



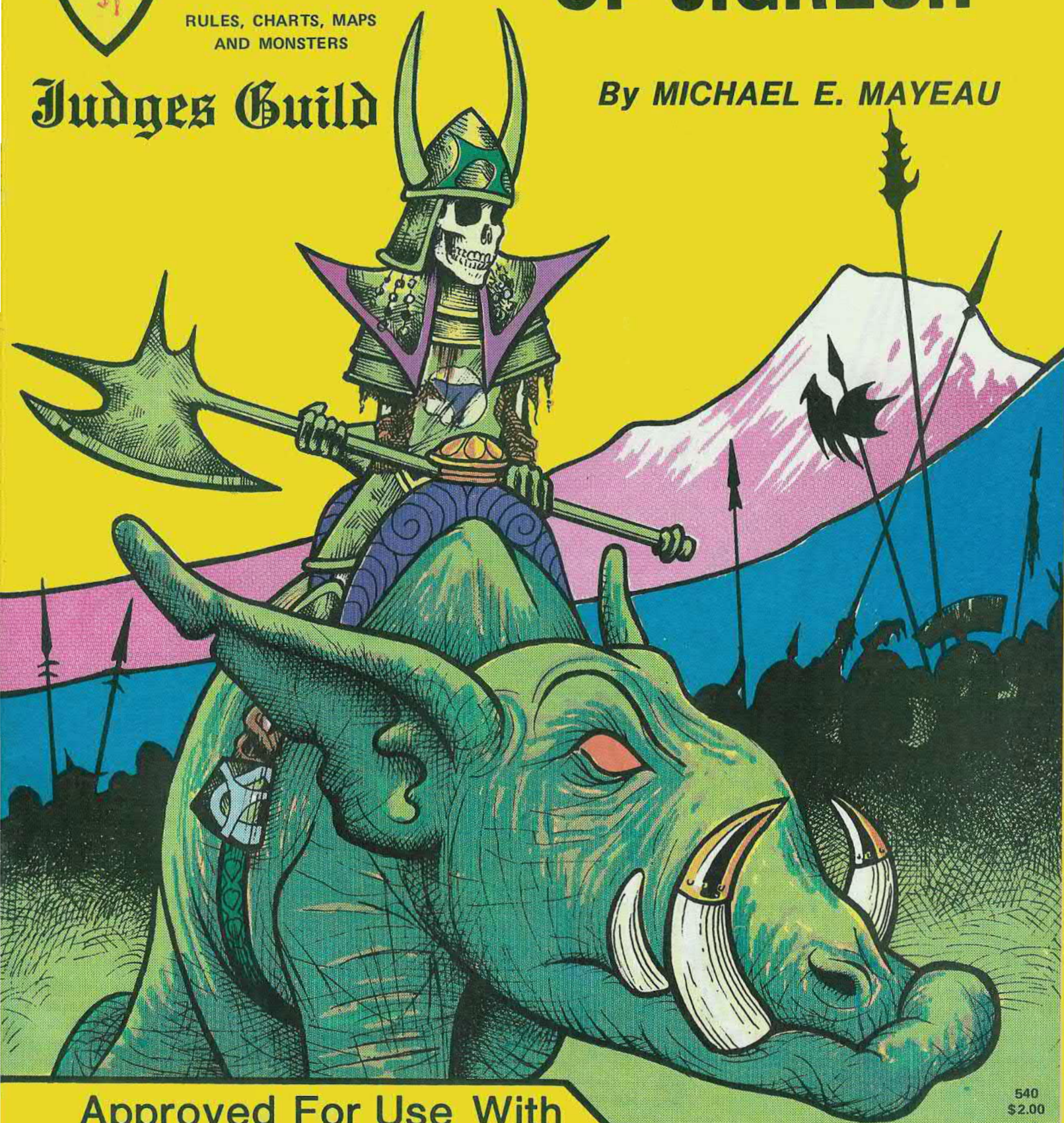
THE NIGHTMARE MAZE OF JIGRÉSH

NEW!

RULES, CHARTS, MAPS
AND MONSTERS

Judges Guild

By MICHAEL E. MAYEAU



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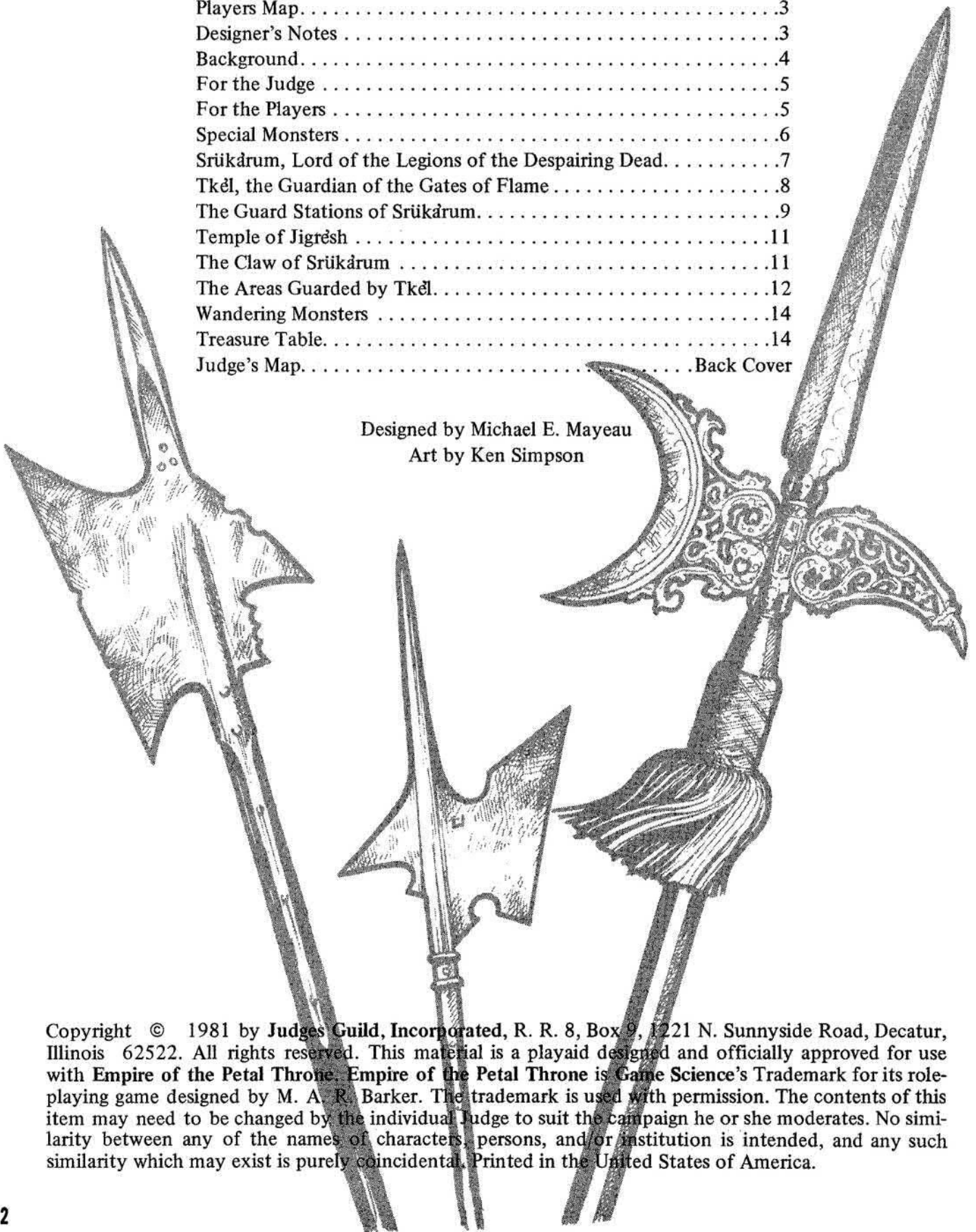
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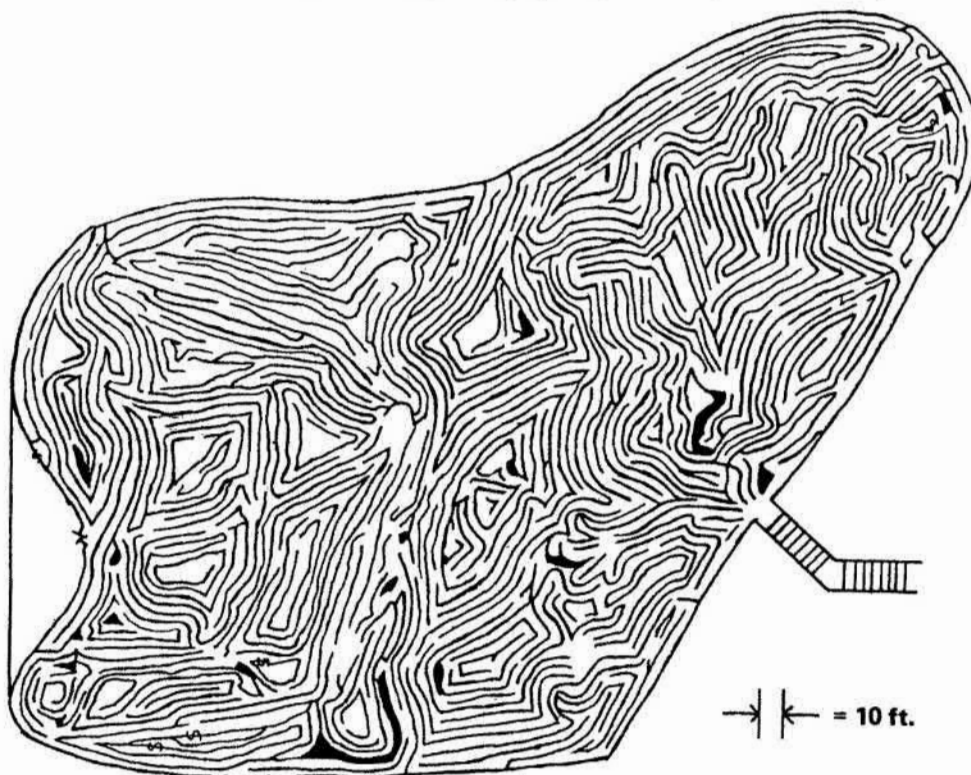
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This Map of the Maze should be given to the Players if they find it in Room 11.

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The Nightmare Maze of Jigrësh

Designer's Notes

I'd been planning to write an *Empire of the Petal Throne*™ dungeon for almost a year now. While dungeon layout has always been the part of dungeon design that I like most, I'd not yet designed an *EPT* dungeon for publication that I was satisfied with. Then, one day at work, about a month ago, I saw a copy of a maze that the office staff was passing around. I immediately thought, "What a fiendish dungeon this would make", and bagged a copy for my own use. After several hours of modifications, I had created a dungeon the like I've never seen before (and hope never to go in as a player). The layout fit *EPT* better than anything I'd yet come up with. I created a religious theme around the dungeon, then called Professor Barker up to discuss my idea with him. He liked the idea and even went so far as to suggest a name for the religious figure to center it around (one that actually exists in the history of *Tékumel*) and a location where this Priest actually lived and where this "maze" of his could exist.

I cannot thank Professor Barker enough for his help and suggestions in this venture. It is so refreshing to work with someone who is actually interested in your project, and willingly gives help to speed things up.

This dungeon is significantly different from other published products that I have seen, to merit a brief description of how to run it. More than a dungeon, it is a *Maze!!!* It should be run as a maze with the main challenge for the players to find the temple without starving to death first. Track should be kept of time with every one hour of real time being equal to four hours of dungeon time. That is after three to four hours of gaming, the characters should have to stop and sleep. The monsters are put in the maze to keep the players from wandering around too carelessly. It is suggested that wandering monsters only occur while the party is resting, and then only roll once per game hour, and that they have a maximum of one monster per night (don't tell the players that however). The monsters at the Guard Posts will be replaced once a day by *Srükárum* (see below), with the first ones killed replaced first. If there is more than one monster at a Guard Post then *Srükárum* will replace *all* the monsters at the Guard Post, but again, only one Guard Post will be "re-stocked" per game day.

Areas "A" through "Z" are Monster Guard Posts. They are just spots in the maze that Tkél (see below) created when it created the maze. They are barren of any dungeon dressings, except the monsters stationed there by Srukárum to act as guards. There is a chance listed with each area for there to be a treasure there. This treasure will be what previous maze explorers, who were slain by the monsters, could have been carrying. Because of the nature of Srukárum, any dead bodies, left over one game day, will be gone - never to return, this includes, but is not limited to, **Player Characters**. Their equipment will be all that a returning party finds of any dead comrades they leave behind. As in the case of the guard areas having treasure.

Rooms "1" through "18" contain traps and/or monsters put into the dungeon by Tkél. They will not be regenerated unless the party leaves the maze, which should not bother the characters unless they plan to return.

This dungeon was not designed specifically for any level of character. There is a safe path from the entrance to Area Z that requires no character contact with any monster or trap, so even a lone 1st level character could succeed. However, I wouldn't count on it. I would say that a party of six player characters between levels 5 to 7 with a few Hirelings would stand a reasonable, but tough chance of succeeding. This assumes that they have magic items, spells, and "eyes" (ancient magical -technological devices) appropriate to their level. If your players want to run higher levels then give them wandering monster rolls every so often during their maze exploring, as you deem necessary to equalize the dungeon to them.

Background

Jigrésh lived in the City of Sárku (Hex 4115), and was a Tiritlén (Holy Adept) of the Great God Sárku during the time of the First Imperium. In those uncertain times of expansion and revolt Jigrésh decided to build a remote temple to Sárku, one that would be relatively safe from invasion, yet would permit easy access to Sárku's Worshipers. Jigrésh chose a location in the nearby Kráf Hills, just northwest of the City of Sárku (Hex 4214).

Being quite evil, he decided the best way to protect his temple was not to use the customary walls and fortifications to repel intruders, but to allow them onto the temple grounds and let the Minions of Sárku deal with them. Jigrésh decided a complex maze would serve his purposes best. Being a servant of Change, highly powerful, and somewhat lazy, he decided to get another to design and build the maze. The one he chose was Tkél, the Demon Lord of the Eleventh Circle.

Now Tkél does not favor the servants of Sárku, so Jigrésh knew it would be necessary to trick Tkél into service. Jigrésh got another, not of his temple, to make a contract with Tkél and have him construct the maze. Then he specified that the places that Tkél guard be well off the safe route from the entrance to the temple. Once this was complete, Jigrésh requested of Sárku that he (it?) bid Srukárum to provide a continuing supply of guards to monitor the Guard Posts. Offering the bodies of those intruders to Srukárum, in return for services, but leaving the treasure behind to be collected by the Priests of Sárku for the temple. The Demon Lord Srukárum, Lord of the Legions of the Despairing Dead, being himself a Minion of the God Sárku, could not but agree. Although this act of "going over his head" did not sit well with Srukárum, he knew he could not act directly against the wishes of the Great God Sárku. So, he devised a subtle plan of revenge.

Things went well for a period of years. Worshipers of Sárku came and went as they desired, while intruders met their doom, either to the Wards of Tkél, or the Minions of Srukárum. But, the plan of Srukárum was ripening. His plan was, whenever possible, to have his Undead pursue intruders into the wards of Tkél to be destroyed. Now Tkél did it's job faithfully, destroying anything that entered one of its wards. But after a while, with increasing numbers of Srukárum's Undead Minions entering its wards Tkél grew suspicious and investigated. Finding itself tricked, Tkél grew enraged and slew all the Priests of Sárku present, including Jigrésh, then consigned their remains to the flame. Tkél wished to undo the maze, yet its agreement did not directly involve Jigrésh, Srukárum, or even Sárku, so it could not. What Tkél did do was to rework the maze, so that any worshipers of Sárku entering would suffer its wards and die. Then, in keeping with its bargain, Tkél put a new map of the maze into the secret room agreed upon and was contented. This new map of the maze has never been seen, as none have yet to successfully reach the temple room since Tkél remade the maze. Thus, the revenge of Srukárum was successful.

For the Judge

There are two new "Saturday Night Specials" in this dungeon, both are described in a following section. There are also two maps of the maze, one for the Judge, and one the players may find in Room 11. The one for the players, while showing secret doors and rooms, does not show monster locations. So even with it, the party may still have trouble getting out.

The dungeon description itself is divided into four parts or tables. The first part describes the Guard Stations of Srukárum (A through Z), and the Temple area. For each Guard Station, assuming the "guards" for the station are destroyed, is a table for the Judge to roll on to see if any treasure is at that station. This treasure will be what previous explorers had on their bodies when they were slain by the Guards at the station. Generally, the deeper into the maze the party is, the better their chance for finding treasure at any given Guard Station will be, and the greater also the chance of it being a better treasure type. If you make this an on-going part of a campaign, you may want to add whatever treasure any lone groups or characters who got killed in it had to the particular Guard Station where they died. As always, the Judge should feel free to switch the monsters around, and increase or decrease (?) their number to achieve play balance. The monsters are pre-positioned in this dungeon for lazy Judges (like me) who want a complete product. But, it is fully permissible to switch the guards around, especially if the Judge suspects a player may have bought a copy of the maze. The Treasure Tables should be left as is, however, as they are designed to give those players who penetrate deeper into the maze better chances of rewards.

The second part describes the rooms/areas guarded by Tkél (1 - 18). These will have no treasure in them unless specifically noted, as Tkél removes it all when it comes by periodically to check the maze and reset all wards, guards, and traps. However, if you (the Judge) are feeling generous, you may give each area (individually) a 5% chance per area that Tkél missed it and it has a "J" type treasure in it (see Treasure Table). If the Judge desires, he/she may rearrange the contents of these rooms also, although it will probably be more difficult if it was one of the Guard Stations of Srukárum.

The third part of the dungeon description is the Wandering Monster Table. These monsters are all located there by Srukárum, and thus can be replaced by him (it?) at the one group a day rate. If a wandering monster is rolled and it has been destroyed and not replaced yet, I would recommend that this indicate no wandering monster was encountered; however, that is the Judge's decision, and if the Judge wants to re-roll the monster, then that is agreeable too. Remember, Srukárum cannot replace both a room and a wandering monster in the same day, but only one of either. Wandering Monsters never carry any treasure.

The last part of the dungeon description is the Treasure Table I've created for the Guard Station/Room Encounters. The Judge should refer to this whenever the players find treasure.

For a finer breakdown of time use:

1 minute of Real Time = 5 minutes of Game Time when Travelling.

1 minute of Real Time = 1 minute of Game Time during Combat.

Unless otherwise noted, all monsters do 1 Die in Damage (D6 or D8, depending on whether you are using D6 for Player Hit Die, or a D4, D6, D8 system).

For the Players

"You have long heard of the fabled lost Maze Temple of Jigrésh. Occasionally you have heard stories of parties of bold adventurers who knew of its location, and were either planning to go there, or had already gone. You have never heard any stories about a group ever returning, however. Now, you yourself have discovered the location of the lost Temple of Sárku, and you are planning an expedition to go there."

"You have learned a rumor that you feel gives you an advantage over other groups which have gone before you. That rumor is: "The Temple is protected by two Demon Lords". While this may not sound all that pleasant on the surface, at least you know what you may be up against."

Note for the Judge: If the party has any worshippers of Sárku or of Durritlámish in it, take them all collectively aside, and read the following to them.

"You have just had an inspirational message from your God. It was: 'Know you, that while I would normally consider the pillage of one of my former Temples a sacrilege, in this case I will allow it since I'm placing an additional burden upon you. In the Temple is an artifact called 'the Claw of Srukárum'. Find it, and return it to my Temple in Béy Sii. If you enter my Temple, and come out with anything you did not take in with you, you had better have the 'Claw' with you too.' "

Note to the Judge: This is **absolutely true!!** If they come out with anything and do not have the 'Claw', they will receive an immediate retribution from Sárku. And, if they still live, every time in the future that they request Divine Intervention, they will receive a -20% to their die roll. Should they later accomplish the quest, the curse will be lifted.

Besides the "main" rumor that all the players know, each player will know one additional rumor. Have each player roll a D10 and give that player the rumor corresponding to the number they rolled. Should two or more players roll the same rumor, have the second (and any subsequent) player re-roll until a "fresh" rumor is attained. The individual rumors should be written down and given to the players in secret. In this manner, the players may do what they wish with "their" rumor.

Die Roll	Rumor
1	Shortcuts lead to a short life. (True)
2	Mrúr stalks the corridors. (True, but only on rare occasions)
3	All corridors lead to death. (False, although most do)
4	The Demon Lord Tkél itself designed this maze. (True)
5	No safe path exists. (False)
6	Non-Humans seek the treasure too. (Who cares?)
7	A strong party will survive. (?)
8	A large party may attain the treasure. (Anything may happen)
9	The possessions of those who tried and died lies along the path. (½ True, depending where they died)
10	Many who tried became lost and starved to death. (True)

(Designer's Note: The "Main" rumor is true, but very ambiguous.)

Special Monsters

The following are the descriptions for two new monsters (or Saturday Night Specials) created for this Maze. Both monsters are created by Sárkár, and placed here as Guards.

Hwo'ár, "The Bat-Wings": NA: 3 - 18, AC: 3/7, M: 3"/18", HD: 1 + 1, T: Nil, L: 10:6 - 36, T in L: B:10.

The Hwo'ár * is a bat-like Undead creature created by Sárkár to plague his (its?) enemies. Hwo'ár may be destroyed by Chléen-hide weapons, but unless burned by fire they will regenerate in three turns. Hwo'ár destroyed by steel and/or magic are permanently destroyed. Hwo'ár attack by biting and sucking the blood out of a victim. The bite does 1D6 in damage plus the Hwo'ár injects a paralyzing poison which keeps the blood from coagulating. The victim must save vs. Paralysis (at +2) or be paralyzed while the Hwo'ár drinks its fill (and possibly other Hwo'ár alight to drink too). A Hwo'ár will drink for 3 - 8 rounds (D6 + 2), each round draining 1D3 in blood. This damage may not be healed by *Cure* spells, although drinking adequate fluids will restore the lost blood (and damage) in eight hours. However, due to the poison injected, the wound will continue to bleed after the Hwo'ár departs, causing one point in blood loss per round until a tourniquet or *Cure* spell is applied. The original puncture(s) caused by the Hwo'ár proboscis may be healed magically. Hwo'ár are small and fast, which makes for their high Armor Class; however, when they alight on a victim, they become AC: 7. Hwo'ár never check morale and always attack.

*Pronounced "Whoa-a're"

Jǎggi, "The Heros of Srúkarum": NA: 2 - 12, AC: 5, M: 12", HD: 5, T: Nil, L: 50:4 - 24, T in L: D:90.

Jǎggi * are the corpses of Warriors who have been slain by the Undead Minions of Srúkarum itself for re-animation. Srúkarum uses them as officers in its Legions of the Despairing Dead, as special guardians for its treasure troves, or sometimes gives them to Priests or Magic Users of Sárku for use as they desire (but only on request). As such, if found in a lair, they will almost always be as guardians of some treasure. Jǎggi will either fight (50% chance) with a large steel Longsword, which does 1 - 12 damage; or (50% chance) with a steel Sword in one hand and a steel-headed Axe in the other, getting two attacks per round in this case. A Jǎggi gets a +1 to Hit and Damage with all weapons. Jǎggi can only be affected by steel or magic weapons, and then only take ½ damage (rounded up) unless the weapon is aligned with Stability, in which case it takes full damage. Jǎggi regenerate one point per round unless damaged by fire. If killed, they will regenerate for 10 rounds (one turn), then get up and resume fighting, unless burned by fire. Jǎggi are intelligent, never check morale, and will always attack (unless such would be extremely stupid). Jǎggi are affected by most magic spells, including *illusions*, etc. Jǎggi will pursue unless this means leaving a treasure they are guarding unguarded. Jǎggi are often found in command of Mrúr or other Undead Minions of Sárku.

*Pronounced "Ja'hdge-gee", with a "hard g" as in "go".

The following are excerpts from **The Book of Ebon Bindings** by Professor Barker, and are used with his permission. They regard the Demon Lords Srúkarum and Tkél.

Srúkarum Lord of the Legions of the Despairing Dead

Many Mages and Priests can summon up the minor Undead: The Mrúr, the Shédra, the Hrá, the Vorodiá, and others of Lord Sárku's lesser servitors. These beings are of not great power amongst the Planes and of no more consequence than is a Shqǎ-beetle in the panoply of the world's creation. To summon these Undead, however, is all that these scholars can encompass, since they are not truly knowledgeable in the matters of the Wastelands of the Dead and in the things pertaining to great Lord Sárku. Perchance they which make up the glyph which I have inscribed here; 'if this is so, then they are "scholars" only in name and not in fact. Let them return to the preparation of love potions'.

That which is a truly mighty deed, one which requires all of the skill, knowledge, and experience of a Master Mage, is to call forth the Master of all of the creatures of that woeful sphere of Death, the Castellan of the Citadel of Sighs, the Warder of the Gates of Skulls, the Lord of the Legions of the Despairing Dead, mighty Lord Srúkarum himself. This is an accomplishment worthy of any of the greatest Sages of the past or the future yet to come.

It is necessary to add a warning: lest any practitioner should call forth this Prince through some whim or pettish pleasure of his own, let it be noted that Lord Srúkarum takes such callings ill and often whisks the summoner away willy-nilly to the Land Below the World, there to wander in the Unending Grey forever.

Having indicated this peril, it is now needful to speak of those tasks which Lord Srúkarum will perform in this Plane. This Prince serves mighty Sárku, Lord of Worms and the Eyeless Tomb; friend is he also to the Cohort, Lord Durritlámish. Lord Srúkarum will come forth as well to servants of others of the Lords of Change, but for these two Gods aforementioned he reserves his special favour. It is thus easy for adherents of the Two Lords of the Tomb to summon this Prince, while for others it is more difficult, and for those who serve the Lords of Stability it presages certain doom. Lord Srúkarum favours tasks which will permit him to send forth his Legions of the Despairing Dead into this Plane. To fight against a mighty foe, such as the illumined Hnálla, the wise Thúmis, the pious Belkhánu, the beauteous Avánthe, or the martial Karakán - against these Deities does Lord Srúkarum joy to contend. The marshalling of his armies delights him, and the appearance upon a field of a vast array of grim spears gives him pleasure more than all of the paradises of the Gods. Hence, when a Mage calls him forth to do battle, Lord Srúkarum will come most willingly; should he be summoned to other tasks, however, he will be found morose and cheerless. Should his forces be set against those of the Lords of Stability, he will be rejoiced. Should he succeed in destroying a shrine or a place holy to his foes, then he is jubilant. No matter whether he wins the fray or loses it, he simply returns with his Minions down into the Wastelands of the Dead, there to await another summoning. For Lord Srúkarum is dead and cannot die again, not until the Final Day, nor can he suffer aught, nor can he be changed from his purposes.

Those who evoke him shall be prepared, therefore, to deal with a being of vast powers and of a cold and emotionless determination. The loves and hates of men are as alien to him as the sea-coral is to the desert. None can gainsay mighty Srukárum. Once he is manifest, the bargain must be struck at once in words of icy logic and sharp command. To hesitate or to vacillate is to journey with death.

None can mistake Lord Srukárum. When he comes forth he is attended by a legion of armored soldiers, all skulls and bones and tatters of grey flesh and tomb-damp hair, garbed in the corroded plate and the mail of eons gone by. Some of these ride upon beasts of unknown mien, who are also of the dead. All bear arms of antique and alien aspect. Trumpets shrill, and the drums of the dead resound. And then comes Lord Srukárum attired in a corselet of copper verdigris and dull gold, a helmet upon his hollowed skull face, and a great two-handed axe borne in his withered hands. An odour there is like unto the stench of tidal fog and sick-sweet death. A gloom rolls before all, like the advancing sea of tomb-breath. The face of mighty Srukárum cannot be gazed upon for long, since to know his lineaments well is to trace the mournful fate of all things living. Save for the face of the Lord of Worms, mighty Sárku himself, there is none so terrible.

Lord Srukárum cares not for the granting of boons and the enrichments of gems. Not for him are the simple destructions and devastations of others of the Demon Planes. These matters interest him not, as has been said heretofore, and his powers are so great as to render any such picayune seekings foolish. To call him forth, one must have a task worthy of so mighty a General; the razing of cities, the conquest of nations, the ending of dynasties, and the death of species. Does one command a legion to do the slaying of an infant?

Lord Srukárum does not perform his deeds without pay. He demands sacrifices, and also does he claim the soul of the Wizard who has summoned him. Once one's skein of destiny ends in this life, then the Mage must join him willingly and serve him there in the Citadel of Sighs. If the soul is given gladly, then so much the better for it, and shall have a command in his Legions of the Despairing Dead. To be a servant of mighty Srukárum is not as pleasant and as peaceful as the Halls of Lord Belkhánu and the Paradises of Teretané, but neither is it as doleful as the fate of those who are condemned to the Wastelands of the Dead and the Unending Grey. Let the seeker consider well, therefore, before summoning Lord Srukárum. His service is not the worst of fates for those who are mortal; yet it is not a doom which one might wish. . . .

Tkél

The Guardian of the Gates of Flame

Various of the Demon Lords possess powers which are particular unto themselves and which are unparalleled amongst the other Demons. Such is Lord Tkél, the ruler of the Eleventh Circle, Guardian of the Gates of Flame, Supreme One of Doors, Warder of the Walls and the Pylons and the Portals, He Who Seals with Fire. As his glyph reveals, he is of the essence of Lord Vimúhla and of His Corhort, Lord Chiténg. Yet he also serves those of other faiths who require his talents of Sealing and Barring, and who have the knowledge of the rites of his summoning. There are two of the Dark Lords whom he will not serve, however, and these are the Lords Sárku and Hrí'ú; should those who are devoted to these Deities summon him, he will smite them mightily and consign their bodies to the Flame. Lord Tkél is also master of many races of minor Demons and beings who do obeisance unto him; prominent amongst these are the Hré-Niríu, which are like flat sheets of fire flowing along the ground, eager to consume those whom Lord Tkél may indicate.

In form, this Demon Lord is remarkable. Upon those occasions when I have myself witnessed him, he has borne the shape of a four-legged being, his two front legs much longer than his rearmost ones. His forelimbs are slender and widely bowed, and his back legs are short and thick and also bowed as a Chmé-tree. He thus seems to crouch upon the earth, looking as if to spring. His great head is triangular in form, with large, lambent eyes above a three-cornered mouth filled with crystalline fangs. There are sharp, up-pointing ears (if indeed these organs be for auditory purposes), and behind these he possesses two rigid, upcurving limbs which end in spikes and protuberances like the antenna of certain insects. Lord Tkél is of the colours of the Flame: deep red, orange, yellow, smoke-black, and grey. His stench is that of smouldered flesh and burned hair, and when he moves there is a sound like the crashing of brass and a hissing and a roaring, as when water is poured upon a red-hot stone. This Demon Lord is fearsome, and one must deal with him gently and humbly, for his nature is not affable but contumacious and irascible.

The greatest power which this Lord possesses is that of Barring (obstructing an exit or entrance so that nothing physical or immaterial may pass). Allied to this is his talent of Sealing (so closing an aperture that no person and no thing may open it again until the proper rites are performed). Should one transgress against Lord Tkél, or attempt to penetrate an orifice barred by him, then it is his prerogative to exercise his power of Contusing (bruising or pounding a victim until all of his substances are mingled into one) or of Dissection (segmenting a victim into numerous parts and scattering these throughout the many worlds).

Once Lord Tkél has been invoked, the evocator must instruct him precisely as to those orifices and apertures to be barred or sealed. The Demon must also be clearly informed as to what shall be permitted to enter or exit through these places, and he must be told the duration of the enchantment and the condi-

tions under which it may be abrogated. Then he will state his price for this doing, and a bargain shall be struck. Lord Tkēl will be found invariably faithful. The Priests of Lord Vimūhia, for example, guard their temples with his services, and they even gird their altars with his protections against certain Demons of the Flame, lest these be freed to weak conflagration and destruction in this Plane. Kings and Princes also employ him to protect their palaces and treasures, although this is at times difficult in view of the many paths into an edifice which an intruder might take. Lord Tkēl must be made specifically responsible for each aperture in a place, no matter how large or how small, in order for him to guard it.

Lord Tkēl is popular with those who require protection, privacy, and the certainty of performance found only rarely amongst the Demons. He is an easy and sensible being, though quick to intemperance. If one states one's purposes succinctly, however, then all will be well. The compensation which he demands is that of fire; his favourite sustenance is the molten heart of a world, but he normally will settle for less. He accepts the conflagration of cities, the burning of fields and villages, the combustion of forests, or whatever other great calefaction can be provided him. He cares little for what is burnt in the blaze - souls, wealth, objects, and goods interest him not at all. The more he is asked to guard, the more he will demand in payment. He will make his terms known to the evocator, and there may be dickering and chaffering until a settlement is reached, unless Lord Tkēl becomes disaffected. Then he will depart - or perhaps slay the evocator out of hand. This is fortunately rare.

The Guard Stations of Srūkārum

- A) 12 Mrūr guard this guard station. AC: 6, M: 6", HD: 1 + 3, HP: 8, 9, 6, 4, 8, 8, 6, 5, 7, 5, 8, 7. There is a 10% chance of finding a Type L Treasure here.
- B) 6 Hwo'ār guard this station. AC: 3/7, M: 3"/18", HD: 1 + 1, HP: 7, 4, 5, 3, 6, 5, 3. There is a 20% chance of finding a Type L Treasure here.
- C) 21 Mrūr guard this station. AC: 6, M: 6", HD: 1 + 3, HP: 7, 9, 8, 5, 7, 7, 9, 7, 9, 7, 8, 7, 7, 7, 5, 6, 5, 4, 8, 5, 6. There is a 20% chance of finding a Type L Treasure here.
- D) 8 Shēdra guard this station. AC: 6, M: 9", HD: 2, HP: 9, 7, 6, 8, 6, 7, 6, 9. There is a 20% chance of finding a Type L Treasure here, plus each Shēdra has a steel Sword.
- E) 12 Hu'ū guard this station. AC: 7, M: 9", HD: 2 + 3, HP: 14, 9, 9, 11, 13, 13, 12, 11, 9, 9, 9, 15. There is a 30% chance of finding a Type L Treasure here.
- F) One 20 foot Aqāā guards this station. AC: 2, M: 9", HD: 6, HP: 28, two possible Attacks - Bite and Tail, each doing 3D6 damage. On a roll of 20, the Aqāā has swallowed its victim on a Bite Attack (see EPT rules, page 66). There is a 40% chance of finding a Type L Treasure here.
- G) 11 Shēdra guard this station. AC: 6, M: 9", HD: 2, HP: 7, 8, 6, 7, 7, 7, 9, 12, 8, 5, 10. Roll percentage dice: 01 through 10, a Type K Treasure is found; 11 through 40, a Type L Treasure is found.
- H) 4 Dlaqō are at this guard station. AC: 2, M: 6", HD: 3, HP: 11, 16, 9, two Attacks. Roll percentage dice: on a 01 through 10, a Type K Treasure is found; on an 11 through 40, a Type L Treasure is found.
- I) 3 Hra are at this guard station. AC: 4, M: 12", HD: 7, HP: 31, 17, 20. These Hra will only pursue if the party goes down the dead-end corridor behind their guard station. Otherwise, if killed, they will just reanimate. Roll percentage dice: on a 01 through 20, a Type K Treasure is found; on a 21 through 50, a Type L Treasure is found. If these Hra are controlled, they will give up their treasure, if any, but will not leave their guard station.
- J) 2 Hli'lr are at this guard station. AC: 2, M: 12", HD: 8, HP: 32, 26, possibility of Madness (see EPT rules, page 67). Roll percentage dice: on a 01 through 20, a Type K Treasure is found; on a 21 through 50, a Type L Treasure is found.
- K) Upon approaching this guard station, a terrible stench will be noticed. 25 Kūrgha inhabit this guard station, and the room is piled with rotting bodies, put here by Srūkārum, to be stripped of their flesh by the Kūrgha (for purposes not relating to this dungeon). The 25 Kūrgha are AC: 6, M: 12", HD: 1, HP: 4, 6, 2, 5, 1, 1, 6, 6, 4, 1, 3, 4, 3, 3, 2, 6, 4, 6, 5, 2, 6, 5, 6, 3, 2. The Kūrgha will attack if their station is entered. There is a 40% chance of finding a Type L Treasure here, but it will take four

hours of game time to search through the gore to acquire it (give the party one Wandering Monster roll).

- L) 4 Jǎjgi are at this guard station. AC: 5, M: 12", HD: 5, 15, 19, 18, 18, the 1st two have two-handed Swords and the last two are using Sword and Axe. Roll percentage dice: on a 01 through 20, Type K Treasure is found; on a 21 through 60, Type L Treasure is found.
- M) 12 Hwo'ár are at this guard station. AC: 3/7, M: 3"/18", HD: 1 + 1, HP: 7, 6, 3, 4, 5, 4, 4, 7, 2, 6, 7, 3. Roll percentage dice: on a 01 through 10, a Type K Treasure is found; on an 11 through 50, a Type L Treasure is found.
- N) 3 Biridlú are the guardians of this station. AC: 3, M: 6"/13", HD: 4 + 1, HP: 17, 15, 20, Attacks by Suffocating. Roll percentage dice: on a 01 through 20, a Type K Treasure is found; on a 21 through 50, a Type L Treasure is found.
- O) 4 Jǎjgi are at this guard station. AC: 5, M: 12", HD: 5, HP: 19, 27, 22, 22, the 1st two have two-handed Swords and the last two are using Sword and Axe. Roll percentage dice: on a 01 through 10, a Type K Treasure is found, on an 11 through 40, a Type L Treasure is found.
- P) A Qumqúm guards this station. AC: 6, M: 12", HD: 9, HP: 40, Damage: 2D6. The Qumqúm is invisible (of course), and all beings other than Pě Chõi require a +3 to Hit. Roll percentage dice: on a roll of 01 through 10, a Type K Treasure is found; on an 11 through 50, a Type L Treasure is found.
- Q) A 20 foot Aqǎǎ guards this station. AC: 2, M: 9, HD: 6, HP: 30, two possible Attacks: Bite and Tail, each doing 3D6 damage. On a roll of 20, the Aqǎǎ has swallowed its victim if it is Biting (see EPT rules, page 66). Roll percentage dice: on a 01 through 10, there is a Type K Treasure; on an 11 through 50, there is a Type L Treasure found.
- R) 5 Biridlú guard this secret room. AC: 3, M: 6"/13", HD: 4 + 1, HP: 21, 21, 14, 13, 17, Attacks by Suffocating. Roll percentage dice: on a 01 through 10, a Type J Treasure is found; on an 11 through 30, a Type K Treasure is found; and on a 31 through 60, a Type L Treasure is found.
- S) 6 Hrá guard this secret room. AC: 4, M: 12" HD: 7, HP: 30, 23, 29, 26, 26, 26. These Hrá will only pursue if the party goes down one of the two dead-end corridors (right or left). If the party exits by the other path, they will just reanimate if killed. Roll percentage dice: on a 01 through 20, a Type J Treasure is found; on a 21 through 50, a Type K Treasure is found; otherwise a Type L Treasure is found.
- T) 3 Hli'ír guard this room. AC: 2, M: 12", HD: 8, HP: 26, 24, 27, possibility of Madness (see EPT rules, page 67). Roll percentage dice: on a 01 through 30, a Type K Treasure is found; on a 31 through 60, a Type L Treasure is found.
- U) 7 Dlaqǒ are in this guard station (room). AC: 2, M: 6", HD: 3, HP: 7, 15, 6, 10, 8, 12, 7, two Attacks. Roll Percentage dice: on a 01 through 30, a Type K Treasure is found; on a 31 through 60, a Type L Treasure is found.
- V) Upon approaching this guard station, a terrible stench will be noticed. 32 Kúrgha inhabit this room, and the room is piled with rotting bodies, put here by Srükárum, to be stripped of their flesh by the Kúrgha. AC: 6, M: 12, HD: 1, HP: 4 each. The Kúrgha will attack if the room is entered. Roll percentage dice: on a 01 through 20, a Type K Treasure is here; on a 21 through 60, a Type L Treasure is here. It will take four hours of game time to search through the disgusting mess to acquire it (give the party one Wandering Monster roll).
- W) 15 Hwo'ár inhabit this guard station. AC: 3/7, M: 3"/18", HD: 1 + 1, HP: 4, 3, 2, 2, 5, 6, 3, 6, 3, 7, 6, 6, 3, 2, 6. Roll percentage dice: on a 01 through 20, a Type K Treasure is found; on a 21 through 60, a Type L Treasure is found.
- X) A Qumqúm is at this guard station. The Qumqúm will be pacing the room so the party will hear a "terrible roaring noise" as they approach the room. AC: 6, M: 12", HD: 9, HP: 34, Damage: 2D6, and the Qumqúm is invisible, requiring all but Pě Chõi to add +3 to the number they need to Hit. Roll percentage dice: on a 01 through 30, a Type K Treasure is found; on a 31 through 60, a Type L Treasure is found.

- Y) 15 Huŋu'u are at this guard station. AC: 7, M: 9, HD: 2 + 3, HP: 8, 6, 6, 9, 9, 9, 10, 12, 13, 10, 14, 13, 11, 11, 7. There is a 30% chance of finding a Type L Treasure here.
- Z) There are 6 Jājgi at this location. This is **not** a guard station, but is the entrance to the Temple itself. In the center of this location is an open chest, inside it is a Type J Treasure; to the west are the two doors that provide entrance to the Temple. Two of the Jājgi stand by the doors; the other four stand near the chest. These Jājgi were servants of Jigrēsh, and will not attack the party unless: 1) The party attacks them; or 2) The party attempts to acquire the treasure and there is not a Priest of Sārku in the party. The party may pass through the area, may pass into and out of the Temple doors, and may grab the treasure if there is a Priest of Sārku in the party and he/she is wearing the appropriate robes. These Jājgi are AC: 5, M: 12", HD: 5, HP: 22 each; the two by the doors have two-handed Swords; the other four are using Sword and Axe.

Temple of Jigrēsh

The Temple is in excellent condition; even Tkēl was unwilling to enter a place sacred to Sārku to extract its revenge. The ceiling is about 35' high, and along all the walls, from ceiling to floor hang earth-brown curtains. The secret door is only hidden by these curtains, and once the curtains are pulled aside will be readily apparent. Along the entire length of the curtain on the floor are Human skulls. There are 40 along the west curtain and 30 along the northeast and southeast curtains. If any of these are moved, there is a 10% chance each that they will spring up and become a Mrūr: AC: 6, M: 6", HD: 1 + 3, HP: 6. If the character who moves them is a Priest of Sārku or Durritlāmish, and wearing the proper religious garb, then they will follow his/her commands, but they will **not** leave the Temple room. If anyone else moved the skull, then the Mrūr will attack them immediately. If the Mrūr is killed, it will become a skull, until it is moved again, then the same 10% chance applies once more. If any of the skulls is smashed, the 6 Jājgi at Location Z will enter the room and attack the person(s) smashing the skulls, assuming the party did not destroy the Jājgi at Location Z. In the center of the room is a black stone slab, with the symbol of Sārku engraved into the top of it. The slab is 7' x 3' x 3' and is immovable. On top of the slab is a hand-sized Claw, made of a black metal material. This Claw is the "Claw of Srūkārum" (see below), and is the only item in the room. If the party finds the secret door to Room 11 (and they should), go to the Room 11 description, for the contents of that room.

The Claw of Srūkārum

This black iron Claw is a Miscellaneous Magic Item and has the following properties: It is aligned with Change, and should any Servant of Stability even touch it, he/she will take 1 Die in Damage per round until he/she drops it (or is dead). Any Servant of Change may handle the Claw, but only Priests or Magic Users of Sārku or Durritlāmish can effectively use the Claw. The Claw has three uses, the method of use is the same for all three but the "starting material" and the effects are different. To properly use the Claw, a body (alive or dead) must be available. The body should be lying face up, but this is not required. The user strikes the body with the Claw, driving the talons into the heart. Then the Claw is pulled downward, shredding the heart. If the body was dead, then a Mrūr will be created. If the body was that of a living victim (willing or not), then a Jājgi will be created under the complete command of the creator. If the body was that of a recently killed "Undead", then a Hra' will be created, again under the command of the creator. The Claw can only allow the wielder to control 5 Undead at a time. When the 6th is created, if all of the first five are still "alive" then the 1st one created will be freed (under Judge control). The Claw has no charges, but is only usable once a day. For a successful use, the user must roll percentage dice and using his/her level as a reference, attempt to receive Divine Intervention for a Cohort. As long as roll succeeds for either Intervention or no effect, then the Claw has worked. If Retribution is rolled, then the user takes 1 Die in Damage, and no Undead is created. If the user is in a Temple of Sārku (as here) or a Temple of Durritlāmish, they may add +10 to their die roll. If the players attempt to use the Claw more than once a day, it will just not function at all.

These powers may only be learned through a successful Divine Intervention roll, although, if this supplication is made to a "Stable" God or Cohort, that being (Judge's option) may demand that the Claw be destroyed or given to him/her.

If the Claw is used in combat, a natural roll of "20" is required to have successfully rended the victim's heart; otherwise the Claw will do D6 - 2 Damage.

The Claw has a market value (assuming its use is known and can be proved) of 25,000 Kaitars. There is a 25% chance that any Temple of Sārku will recognize the Claw and offer to buy it. If the offer is refused, there is a 75% chance that persons of that Temple will try to kill the possessor and acquire the Claw (possibly waiting for a better opportunity than in the middle of the Temple).

The Areas Guarded by Tkél

- 1) A Ru'un is at this guard post. AC: 2, M: 15", HD: 11, HP: 46, three Attacks: +1 Sword; Shoots Steel Bolts; 2D6 Electric Shock if struck with metal weapons. It will attack and pursue any beings that walk by it. Its +1 Steel Sword may be used by the party.
- 2) 1 Ngäyu inhabits this area. AC: 4, M: 12", HD: 4, HP: 14, two Attacks plus squirts metal-dissolving Acid. It will not pursue but will attack anything within 20 feet of its position.
- 3) 2 Marashyālu inhabit this cubby-hole. AC: 3, M: 12", HD: 4, HP: 14, 9. They will appear as wounded adventurers and try to hypnotise two of the party members to stay and protect them while they recover. If they succeed, they will kill these victims as soon as the party leaves, then lie in wait for more. Otherwise, they will try to hypnotise and slay the entire party. They will not leave their area.
- 4) This secret room is guarded by a special Trap that Tkél has set up for the Priests of Sárku. Any Priest of Sárku who walks into the room will immediately burst into flames, taking 2D6 in damage immediately, and 2D6 per round until he/she is dead and burnt to ashes, or flees the room. The flames may also be put out by doing either 20 points of Water or Cold damage on them. There is no saving throw allowed against this trap. Hanging on the wall in the rear of the room is a Steel Mace. This Mace was put here by Tkél to aid those who are opposed to the worship of Sárku. It is aligned with Stability, and any Servant of Change who touches or holds it will take 2D6 in Damage per round until he/she releases it or dies. The Mace is magical and is +1, +1, +1, +1; that is it is +1 to Hit, +1 to Damage, increases the wielder's Armor Class by 1, and adds +1 to any saving throws needed by the wielder. The last two bonuses are only received if the wielder is holding the Mace.
- 5) In this room Tkél has placed two Yēleth. AC: 6, M: 9", HD: 3, HP: 11, 12. These beings will attempt to hypnotise as many of the party as possible, but will not pursue past the small corridor leading to their room. Any beings they hypnotise are left standing immobile, paralyzed. If they paralyze the entire party, or the party abandons any members in this room, the Yēleth will not bother them. At some time in the near future, when Tkél comes around to inspect its maze, Tkél will find them and inspect them. If they are worshippers of Sárku or Durritlāmish, Tkél will kill them by burning them to ashes. Otherwise, Tkél will simply transport them out of the maze, depositing them at the entrance. Then Tkél will remove (and keep) all Gems, Jewelry, and Magic Items they have, unparalyze them and leave them. Tkél will do this rather than kill them because Tkél is still irate about being tricked into this, and its contract merely states "to prevent intruders from reaching the Temple area", and says nothing about killing intruders. This was intended, but not specified in the contract.
- 6) This chamber is inhabited by a Tsu'uru. AC: 3, M: 12", HD: 5 + 5, HP: 22. It will try to kill all in the party using its illusion powers. There is a chest in the corner. It contains nothing, but the Tsu'uru's main attack strategy is to be invisible, and throw illusions of traps on the chest, treasure in the chest, monsters coming out of the chest and walls, etc. The Tsu'uru will try and avoid personal combat as long as possible. There is no treasure in this room.
- 7) This room contains a Trap. On the east wall in the southern portion of it is a lever. If this lever is pulled down (the only way it can be pulled), scores of Steel Bolts will fly out of the wall. Each character within sight of the lever will be attacked by 1 to 6 of these Steel Bolts (roll a D6 for each character). The Bolts hit as a 4th level Human, and do a D6 in damage each. There is no treasure here, but the Bolts are Steel and can be collected and sold for 100 Kāitars each, or can be used to forge other types of equipment. 10 Bolts will make a Sword, 25 a Suit of Armor. There are 45 Bolts in all.
- 8) This room contains a Trap. At the end of the room, on the floor is (what appears to be) a Steel Helmet. If any character puts this helmet on, it will turn into a clear plastic-like box. It is actually a solid acid that will dissolve away that character's head in D6 + 1 rounds, if it doesn't suffocate him/her first (D6 rounds), or kill him/her due to the pain first (the character takes D6 in pain per round). Once it has dissolved a head, it will turn back into a +1 Steel Helmet, and remain that way until put on by some other character. The "box" can be destroyed by doing 30 points in damage on it, but then no +1 Helmet will result. Any Chlén-hide weapon that strikes the box will be dissolved in D6 + 1 rounds also. The box is AC: 8.
- 9) This area is guarded by a Nshé. AC: 2, M: 15", HD: 10, HP: 44. It will attack the party immediately, and will pursue until it has claimed one victim outside of its area.

- 10) This room contains a very unusual Trap. On the floor is a rug, which, if examined, will appear to be made of a dried vegetable substance. Painted on the west wall is a clown-like face, with the mouth in an "O" shape. The "rug" does not cover the entire floor, but is just small enough for characters to walk around the circumference of the room in single file. The rug cannot be moved by the characters. As soon as the first character steps onto the rug, the rug will immediately roll up into a cigar shape, and fly into the mouth of the clown. The end of the "cigar" away from the mouth will burst into flames, and the face will begin smoking the character. The character will take a D6 in damage per round until smoked (burnt to ashes). The flames can be put out by doing 10 points in Water, Cold, or Beating (Mace, etc.) Damage. Of course, the character will take this damage too. Edged weapons will not affect the flames, but will the character. Underneath the rug, in a small hole in the floor, is "The Amulet of the (Great) Good God".
- 11) This secret room contains the Temple Treasure (Type E). There are four chests in the room (none trapped), they contain: Chest 1) 6000 Silver Hlāsh; Chest 2) 10,000 Gold Kāitars; Chest 3) Seven Gems (15,000; 4,000; 2,000; 60; 1,500; 8,000; and 300,000 Kāitar values), plus the Players Map to the maze, rolled up in a Silver Tube (value 50 Kāitars); Chest 4) Two Eyes (Eye of Incomparable Understanding - 30 Charges; and Eye of Madness - 25 Charges), two Weapons (+2, +2 Sword and a +2, +1 Dagger) - neither aligned, 1 Scroll (two Spells: *The Energy Bolt* and *The Demon*), (Note: Since *The Demon* is coming off of a Scroll, it can be cast by any Magic User or Priest without any bad side-effects) written in Mu'ugalavyāni, and one Magic Book (The Book of Five Fingers).
- 12) Two Sagūn inhabit this small area. AC: 3, M: 9, HD: 10, HP: 35, 36, 60% chance per round of breathing poisonous spores. The Sagūn will not pursue if the party flees.
- 13) This room is a Trap. As soon as one character is west of the V-shaped wall, the V wall will slide quickly to the east, sealing off the exit. The walls can be destroyed to break free, but they are made of a denser material than the rest of the wall to prevent this. For attacks against the wall, consider the wall to have 100 Hit Points, AC: 2, and saving against other attacks as an 11th level Priest. The walls and sliding door will show no damage until this is reached, then they will crumble. The V wall (sliding door) has the same characteristics as the wall. Characters hopelessly trapped in the room have a 1 - 2 on a D6 chance of being "rescued" by Tkēl. Roll for them as a group, if a 1 or 2 is rolled, then Tkēl has happened by before they have starved to death, otherwise they will die in the room. If Tkēl does happen by, it will dispose of them in the same manner described for Room 5, for the same reasons.
- 14) 1 Mu'āgh, 5 feet in diameter, inhabits this area. AC: 8, M: 2", HD: 6, HP: 25. The Mu'āgh will not have swallowed a Gem, and will not pursue.
- 15) 3 Kāyi occupy this intersection. AC: 7, M: 15", HD: 4, HP: 13, 12, 12, Net and Drain Levels, 2D6 to victim if cut free before Level Drain occurs. The Kāyi will pursue the party.
- 16) 6 Thūnru'u dwell in this long room (3 per side). AC: 4, M: 12", HD: 5, HP: 20, 14, 16, 12, 14, 13. Each will pursue until it has a dead victim to "enjoy".
- 17) This alcove is occupied by a Ngōro. AC: 6, M: 6", HD: 16, HP: 54. This being has two Eyes in its possession. It has The Eye of Frigid Breath (42 charges) which it can and will use, and it also has The Eye of Bestowing Life (6 charges). This creature was not put here by Tkēl; it just wandered in and made its home here. Tkēl has let it remain since it is more beneficial to Tkēl's purpose than it is harmful. If this Ngōro is brought to less than 15 Hit Points, it will offer a cease-fire and one of its Eyes to be left alone.
- 18) This long corridor is a Trap. As soon as any character gets within five feet of the end, a 30' section of the floor will open up (starting at the end) and drop all characters standing on it down 10' (take D6 damage each) into a spike-filled pit. Each character must then roll a D6 to determine how many spikes he/she falls on. Each spike does a D6 in damage with no need to roll to hit.

Wandering Monsters

Whenever a Wandering Monster occurs, roll a 6-sided die to determine which of the monsters below is encountered. If one or more Wandering Monsters is killed, cross it off in pencil, and put the date and time it was slain. In this way Srukárum can reanimate these too, since there is only a limited number of Wandering Monsters in the maze.

Die	Monster
1	1 Hrá, AC: 4, M: 12", HD: 7, HP: 17.
2	6 Hurú'u, AC: 7, M: 9", HD: 2 + 3, HP: 10 each.
3	10 Mrú'r, AC: 6, M: 6", HD: 1 + 3, HP: 6 each.
4	8 Shédra, AC: 6, M: 9", HD: 2, HP: 8 each.
5	12 Hwo'ár, AC: 3/7, M: 3"/18", HD: 1 + 1, HP: 4 each.
6	6 Jájgi, AC: 5, M: 12", HD: 5, HP: 18 each, three armed with two-handed Swords, and three armed with Sword and Axe.

Except for the Steel Swords that the Shédra are armed with, the Wandering Monsters **never** carry treasure.

Treasure Table

Treasure Type	10's of Copper	10's of Silver	10's of Gold	Gems	Jewelry	Eyes	Arms & Armour
J	5 - 30: 90	5 - 30: 90	5 - 30: 90	1 - 6: 80	1 - 6: 80	1 - 3: 40	1 - 3: 50
K	5 - 30: 80	5 - 30: 65	5 - 30: 50	1 - 3: 40	1 - 3: 30	1 - 2: 30	1 - 2: 40
L	5 - 30: 50	5 - 30: 40	5 - 30: 30	1: 20	1: 15	1: 10	1: 10

The second number given for each item indicates the percent chance that that item exists in a particular treasure found. If the item is found in a particular treasure, then the first number indicates the number range of that item (how many will be found).

No Miscellaneous Treasure Items will be found in any of these Tables. The values of Gems and Jewelry should be rolled up by the Judge using the Tables given in the EPT rule book.

All Eyes found using these Tables will have a D100 - D20 charges left in them. If the number of charges comes out negative, the Judge should conceal this fact from the players, and substitute some random number (like 51) instead. Vary this number, but keep track of the Eye. What a negative number means is that the Eye is defective, and when used, it will explode doing 1D6 in damage to the user for every point negative the charges are (i.e. An Eye with -8 charges will explode doing 8D6 in damage to the character who attempts to use it).

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