrall suffers all of the weaknesses to holy symbols, mirror, garlic, and sunlight of the nosferatu. A nosferatu thrall does not receive a saving throw versus Spells to ignore the effects of being turned. A nosferatu thrall of 4 HD or less cannot assume **gaseous form** and is slain if reduced to zero or less hit points.

A nosferatu thrall must drain at least its HD in CON per month from victims, or it loses 1 HD (to a minimum of 1 HD). A nosferatu thrall gains one HD when it drains 10 times its HD in CON, until it reaches 9 HD and becomes a full-fledged nosferatu. A nosferatu thrall may also advance in HD following the rules in *L&E*, retaining any class powers as well if his class or race includes the After the Flesh power.

PSYCHOFÁGOS

% In Lair:	60%
Dungeon Enc:	Solitary (1)
Wilderness Enc:	Solitary (1)
Alignment:	Chaotic
Movement:	180' (60')
Armor Class:	5
Hit Dice:	4+1*****
Attacks:	2 claws/1 bite
Damage:	1d4+4/1d4+4/1d8+4
Save:	C4
Morale:	+2
Treasure Type:	R
XP:	240

When the priestesses of the chthonic god of death eventually die, they do not always stay dead. When the burial grounds where the priestesses are buried become shadowed pits, they can rise as Psychofágos or “Soul Eaters”. Psychofágos are intelligent undead creatures that lurk within the tombs and graves that they were buried in. These twisted grey-skinned humanoids will roam the nearby countryside, preying on unwary travelers and villages. Once slain, their victims rise again as flesh-eating ghouls or zombies under the command of the psychofágos.

When they were alive, the priestesses once commanded great clerical magic, but as psychofágos, they have lost that ability. Instead they have developed flesh tough as black oak, claws and teeth that are like steel. They are possessed of incredible strength, dexterity, and toughness.

A psychofágos gets a +2 to initiative rolls due to its **inhuman speed**. It can **climb walls and ceilings** (as the spell *spider climb*) at will. Normal weapons never do more than 1 point of damage to a psychofágos, while enchanted weapons deal only half damage. It is **magic resistant**, ignoring spells cast against it on a magic resistance throw of 5+ on 1d20.

Any living creature injured by a psychofágos is **cursed with night terrors** and dreams every night of being tortured and killed by the psychofágos. Creatures cursed by night terrors receive no benefit from rest or bed rest. After three days, and each additional day thereafter, the creature loses one point of Intelligence due to creeping madness. After a creature loses more than three points of intelligence, the creature must make a save versus Death each night when it goes to sleep. If the creature fails the save, it commits suicide during its sleep. A *remove curse* spell can lift this curse and a *restore life and limb* spell can restore any lost Intelligence.

Any living creature killed by a psychofágos cannot be restored to life except by *resurrection*, *miracle*, or *wish*. If their body is not burned, the psychofágos' slain victims will rise as undead at the next sunset. 70% of those that return as undead rise as zombies, while 30% return as ghouls. Risen undead are under the command of the psychofágos.

If reduced to zero or fewer hit points, a psychofágos is rendered helpless, but not destroyed. Instead it will begin to regenerate at the rate of 3 hp a round. Any body part that was cut off will crawl back and reattach itself, including the head. Once the psychofágos regenerates to at least 1 hp, its helpless condition ends.

The only way to prevent a psychofágos from regenerating is to cut off its head and then hammer a *blessed* silver spike into its brow. The only way to permanently kill one is to leave the silver-spiked head in an illuminated pinnacle of good for one week, during which it will decompose to ash.

In order for a psychofágos to be spiked or decapitated, it must first be rendered helpless (either because it is restrained in some manner or by reducing it to 0 or fewer hp). The attacker must be unengaged by any other enemies and engaged with the psychofágos. Decapitating a helpless psychofágos is an action in lieu of attacking and instantly reduces it to 0hp if it was not already. Spiking the psychofágos through the brow is an action in lieu of attacking that instantly stops it from regeneration and paralyzes it.

Like all undead, psychofágos are immune to poison, gas, *charm*, *hold*, and *sleep*. They are turned as spectres.

THE FETID CRYPT OF ANATU THE DEFILER

AN ADVENTURER CONQUEROR KING SYSTEM™ LAIR ENCOUNTER

By David "Eli" Kickasola

Designed for 4 to 6 Characters Levels 3-4
Dungeon and Maps by David "Eli" Kickasola
Mapping Software Dungeonographer™

INTRODUCTION

This lair can be inserted into any campaign as a dynamic lair or can be used with *The Sinister Stone of Sakkara* adventure module to replace the lair in *Hex 0411*.

The Fetid Crypt of Anatu the Defiler (0411): Concealed within a shadowy dale of wild ash and twisted oak trees lie the ruins of an ancient Zaharan shrine. Of the once proud marble structure, all that remains is a vandalized and blackened colossus of an ancient priestess standing on a stone tile floor, ringed by stumps of marble columns. Hidden behind the statue is a set of stairs leading down into the crypt that are concealed by overgrown brush. An evil miasma drifts upwards from the stair that leads down into darkness.

The shrine was once dedicated to *Dirgion*, the chthonic god of death and undeath. It has become a shadowed sinkhole of evil and is the lair of *Anatu*, a former priestess of the shrine who has risen as a *psychofágos*. The crypt is composed of two levels. The upper level was once used as living quarters by the temple caretakers and was where bodies were prepared for burial. The lower level houses the actual crypt.

LAIR SPECIAL RULES

The entire crypt is a *Shadowed Sinkhole of Evil* and uses the rules on page 251 of the Core Rule Book.

RUNNING ANATU

Anatu can be run as a basic mid-level undead monster, but she is designed to be a true nemesis, an unforgiven terror that hounds

the party's every step. She is highly intelligent and will use her minions, terrain, and environment to her best advantage.

All of the ghouls and zombies in the crypt were created by Anatu, which means that there is an unholy bond between the created and their creator. Should any of them be destroyed, she will know immediately and become aware of intruders in her domain.

She will use hit-and-run tactics to wear a party down, picking off the weakest members first. If a party of adventurers drives her away or flees from her, she will pursue them.

She will stalk them, taunt them, she will prey on their loved ones and friends. She is relentless and will not stop until she is either killed or has claimed all of her prey.

Psychofágos (presented in this issue) are rare creatures and there is a very good chance none of the characters have ever heard one, much less encountered one. If they defeat her in combat they will not realize that simply chopping her up or even burning her body will not kill her, which means she will come back to terrorize the party.

It is up to the Judge to determine the depth of knowledge the adventurers have in this regard. If being ran in conjunction with *The Sinister Stone of Sakkara* the heroes may find help from *Priestess Genelen* or *Malyn the Misshapen*, if they are available, as they would both have the knowledge or lore to defeat a *Psychofágos*.

CRYPT UPPER LEVEL

UPPER LEVEL ENVIRONMENT

The upper level of the crypt is dark and cramped; the air is damp with a rancid smell permeating the entire level. All of the passageways have 5' ceilings, with rooms having 6' arched ceilings with the exception of Room 2 which has a 12' ceiling. Judges should apply penalties for characters wielding two-handed weapons and take into account how area effect spells will work in such close confines.

UPPER LEVEL ENCOUNTERS

There are no static encounters in the upper levels as the creatures are always on the move. Every time the adventurers **enter** or **exit** a chamber, roll a D6. On a result of 1, one or more creatures have wandered their way. Roll a D4 to determine what is encountered. The creatures will be encountered 1d6 x 10 feet away.

D4	ENCOUNTER
1	Rat Swarm
2	Giant Rattle Snake
3	Zombie Throng
4	Ghoul Pack

1. RAT SWARM

A large swarm of rats has erupted from cracks in the walls and pours into the area, a seething wave of fur, claws and beady little eyes.

Rat Swarm (1): MV 60' (30'), AC 0, HD 4*, hp 20, #AT 1 (swarm, 7+), D 1d6, disease, Save 0L, ML -3, AL N, XP 135; Special: swarm (see p. 197 of ACKS Core)

2. GIANT RATTLE SNAKE

The 8' long scaly monstrosity has made its way into the crypt to feast on the host of vermin who nest there. Sensing the heat from the adventurers, it glides into the room to look for a meal.

Giant Rattler (1): MV 120' (40'), AC 4, HD 4*, hp 18, #AT 2 (bite, 7+), D 1d4, poison, Save F2, ML -1, AL N, XP 135

3. ZOMBIE THRONG

At first it looks like a group of people approaching, but the slow lumbering steps and moans reveal their true nature, zombies created by Anatu.

Zombie (8): MV 60' (20'), AC 1, HD 2*, hp 8,7,6,6,5,5,3,3, #AT 1 (bone club, 9+), D 1d6, Save F1, ML N/A, AL Chaotic, XP 29 each

4. GHOUL PACK

The smell of rancid death precedes the appearance of the twisted frames of a pack of ghouls. The minions of Anatu will throw themselves at the adventurers in hopes of capturing them for their mistress.

Ghoul (6): MV 90' (30'), AC 3, HD 2*, hp 7,6,5,5,4,4, #AT 3 (2 claws/1bite, 9+), D 1d3/1d3/1d4+paralysis, Save F2, ML +1, AL Chaotic, XP 29 each; Special: paralyzing touch

UPPER LEVEL KEY

1. ANTECHAMBER

This 15'-square stone chamber has a very low ceiling with stone floors covered in dirt and debris. The stone walls, once covered in bright frescos, are now covered in filth and nothing remains but a few smudges of color. There are four openings that lead south, west, north and east. The opening to the south leads to a set of stairs that lead up 10 feet to the outside. There are numerous tracks on the floor indicating a lot of foot traffic.

2. FUNERARY ROOM

This 20' long, 25' wide cut stone room has a vaulted ceiling that is 12' tall. The walls were once covered in hand-carved bas relief depicting acts of worship to Dirgion. Time and vandals have destroyed almost all of it. In the northern corners of the room there are two badly damaged statues. They are so disfigured it is hard to tell who or what they were.

There is a large basalt slab in the center of the room engraved with unholy symbols. Closer examination of the slab will reveal that it is covered in dried blood, some of it recent.

There is a not-so-secret door in the north wall, where muddy tracks on the floor lead to the exact spot. The trigger to open the door is one of the symbols on the altar.

3. ACOLYTE DINING ROOM

This chamber was once a dining room for the shrine's caretakers. There is nothing of note or importance in the room.

4. ACOLYTE KITCHEN

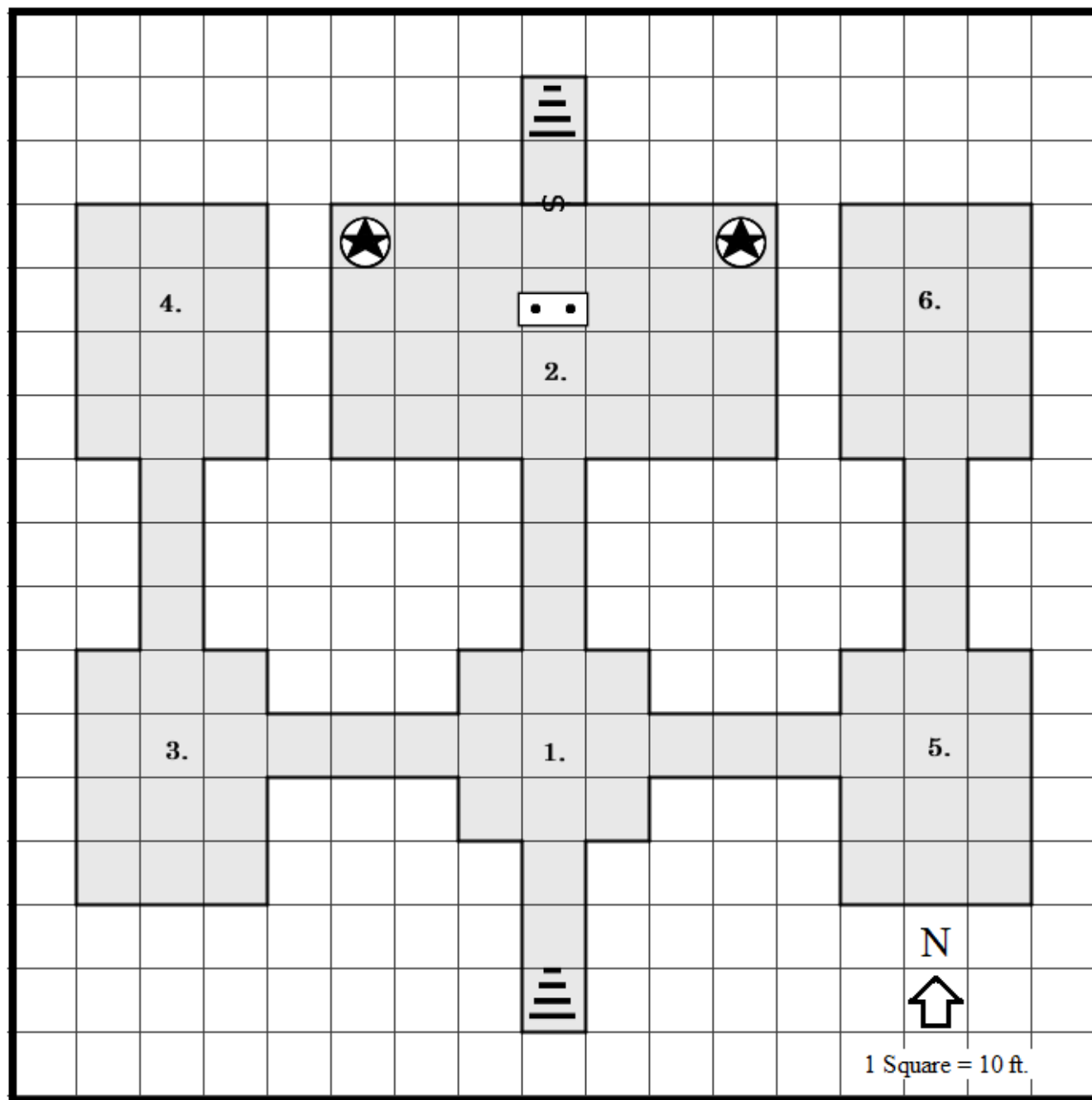
This chamber was once the kitchen for the shrine. In the back is an ancient mud brick oven. If the oven is searched, the searcher will discover a gnawed upon human head, a snack hidden there by a ghoul. There is nothing else of note or importance in the room.

5. PURIFICATION ROOM

This chamber has a bowl-shaped depression in the floor with a drain, now partially filled with dirt and debris. The priestess and clerics would come in here to purify themselves by pouring unholy water over themselves. If the adventurers clear the dirt and debris from the bowl, they will find a *ring of protection +1* in the drain.

6. SHRINE STORAGE

This chamber was used as a storage area for the shrine. It was long ago plundered and there is nothing of note or importance in the room.



CRYPT LOWER LEVEL

LOWER LEVEL ENVIRONMENT

The lower level is not as cramped as the upper level, as the passageways all have 10' ceilings. The walls of the passageways are honeycombed with niches filled with the bones of those sacrificed to Dirgion's glory.

Ground water has seeped into the lower level, partially flooding it with 2' of murky water. All movement rates are halved. If a character slips or falls, he must a saving throw vs. Paralysis or lose whatever he had in his hands. Torches and lanterns that fall into the water are immediately extinguished.

LOWER LEVEL ENCOUNTERS

There are no random encounters in the lower level.

LOWER LEVEL KEY

7. NOBLES' TOMB

This 20' by 25' room once had brightly-painted frescos depicting the life of the Zaharan nobles buried here. Time and the environment have caused the wall paint to slough off. There are two large stone tombs whose lids are just above the water line. The skeletal remains of the two nobles are inside.

If the sarcophaguses are searched, adventurers find a canopic jar filled with 500 silver pieces of ancient Zaharan mint in each. Inlaid into the lids of the sarcophagus are silver unholy symbols of Dirgion, each worth 70gp. In the eye sockets of one of the skulls are two pieces of cut lapis lazuli (25 gp), in the other skull there are two pieces of polished tiger eye (25 gp).

8. THE OSSUARY

This large room has a high domed ceiling that is supported by a massive statue of a skull-faced man - Dirgion the Doombringer. The walls are covered in decorative patterns composed of thousands of bones.

If the adventurers killed any undead on the upper level, **Anatu** will be waiting in this room either hiding in the shadows on the ceiling or under the water. She will launch an ambush using the zombies in the Merchant's Tomb (9) and Priest's Tomb (10). Once the party is fully engaged, she will pop out and attack.

Anatu (1): MV 180' (60'), AC 5, HD 3+1****, hp 24, #AT 2 claws/1 bite, D 1d6/1d6/1d8, Save C3, ML +2, AL C, XP 240; Special: infection, regeneration

9. MERCHANT'S TOMB

This 20' by 25' room once had brightly-painted frescos depicting the luxurious life of the Zaharan merchant buried here. The walls are now bare except in a few places. An intact stone sarcophagus is submerged in the water, its lid just above the water line. A second sarcophagus has collapsed into debris under the water.

There are **8 zombies** lying beneath the water, if they have not been summoned to Room 8 by Anatu. Anyone entering the room will be attacked by them.

Zombie (8): MV 60' (20'), AC 1, HD 2*, hp 12, 10, 10, 9, 8, 6, 5, 3, #AT 1 (bone club, 9+), D 1d6, Save F1, ML N/A, AL Chaotic, XP 29 each

If the sarcophagus lid is removed it will unleash the **yellow mold** that is breeding inside.

Yellow Mold (1): MV 0, AC Auto Hit, HD 2, hp 8, #AT Spores, D 1d6 Special, Save F2, ML n/a, AL N, XP 38

The sarcophagus contains a canopic jar filled with 500 silver pieces of Ancient Zaharan mint and a silver flanged *mace +1* of Zaharan make.

10. PRIEST'S TOMB

This 20' by 25' room once had unholy symbols and litanies to Dirgion painted on them. Someone has refreshed and repainted the symbols and litanies with fresh blood. There are two large stone sarcophagi lie open, their lids missing. The sarcophagi are both filled with human and animal remains, the refuse of the **6 ghouls** who call this room home.

If the ghouls have not been summoned to the Ossuary (8) by Anatu, the ghouls will be here, lurking beneath the water. Anyone entering the room will be attacked by them.

Ghoul (6): MV 90' (30'), AC 3, HD 2*, hp 12, 10, 8, 8, 8, 6, #AT 3 (2 claws/1bite, 9+), D 1d3/1d3/1d4+paralysis, Save F2, ML +1, AL Chaotic, XP 29 each

If the sarcophaguses are searched, the adventures discover 40 animal horns worth 20gp each (1 stone per 5 horns, 8 stones total).

A partially-submerged hole on the western wall leads to Anatu's Tomb (Room 11).

11. ANATU'S TOMB

This 20' by 25' room is above the water line and is dry. The walls are covered in faded frescos depicting the life and death of Anatu, High Priestess of Dirgion. When she is not out hunting, Anatu can be found here, resting in her sarcophagus.

Anatu (1): MV 180' (60'), AC 5, HD 3+1****, hp 24, #AT 2 claws/1 bite, D 1d6/1d6/1d8, Save C3, ML +2, AL C, XP 240; Special: infection, regeneration

In an ornate carved chest is a collection of perfumes that Anatu has acquired, include 2 vials of rare perfume worth 125gp each, 3 vials of rare perfume worth 50gp each, and 3 vials of rare perfume each worth 25gp each.

Her sarcophagus contains a canopic jar with 1,000 electrum pieces of Zaharan mint, along with a set of engraved teeth (80gp), 7 sticks of rare incense (9gp each), 12 bone fetishes and figurines (22gp each), a pair of brass prayer sticks (100gp each), a fine wood trinket (700gp), a *potion of healing*, and a *scroll of ward against lycanthropes*.

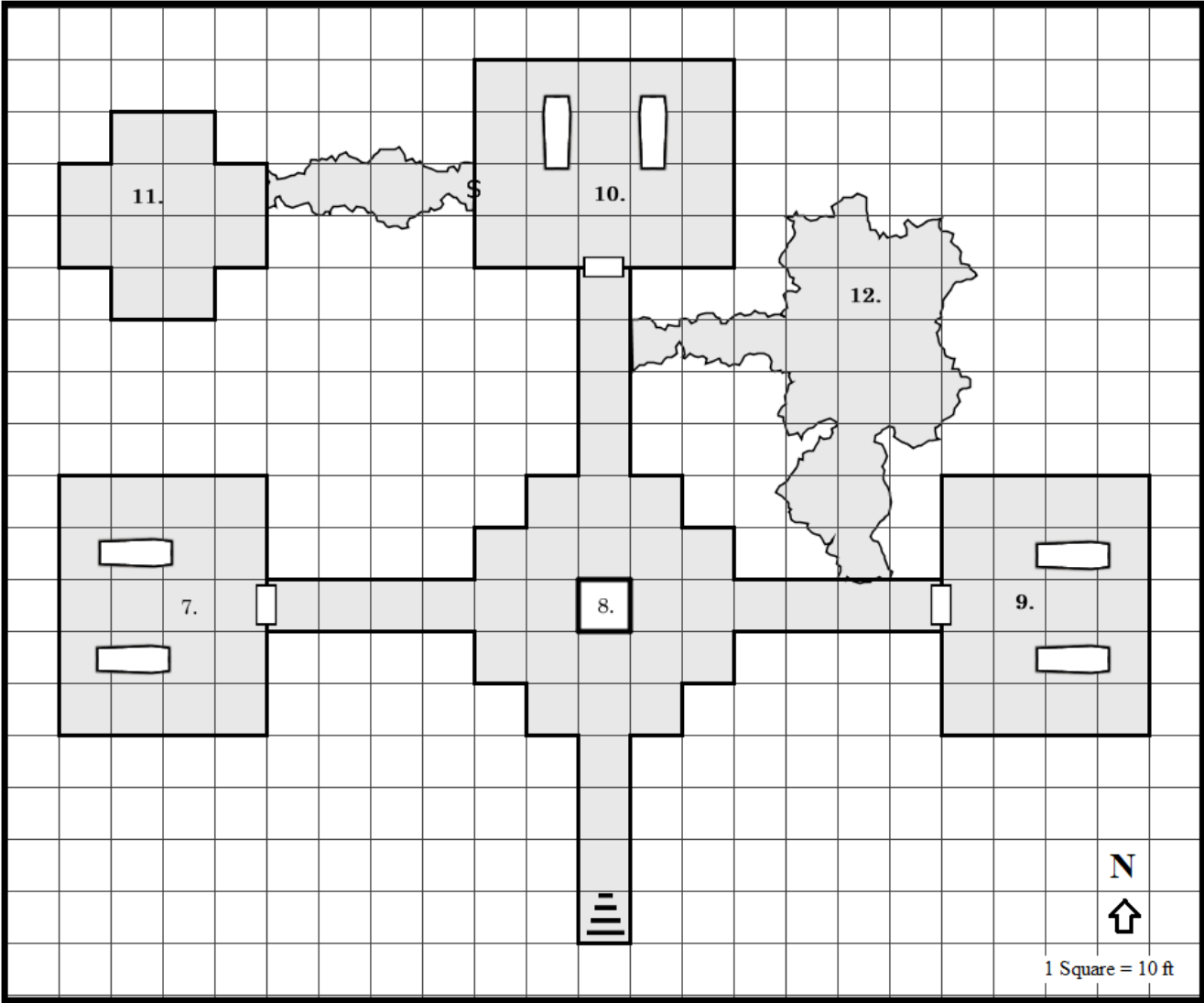
Stacked in a corner are 3 metamphora containing preserved monster parts (300gp and 5 stone each).

12. RAT'S NEST

A colony of giant rats built a nest and have dug their way into the tomb. The tunnel entrances leading to the nest are under water but the tunnels are only partially submerged and lead up into the nest which is dry.

Giant Rats (15): MV 120' (40') Swim 60' (20'), AC 2, HD 1d4, hp 2 each, #AT 1 (Bite), D 1d3, disease, Save F1, ML 0, AL N, XP 5

The half-eaten bodies of a human and dwarf were dragged here by the rats. If they are searched a dwarven steel *battle axe +1* can be found on the dwarf and a set of thief's tools and *ring of protection +1* can be found on the human.



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