

ADVENTURER CONQUEROR KING SYSTEM™
THE SINISTER STONE OF SAKKARA



Written by **MATTHEW SKAIL** and **ALEXANDER MACRIS**

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A READY-TO-PLAY ADVENTURE FOR CHARACTERS LEVEL 1-3

BY MATTHEW SKAIL AND ALEXANDER MACRIS

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THE SINISTER

STONE OF SAKKARA

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INTRODUCTION

AX1: THE SINISTER STONE OF SAKKARA is a ready-to-play adventure scenario presented for use with the *Adventurer Conqueror King System™* (ACKS). It is compatible with other fantasy role-playing games built on the same core mechanics, but is specifically designed to highlight the features and mechanics of ACKS.

The adventure is intended for six to ten characters of 1st to 3rd level, with a combined total of 8-12 levels of experience in the party. In the tradition of classic TSR adventure scenarios such as *The Keep on the Borderlands* and *The Village of Hommlet*, *The Sinister Stone of Sakkara* features a detailed starting base and small wilderness sandbox in addition to a dungeon.

If you have already played or run adventurers using the *Adventurer Conqueror King System*, feel free to skip ahead to the adventure itself. If this is your first experience with ACKS, it's worth reviewing some unique aspects of the game that have guided the design of this introductory adventure scenario.

ACKS was designed for campaigns in which the player characters (PCs) strive to advance from lowly adventurers to rulers of their own realms. Unlike other games, where the adventurers' rise to worldly power must be improvised by the Judge or handled narratively, ACKS supports these aspirations with game mechanics embedded at every level of play. For this reason, the starting location of this adventure, Türos Tem, is presented as the stronghold of a realm controlled by a high-level NPC, with its population, revenues, costs, and morale score all detailed and provided. The stronghold can serve as an example of what a moderately successful adventurer in your campaign might aspire to rule by mid-levels; and if your adventurers do end up in command of Türos Tem (or a domain like it), you will have a solid foundation to build on in your own campaign.

The default setting of ACKS, the Auran Empire, was also designed to support the player characters' advancement from adventurer to king. The Auran Empire setting was inspired by the collapsing empires of earth's Late Antiquity (250 – 750 AD), a turbulent era in which ancient glories were drowned in a torrent of violence. However, in the Auran Empire setting, the horror of civilization's imminent collapse is worsened by the existence of nightmarish evils lurking in the world's dark places, threatening to strike mankind at its weakest moment. The established leadership is too preoccupied by the empire's political and military downfall to take these shadowy threats seriously, leaving them to be handled by adventurers, fortune-hunters, and would-be heroes. The adventurers' success in dealing with such threats is, however, what garners them the fame, wealth, and strength they need to take power and restore order. Of course, the adventurers are not certain to win; indeed, the odds are stacked against them.

These premises of ACKS' setting are evident throughout *The Sinister Stone of Sakkara*, most notably in its backstory. The adventure begins with local hamlets and villages suffering from beastman raids because the troops that ought to be protecting them have been sent to stem an invasion at another border. With the local military barely able to garrison its strongholds, it falls to the adventurers to deal with the monstrous threat. If they do not, no one else will, until it is too late. The setting premises are also evident in the design of the dungeon itself. The upper level of the dungeon was inspired by real-world ancient architecture, and the brigands and beastly barbarians that populate it would not be unfamiliar to any Late Roman centurion (albeit the barbarians who menaced Rome were only figuratively beastly).

Conversely, the lower level of the dungeon is a warren of weird horror wherein lurks an insidious evil that is far more threatening than mere beastmen. The dungeon thus represents the Auran Empire setting in microcosm – visibly endangered by mundane threats, appallingly imperiled by hidden horrors.

We hope that this overview improves your understanding of this adventure, and that you and your players find *The Sinister Stone of Sakkara* an exciting, challenging, and rewarding experience.

JUDGE'S BACKGROUND

Over a millennium ago, when the borderlands were in the dark grip of the Zaharan Empire, the empire's sorcerer-priests erected a profane temple on a steep hill within the Viaspen Forest. The temple housed a strange artifact known as the **Stone of Sakkara**. Using the Stone, the sorcerer-priests could birth monsters and abominations with frightening ease and magically command the loyalty of chaotic creatures. The Stone brought its evil masters great power throughout the fell empire.

Such a terrible artifact could not be left to corrupt all of mankind. During the Emyrean War that toppled Zahar, the clerics of Law unleashed a cataclysm that buried the temple housing the Stone beneath a dome of rock. The Stone fell silent, denied the sacrifices and devotion needed to power it. For centuries the Stone lay dormant and forgotten.

Two years ago an earthquake shook the hill, tearing open a great crack in the rocky dome and allowing entrance to the buried temple within. The Stone, silent for so long, awoke with a single throbbing beat. Its power called out, and creatures with dark and twisted souls heard and answered. Several ragged groups of thieves and brigands came first, then some nearby beastmen scouts, then entire warbands of beastmen. Eventually, the Stone touched a truly Chaotic mind: a Zaharan Ruinguard.

The Ruinguard claimed the buried temple as her own and, styling herself as "The Lady Below," quickly subjugated the various warbands that had gathered there. At her command, these warbands began to raid the nearby hamlets and villages for sacrificial victims that could power the Stone's birthing pools again. If left unchecked, The Lady Below will eventually be able to build an army of abominations and threaten the entire borderlands region.

However, The Lady's raids have alerted Legate Urand Valerian, commander of the nearby stronghold of Türos Tem. Valerian is suspicious that there is a greater threat than mere beastmen, but his garrison is so understrength that it cannot even guard the border, let alone handle the threat of the Stone. This sets the stage for the adventurers' involvement.

ADVENTURER'S BACKGROUND

For over a century, the stronghold of Türos Tem has guarded the borderlands from the beastmen of the wild lands beyond. Now, despite the ever-watchful eye of Türos Tem's guards, beastmen raiders have somehow gained a foothold in the Viaspen Forest to the north, from which they have begun striking at the nearby settlements. Local farms and hamlets have been sacked and pillaged, and entire families have gone missing. Even the regular merchant caravans from the nearby town of Siadanos have come under attack! The number and frequency of these occurrences point to a threat beyond a simple nomadic group of beastmen. Legate Urand Valerian, commander of Türos Tem, already has too few men to patrol the border; he has

none at all to hunt down beastmen hidden in the dense forest. He has offered a reward of 2,000gp to anyone who can uncover the nature of the threat and end it. The adventurers have come to Türos Tem to claim this prize through their bold deeds.

ADVENTURE MOTIVATION (OPTIONAL)

The scenario assumes that the adventurers have come to Türos Tem seeking fame and fortune. If such motives do not inspire the adventurers, the Judge can use the table below to help encourage them to take action. The Judge can choose or roll for one motivation per adventurer, select one motivation for the entire party, or a mix.

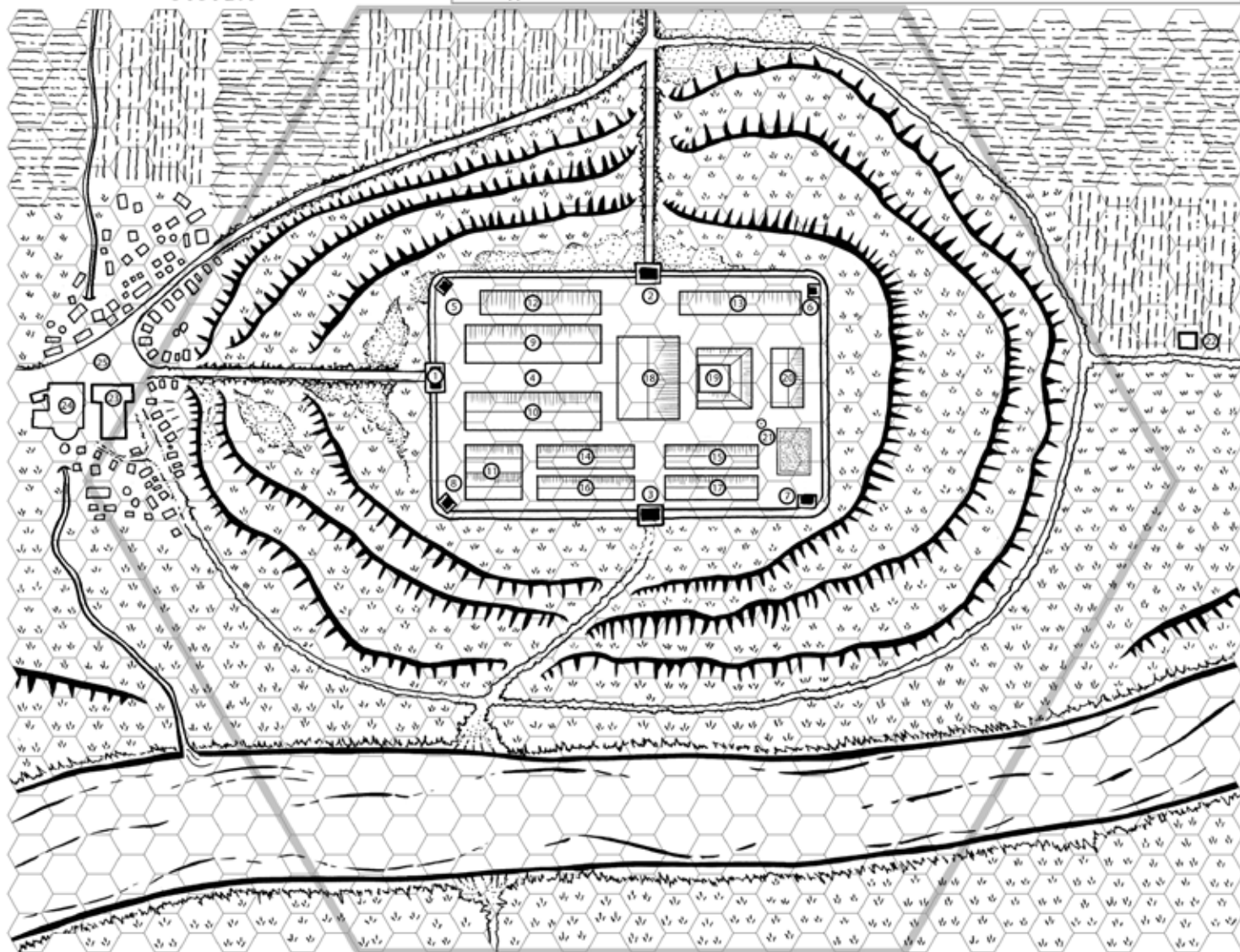
Adventure Motivation Table	
1d6	Motivation
1	The adventurer hails from a local village that was destroyed by beastmen while he was away in the fields. Having returned home to find his village burned and neighbors slain, the adventurer has sworn vengeance.
2	1d4+1 members of the adventurer's family were kidnapped during the most recent beastman raid. The adventurer promised his remaining family members that he would rescue their kin – or avenge them.
3	For weeks, the adventurer has been dreaming of a bloody red heart beating ceaselessly in a pool of darkness. (If Lawful, the dream fills the character with righteous anger; if Neutral, with dread; if Chaotic, with lust for power.) He implicitly knows that his dreams are somehow related to the beastmen raids.
4	The adventurer is the apprentice or squire of a retired hero. His mentor is alarmed by the ferocity of the recent beastmen raids. Now too old to handle the situation personally, the adventurer's mentor has tasked him with investigating the threat.
5	The adventurer is the scion of a patrician family with holdings in the borderlands. Duty and honor dictate that he take action to defend his family's clients and lands.
6	The adventurer's family is ruinously in debt. Claiming the legate's reward by putting a stop to the beastman raids is the adventurer's only hope of preserving his family's position.

RANDOM RUMORS

Before setting out into the Viaspen Forest, the adventurers may gather rumors and legends from non-player characters (NPCs) in Türos Tem. On a Friendly reaction roll, an NPC in Türos Tem will share one rumor from the Random Rumor table. In addition, adventurers with Loremastersy should begin play knowing one rumor themselves, which they may share with their party members if desired.

Random Rumor Table	
1d12	Rumor
1	Elves still live in the forests of Southern Argollë, but they've gone feral, and crave nothing more than the flesh of man. (False)
2	There is a place in the Viaspen Forest so evil that the gods sealed it beneath a mountain of rock. (True)
3	Legate Ulrand Valerian can't be trusted. It's no coincidence bad things are happening under his watch. (False)
4	Southern Argollë has become a much more dangerous place since the Tarkaun stripped the local garrisons of soldiers to fight his wars in the west. (True)
5	Behind the beastman raiders is an elven wizard-lord, bent on revenge against the Empire. (False)
6	Ever since the earthquake a few years ago, the beastmen raids have been getting worse and worse. (True)
7	When a dragon's scales turn purple, that means the beast is diseased and near death. (False)
8	The brigands in these parts are led by a scheming warrior named Drusus. He's not to be trusted. (True)
9	Ulrand Valerian doesn't expect to ever pay the bounty he's offering – he knows no one's coming back. (False)
10	The Black Fang and Red Eye gnolls are the toughest of the beastmen warbands in the area. (True)
11	The dwarves of Azen Radokh are to blame for these problems. They've been driving the beastmen from the mountains down into our land. (False)
12	A trio of adventurers that ventured into the Viaspen Forest last week never returned. (True)





TÜROS TEM

The adventurers are assumed to begin the adventure by arriving at the primary gatehouse of the Auran stronghold of Türos Tem. They are aware that Legate Urand Valerian has been actively soliciting for help in dealing with the beastman raiders in the area, but have not yet become acquainted with him or the other inhabitants of the stronghold.

Türos Tem makes an excellent home base for an adventuring party, should the Judge wish to run further scenarios in the imperial borderlands after the Stone of Sakkara has been dealt with. See *Further Adventures in the Borderlands* on p. 65 for some ideas. Alternatively, if the Judge has relocated the adventure to another campaign setting, he can replace Türos Tem with a stronghold or settlement of his own devising.

OVERVIEW

Türos Tem (“castle fort, keep”) is part of a line of forts built 150 years ago by Tarkaun Audarius XI Ulkyreus to provide a forward defense against beastman invaders from beyond the Dark Wall. It sits atop a sheer-walled 150’ tall tor between the Krysivor River and Viaspen Forest, overlooking a 110’-wide ford across the Krysivor. A track of leveled earth winds down from the fort’s southern gatehouse

(**building 3** on the Türos Tem Map) to the ford, while paved roads descend sharply from the northern (**building 2**) and western gatehouses (**building 1**). All three roads connect with an earthen path that circumscribes the tor.

Rising from the tor, Türos Tem’s curtain walls stand 10’ in height and thickness, and are surmounted with battlements 5’ tall and 3’ thick. Wall-walks, paved with stone slabs, run along the top of the curtain walls behind the battlements. The wall-walks are accessed by wooden stairs found in the mural towers (**buildings 5-8**) at the fort’s four corners. The curtain walls were built with local limestone, but have been rendered and white-washed, such that they gleam brightly by day. In this way, the fort symbolically reflects the glory of the Winged Sun.

The curtain walls enclose a five-acre area of packed earth containing the dozen buildings that house the garrison (**buildings 9-20**). Except where otherwise noted, all of the interior buildings (as well as the inn and bathhouse outside the walls) are constructed of rendered and white-washed limestone and furnished with sloped roofs of red tile. Their interior walls are of plastered and white-washed wattlework, while interior flooring is cement.

A small village nestles around the western edge of the tor. Other than the inn and bath house (**buildings 23 and 24**), the village’s buildings





are largely of half-timbered construction, using oak frames infilled with wattlework, with earthen floors. Like most villages which spring up around border forts, it is populated by a mix of camp followers, shop keepers, craftsmen, merchants, prostitutes, and retired soldiers. Traders arrive here along the paved road from Siadanos and Türos Luin, typically staying just long enough to sell supplies to the fort, before departing along the northern road for Türos Aster.

From Türos Tem, Legate Ulrand Valerian governs a legature of 29 6-mile hexes and 3,711 families (about 18,500 people). His personal domain includes Türos Tem and the adjoining village (111 urban families) plus **hexes 1209, 1308, 1309, 1408, and 1409** (700 peasant families total). See the *Türos Tem Domain Record* on p. 26 for more information.

GARRISON

At the time of Türos Tem's construction, the borderlands were defended by 25,500 infantry and 6,000 cavalry from the Auran legions. Tem and the other border forts were each meant to continuously house two companies of cavalry (120 horse) and four companies of infantry (480 troops), with the capacity to temporarily hold thousands of troops if needed. For over a century the border remained well-defended, but two years ago most of the borderland legions were re-deployed to fight in a war on the Empire's western borders. This has left Türos Tem and its sister forts dangerously understrength should the beastmen again become a serious threat.

Though it has room to house 600 troops comfortably, Türos Tem is currently garrisoned by just 90 troops:

- » 6 veteran cataphracts with composite bow, 20 arrows, lance, sword, shield, plate armor, and lamellar-barded medium warhorse;
- » 6 cataphracts with composite bow, 20 arrows, lance, sword, shield, plate armor, and lamellar-barded medium warhorse;
- » 18 horse archers with composite bow, 20 arrows, sword, shield, leather armor, and light warhorse;
- » 15 veteran heavy infantry with spear, sword, shield, and banded armor;
- » 30 heavy infantry with spear, sword, shield, and banded armor; and
- » 15 composite bowmen with composite bow, 20 arrows, scimitar, shield, and leather armor.

The rest of the legate's troops are stationed in the various fortlets, watchtowers, and estates of his legature. Given one week to muster his vassal troops, the legate could field a total of 15 veteran cataphracts, 15 cataphracts, 30 horse archers, 30 veteran heavy infantry, 60 heavy infantry, and 30 composite bowmen. Given three weeks, the legate could field twice that number (still not enough to fill up the fort). Calling his vassals to Türos Tem would leave the rest of the legature almost entirely undefended, however, so the legate makes do with his small force.

BUILDINGS

1. Gatehouse: See the Gatehouse Map. Access from the village into Türos Tem is controlled by means of this two-story stone gatehouse, 20' high, 30' wide, and 20' long, with 5' thick walls. The ground story (**1a**) has two thick timber doors, one on the interior and one on the exterior wall, which provide ingress and egress to and from the fort. Sandwiched between the doors is an iron portcullis suspended on chains from a ceiling pierced with murder holes. The windlass used to raise and lower the portcullis is mounted near the outer wall of the second story (**1b**). The second story is also furnished with a second set of timber doors, set perpendicular to the exterior walls, which open onto the walkways that run along the curtain walls. A light repeating ballista is stationed between the doors, able to fire outward through a large embrasure in the exterior wall. To confound intruders the gatehouse is designed without means of direct ascent from the first story to the second. The guards ascend at the mural towers (**5-8**) or via ladders stored on the adjoining ramparts.

The second story of the gatehouses is manned by two heavy infantry by day, and by one at night. If necessary, these guards can crew the light repeating ballista. The guards keep the gate open between dawn and dusk, and characters who approach peacefully with weapons sheathed will be admitted to the avenue (**4**) without issue. After dark the gate is closed, and

opened only for members of the garrison. If the characters attempt to persuade the night guard to open the gate, make a reaction roll. On a Friendly result the guard will open the gate, but if the result is Hostile he will sound the alarm.

Heavy Infantry (2 or 1): MV 60', AC 6 (banded mail & shield), HD 1-1, hp 4 each, #AT 1, D 1d6 (spear or sword), Save NM, ML 0, AL L, XP 5

Light Repeating Ballista: AC 0, SHP 1, #AT 2 (2 crew) or 1 (1 crew), Range 0'/200', D 1d10 (5' line)

Each heavy infantryman wears banded mail and carries a shield, spear, sword, 1d4sp, and 2d20cp.

2-3. Secondary Gatehouses: See the Gatehouse Map. These buildings are of identical construction to the primary gatehouse (**1**), except that they are emplaced in the center of the fort's northern and southern walls. The secondary gates are opened only to allow troops to sortie in and out. The secondary gatehouses are not manned due to a shortage of troops, and do not have ballistae.

4. Avenue: A 300' long by 55' wide paved avenue runs from the primary gatehouse (**1**) to the headquarters building (**18**). During the day, one of the two subalterns (platoon commanders) is stationed here. Roll 1d6: 1-3 Subaltern Lynara Miren, 4-6 Subaltern Peleos Methori (see p. 31). The subaltern demands a name and purpose of each visitor to Türos Tem, which is recorded in a wax tablet for later delivery to the annalist's office (**18e**). Adventurers who inquire about the legate's call for help in dealing with the beastman raiders are directed to the headquarters building (**18**). Mounted visitors are directed to dismount and stable their horses in the unoccupied stable-barracks block to the south (**10**) before heading further in.

In addition to the subaltern, a work crew of 2d8 unarmed soldiers will be found in the avenue during daylight hours, performing building

NOTE:

Were Türos Tem's garrison at full strength, each of its mural towers would be manned by four heavy infantry and two composite bowmen at all times.

maintenance, courier duty, and other labor. Members of the work detail carry 1d4sp and 2d20cp each.

Work Crew (2d8): MV 120', AC 0, HD 1-1, hp 4 each, #AT 1, D by weapon, Save NM, ML 0, AL L, XP 5

5-8. Mural Towers: See the Mural Tower Map. At each of Türos Tem's four corners stands a small stone tower. Each tower is 30' tall and 20' square, with 5' thick walls. The first story (a) is open to the rear, allowing passage between the tower and the fort's interior. From there, a wooden staircase ascends upward, reaching the second story (b) after 10', where thick timber doors open onto the walkways that run along the curtain walls. The stairs ascend 10' more to the third story (c), where a heavy ballista is stationed behind a wide embrasure. Each story is pierced by arrowslits along its exterior walls.

The two southern towers (5 and 6) are manned by one composite bowman and one heavy infantry at all times. The composite bowman is typically stationed on the second story, while the heavy infantry patrols the walls. The northern towers (7 and 8) are unmanned unless the alarm is sounded, due to troop shortages, though they do have ballistae.

Composite Bowman: MV 120', AC 2 or 3 (leather armor & shield), HD 1-1, hp 4, #AT 1, D 1d6 (bow or scimitar), Save NM, ML 0, AL L, XP 5

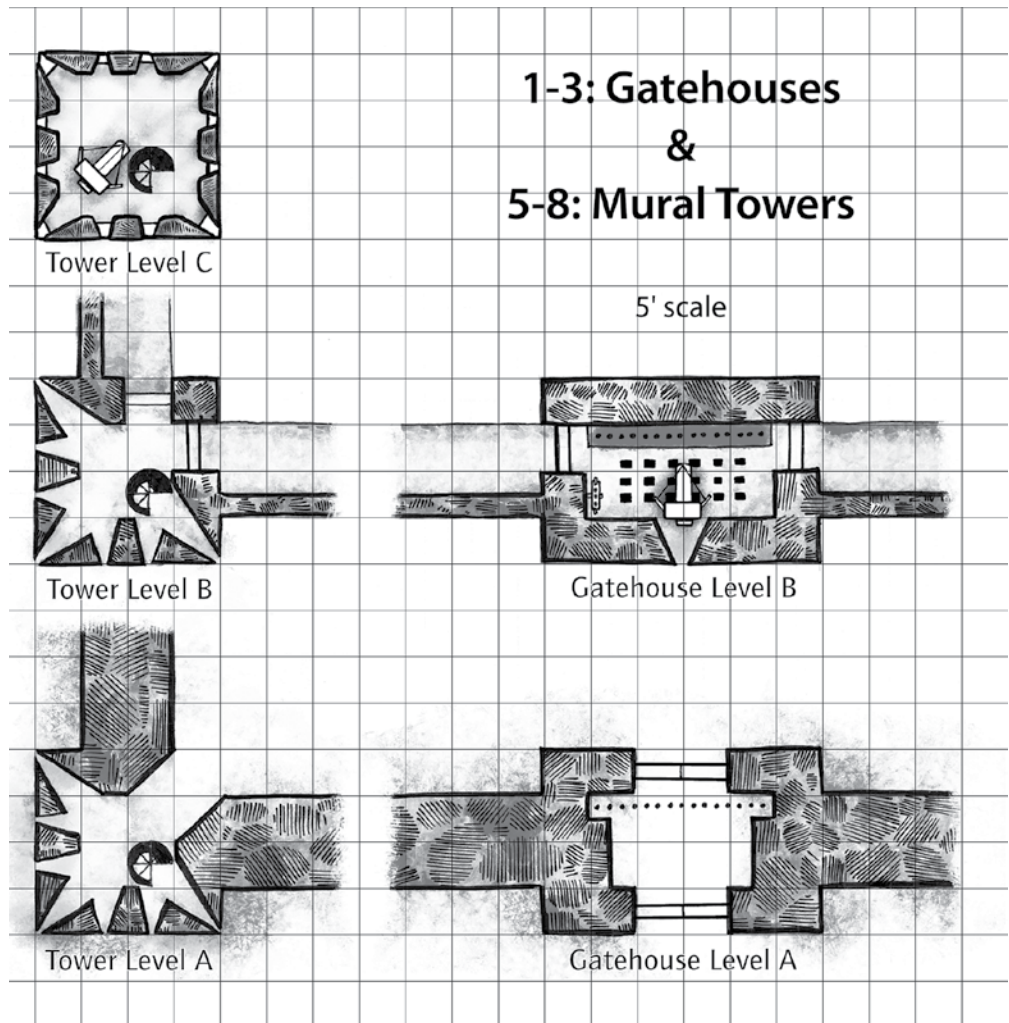
Heavy Infantry: MV 60', AC 6 (banded mail & shield), HD 1-1, hp 4, #AT 1, D 1d6 (spear or sword), Save NM, ML 0, AL L, XP 5

Heavy Ballista: AC 1, SHP 3, #AT 1/5 rounds (4 crew) or 1/10 rounds (2 crew), Range 0'/300', D 3d6 (15' line or 5' radius)

Each heavy infantryman wears banded mail and carries a shield, spear, sword, 1d4sp, and 2d20cp. Each composite bowman wears leather armor and carries a shield, composite bow, 20 arrows, scimitar, 1d6sp, and 2d20cp.

9. Stable-Barracks Block: See the Stable-Barracks Block Map. The stable-barracks block is 200' long, 50' wide, and 15' tall. The block is built to house one company of 60 cavalry, along with four subalterns (platoon commanders) and one tribune (company commander), collectively spread across the block's twelve rows.

Rows 1-11 are each sub-divided lengthwise into two 24' wide sections. Each of these two sections consists of an inner living quarters (16' wide, 9' long, and 8' tall) connected by wooden doors to outer stables (16' wide, 15' long, and 10' tall) that open up to the outside. Ladders rise from the stables to hay-lofts (16' wide, 9' long, and 7' tall) that sit above the living quarters. Each section



of rows 1-10 is intended to quarter three troops and their mounts (3 troops per section × 2 sections per row × 10 rows yielding 60 troops). Each section of row 11 is intended to quarter two cavalry subalterns (four total).

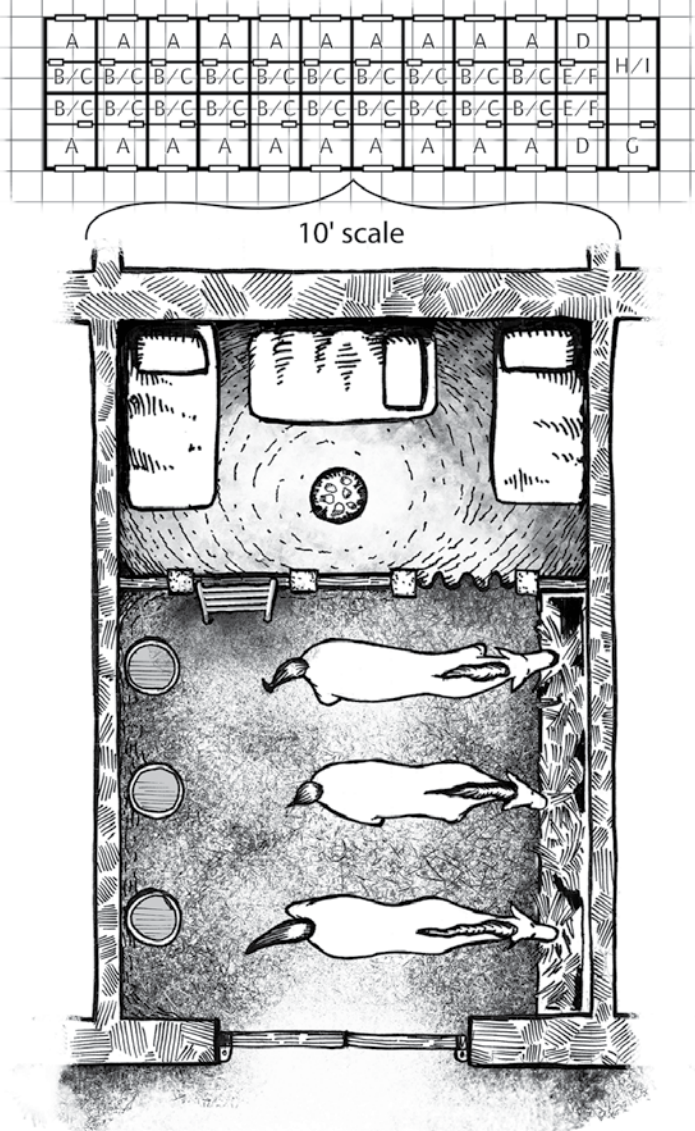
Row 12 is set aside for the cavalry company's tribune. It consists of a single section with a large living quarters (16' wide, 35' long, and 8' tall) surmounted by an overhead loft (16' wide, 18' long, 7' tall) connected by wooden doors to outer stables (16' wide, 15' long, and 10' tall) that open up to the outside.

Currently, the southern section quarters 18 horse archers, 6 cataphracts, and 6 veteran cataphracts, along with their 30 mounts. Subaltern Lynara Miren lives in row 11 of the southern section. Rows 1-11 of the northern section, and row 12, lie empty. During the day, the stable-barracks block is largely deserted, as the troops are on duty at the parade ground (21). At night, the troops and mounts will be asleep herein.

9a. Cavalry Stables: The northern sections' stables are all empty. The southern sections' stables contain water barrels and feed troughs for three horses. At night, there will be three sets of cavalry kit, each including saddle, bridle, two saddlebags, and grooming kit, hanging on the walls.

9b. Cavalry Quarters: The northern sections' quarters are all empty. In the southern section, the living quarters are furnished with three sleeping couches, arranged around a portable brazier. Under each

9: Stable-Barracks



NOTE:

A typical horse eats 20lbs of hay per day. A bale of hay weighs 45lbs. (The hay loft's 120 bales of hay is thus 5,400lbs, or enough for 3 horses to eat 20lbs per day for 90 days.) Each bale costs 115sp, so it costs $(115\text{sp}/45\text{lbs} \times 20\text{lbs}/\text{day} \times 7 \text{ days})$ 3.5gp per week to feed a horse. It takes 0.5gp per week to feed a trooper. 60 troopers with their mounts thus cost $[60 \times (3.5\text{gp} + 0.5\text{gp})]$ 240gp per week. In *Domains at War* the supply cost of a 60-strong cavalry company is 240gp per week.

couch is a wooden trunk containing a cavalry trooper's personal kit, including a military tunic, a cloak, a pair of riding boots, a backpack, a set of laborer's tools, four stakes and a mallet, a mess kit, a small tent, two wool blankets, and a waterskin. (See *Appendix III, New Equipment*, p. 69 for laborer's tools, mess kits, and small tents.) Horse archers have 2d8sp and 2d20cp each in their trunks, while cataphracts have 5d10sp each.

9c. Cavalry Hay Lofts: The hay-lofts in the northern section are empty. Those in the southern section contain 120 bales of hay (each worth 115sp and weighing 4 stone), sufficient to feed three horses for a season.

9d. Subalterns' Stables: The northern subaltern stables are empty. The southern subaltern stables contain a water barrel and feed trough for Subaltern Miren's horse. When she is off duty, her cavalry kit (as above) will be hanging from the stable walls.

9e. Subalterns' Quarters: The northern subaltern quarters are empty. The southern subaltern living quarters are furnished with a pair of sleeping couches and a portable brazier. Only one of the couches has a mattress and covers; the other is unmade. Under the made bed is a wooden trunk containing Subaltern Miren's personal kit (as above, but with 1gp and 20sp in coin). At night, Subaltern Miren will be asleep here.

9f. Subalterns' Hay Lofts: The northern hay loft is empty. The southern hay loft contains 40 bales of hay, enough to feed Subaltern Miren's horse for a season.

9g. Tribune's Stables: As there is no cavalry tribune residing at Türos Tem, these stables are empty. Were a tribune present, the stables would be furnished with water troughs, ditches, and cavalry kits for up to three mounts.

9h. Tribune's Living Quarters: This room is empty. If it were occupied, this room would be well furnished, as the position of a cavalry tribune is a distinguished one. In addition to a sleeping couch, a portable brazier, a chamber-pot, and a wooden chest for the tribune's belongings, there would be three banqueting couches, a low wooden table, and several wicker chairs and folding stools for receiving guests.

9i. Tribune's Loft: The tribune's loft is empty. If a tribune were in residence, it would contain as much as 120 bales of hay (each worth 115sp and weighing 4 stone), sufficient to feed three horses for a season. It would also house the tribune's valet, responsible for grooming his horse, cooking his meals, and other services.

10. Unoccupied Stable-Barracks Block: This building is of identical construction to the occupied stable-barracks block (9) to its north. Since the borderlands legions were re-deployed to the west, it has been largely unoccupied. The stables in the northern section are kept stocked with water and hay, so that extra mounts can be boarded there. At any given time the section holds a total of 1d8 mules, 1d4 medium riding horses, 1d4 heavy draft horses, 1d3 light riding horses, 1d2 light warhorses, and 1d2-1 medium warhorses. If the quartermaster (18d) is Friendly with the characters he might be persuaded to loan these mounts to the adventurers. Characters caught stealing mounts will face grim punishment (see the rules for "Getting Caught" from ACKS, p. 138-140, if this happens). Regular work crews keep the block in good repair despite its empty state.

11. Hospital: See the Hospital Map. The hospital is 75' square with a 25' square interior courtyard (11a) that is open to the sky. The courtyard is surrounded by an inner set of rooms, themselves connected to an outer set of rooms by a 5' wide arcade between them (11b). The arcade of rooms contains a total of 10 wards (11c-l). Up to four patients can be treated in each ward (40 total). At each of the outer corners of the arcade are a pair of 10' × 10' rooms, one for meditation (11m-p) and the other for sleeping (11q-t). At each of the inner corners of the arcade are 5' × 10' storerooms for medical supplies (11u-x). All of the rooms in the hospital have large open windows, facing either the exterior courtyard of Türos Tem or the interior courtyard of the hospital depending on their arrangement on the arcade, allowing the patients to enjoy fresh air as they recuperate.

11a. Courtyard: At the center of the open-air courtyard stands an 8' tall marble statue of Mityara, the Noble Lady, holding up an ever-burning torch. (The torch is kept continuously aflame by an ingenious mechanism that pumps lamp oil from a reservoir inside the statue onto the torch-head.) Stone prayer-benches, garlanded with flowers, sit catercorner to the statue. The remainder of the courtyard is planted with medicinal herbs, including birthwort, comfrey, goldenrod, and woundwort. Characters with Naturalism

NOTE:

A pinnacle of good is the opposite of a sinkhole of evil, described in ACKS p. 251-252. Pinnacles of good will be explored further in later ACKS supplements.

proficiency can extract up to 10lbs of each plant with proficiency throws of 8+.

The courtyard is an illuminated pinnacle of good. Because of its effects, patients of the hospital heal an extra 1d3 hit points during each day of complete rest, provided they visit the courtyard daily. Lawful divine spellcasters within the courtyard calculate their spell effects as if two class levels higher than their actual level of experience. Lawful characters performing ritual magic in the illuminated pinnacle gain a +1 bonus to their magic research throws.

Priestess Genelen (see p. 28 for details), administrator of the hospital, can be found here from sunup to sundown. When not attending to patients or leading prayers, she tends the garden. The courtyard is usually empty at night, though every seventh night Genelen and her hospitalists will be found here maintaining a night-time vigil before the ever-burning torch.

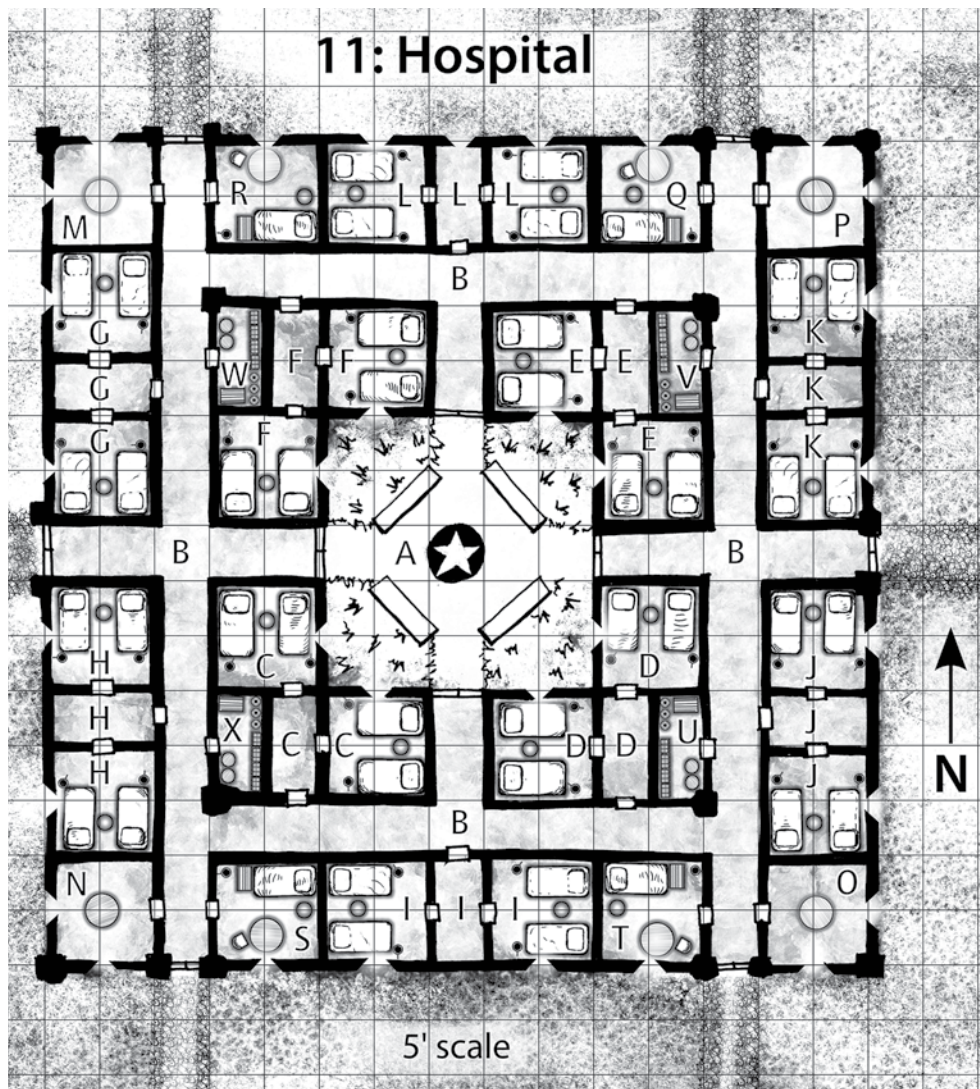
11b. Arcade: Each time the characters enter this hallway, the Judge should make an encounter throw. During the day, an encounter throw of 5+ on 1d6 indicates that 1d3 hospitalists are encountered. During the night, an encounter throw of 6+ on 1d6 indicates that one hospitalist is encountered. When encountered, hospitalists will inquire as to the characters' purpose in the hospital. Characters

who request healing, or ask after Priestess Genelen, will be directed to the courtyard (11a) during the day. Characters who seek to buy healing herbs, potions, or other equipment will be escorted to the nearest storeroom to peruse the available inventory and transact. If the characters are carrying stolen goods from the storerooms, the hospitalists will politely excuse themselves and head directly to the legate to report the theft. (See the rules for Getting Caught from ACKS, p. 138-140, if the adventurers are brought to judgment.)

Hospitalists (1d3 or 1): Priestess 1; MV 120', AC 0, HD 1, hp 3, #AT 1, D by weapon, Save C1, ML 0, AL L, XP 10; Proficiencies: Healing 2

The hospitalists are all novices of Mityara. Each wears a white silk chiton with gold silk sash and carries a wax tablet and stylus, a holy symbol of Mityara (alabaster statuette on bronze chain), a storeroom key, 6sp, and 20cp.

11c-l. Wards: Each ward consists of a pair of 10' × 10' patient rooms connected to the arcade by a 5' × 10' antechamber. All of the antechambers are adorned with frescoes of Mityara, though many are faded or peeling with age. Each patient room is furnished with a pair of simple sleeping couches facing large windows. The sleeping couches are accompanied by small tables with cupping vessels (for blood drawing)



Random Philosophical Meditations Table

1d12 Gaius Tavus writes...

1	"Waste no more time talking about great men and how they should be. Become one yourself!"
2	"Look well into yourself: There is a fountain of strength which will always spring up if you will but look."
3	"Do not act as if you were going to live ten thousand years. Death hangs over you. You are but a little soul carrying around a corpse. "
4	"It is a shame on your soul to falter on the road of life while your body still perseveres."
5	"When you arise in the morning, think of what a precious privilege it is to be alive, to breathe, to think, to enjoy, to love."
6	"It is not death that a man should fear. No, he should fear never beginning to live."
7	"Just because your own strength is unequal to a task, do not assume the task is beyond the powers of man. But if any task is within the powers of man, believe that it is within your power as well."
8	"Even those who blazed like bright stars in the firmament and became the stuff of legend fade away and are soon buried in oblivion. For the rest, as soon as clods of earth cover their corpses, they are forgotten. So what is left living for? This alone: Justice in thought and goodness in action."
9	"A gem cannot be polished without friction; a sword cannot be tempered without fire; a man cannot be perfected without trials."
10	"My enemies think they can harm me. I laugh at them. They do not know who I am. They do not know what I think. They cannot even touch what is really mine."
11	"The greater the difficulty, the more glory in surmounting it. Skillful pilots gain their reputation from sailing through storms and tempests."
12	"It may be that a man has treated you poorly. That is upon him. However he may have treated you, you must treat him rightly. That is upon you."

bedside, and chamber-pots at their feet. A portable brazier stands between the beds. On an encounter throw of 6+ on 1d6, a sick or injured soldier will be resting in the bed.

Patient: MV 30, AC 0, HD 1-1, hp 4 (1), #AT 1, D by weapon, Save NM, ML 0, AL L, XP 5

11m-p. Meditation Rooms: The outer walls of these rooms are pierced with large open windows that circulate fresh air. The unwindowed walls are painted with faded mosaics of Mityara engaging in acts of healing and mercy. In the center of each of the meditation rooms, a small three-legged table holds seven white candles in earthenware holders and a scroll written in Classical Auran. Each scroll contains 1d4 meditations of the philosopher-emperor Gaius Tavus. Choose or roll for which on the *Random Philosophical Meditations* table, on p. 12.

11q-r: Hospitalists' Quarters: Each of these rooms is furnished with a sleeping couch, a portable brazier, a chamber-pot, a wooden chest, a three-legged wooden table, and a folding stool. A set of seven white candles in earthenware holders are arranged in ascending height order on the table. The wooden chest holds the hospitalist's vestments and personal effects, including 2d6 gp. During the day, the dormitories are unoccupied. Most nights, a hospitalist will be found asleep herein, though every seventh night they maintain a vigil from dusk to dawn before the ever-burning torch in the courtyard (11a).

11t. Priestess's Quarters: The door to this room is locked. Priestess Genelen carries the key to it on her person. The interior is furnished like the other dormitories (see above). However, the seven white candles are in silver holders (25gp value) rather than earthenware. Resting on the table is a bronze scroll-box containing a series of seven parchment rolls written in Classical Auran with gold and red illumination. The scrolls are her copy of The Seven Radiant Scrolls, the holy book of the Empyrean faith. While not itself magical, Genelen's copy of The

Seven Radiant Scrolls has been inscribed with the following divine spells (one per roll): *detect evil*, *light*, *protection from evil*, *shimmer*, *augury*, *charm animal*, and *restore life and limb*. The wooden chest holds the priestess's vestments and personal effects, including 180gp, 45sp, and 50cp. During the day, the room is unoccupied. At night, Priestess Genelen will be asleep here unless she is maintaining her weekly vigil in the courtyard (10a).

11u-x. Medical Storerooms: The doors to the storerooms are locked. The keys are held by Genelen and her three hospitalists. Within, each storeroom contains 8 portable medicine chests; 6lbs each of birthwort, comfrey, goldenrod, and woundwort in stoppered jars; a stretcher; a pair of crutches; a large and small surgical saw; 1d3 wooden hand prostheses; 1d3 wooden foot prostheses; 1d2 wooden arm prostheses; and 1d2 wooden leg prostheses. See *Appendix III, New Equipment*, on p. 69.

Each turn that the party lingers by or in a storeroom, the Judge should make an encounter throw. A throw of 5+ on 1d6 indicates that a hospitalist is encountered. Hospitalists who catch the party looting a storeroom will politely excuse themselves and head directly to the legate to report the theft (as above).

NOTE:

A typical daily ration for the fort's soldiers is 2lbs grain (1.7cp), 8oz smoked pork (2.1cp), 1.5oz lentils (0.1cp), 1.5oz olive oil (2cp), 1.5oz salt (0.8cp), and 1oz cheese (0.4cp), costing 7.1cp and weighing 2lbs 13 oz total. A week of food thus costs (7.1cp × 7 days) 50cp or 0.5gp. In Domains at War, soldiers cost 0.5gp per week each to supply.

12-13. Granaries: The granaries are 180' long, 30' wide, and 10' tall. The wood planked floors of the granaries are raised 3' off the ground in order to keep the grain dry and to allow air to circulate easily, while a steeply pitched roof helps shed rainfall. Loading bays ascend to the raised floor at either end, terminating in large oak doors. The doors are locked and chained; the legate (19l) and quartermaster (18d) have keys.

Despite the name, the granaries actually hold considerably more than just grain. The granaries were built to hold 6,500 bales of hay (7,500gp value, 19,500 stone); 3,500 bushels of grain (1,750gp value, 14,000 stone); 440 barrels of smoked pork (2,200gp, 3,520 stone); 190 bags of dried lentils (95gp, 760 stone); 110 amphorae of olive oil (2,200gp value,

450 stone); 1,275 bricks of salt (850gp value, 680 stone), and 1,350 wheels of smoked cheese (405gp value, 450 stone), totaling 15,000gp of supplies each. When supplemented with the maximum 5,280 bales in the 44 hay-lofts in the two cavalry stable-barracks blocks (6,000gp value), the fort holds as much as 36,000gp worth of supplies, enough to supply 480 infantry and 120 cavalry for a year.

At present, each granary contains 1,000 bales of hay (1,150gp value, 3,000 stone); 530 bushels of grain (265gp, 2,120 stone); 70 barrels of smoked pork (350gp, 560 stone); 30 bags of dried lentils (15gp, 120 stone); 18 amphorae of olive oil (350gp, 105 stone); 225 bricks of salt (150gp, 120 stone), and 240 wheels of smoked cheese (72gp, 80 stone), for a total of 2,352gp each. An additional 2,640 bales of hay (3,036gp value) are kept in the two cavalry stable-barracks blocks, so the fort has a total of 7,740gp worth of supplies.

Characters caught stealing from the granaries will be handed over to the legate for punishment. See the rules for Getting Caught from ACKS, p. 138-140, if the adventurers are brought to judgment.

14. Infantry Barracks Block: See the Infantry Barracks Block Map. The infantry barracks block is 140' long, 30' wide, and 10' tall. The block is divided into fourteen rows of double rooms, each row consisting of a larger inner room (9' wide by 18' long) connected by a wooden door to a small outer room (9' wide by 12' long) that opens up to the courtyard of the fort.

An infantry barracks block is built to house one company of 120 infantry. Rows 1-12 are intended to quarter 10 troops each, row 13 is set aside for the company's four subalterns (platoon commanders), and row 14 for the company's centurion (company commander). Due to the fort's depleted garrison, the barracks block is only half full. Rows 1-12 quarter just 5 troops each. Subaltern Peleos Methori occupies row 13, while Centurion Axios Ilarion dwells in Row 14.

14a. Infantry Storage Rooms: The outer rooms of rows 1-12 hold ten weapon racks and storage trunks each. Half the storage trunks contain soldiers' kit, including a military tunic, a cloak, a pair of sandals, a backpack, laborer's tools, four stakes and a mallet, a mess kit, a small tent, two wool blankets, and a waterskin. Infantry have 1d4sp and 2d20cp each in their trunks, while veteran infantry and bowmen have 2d6sp and 2d20cp each. All the weapon racks will be empty by day; at night, half are hung with arms and armor.

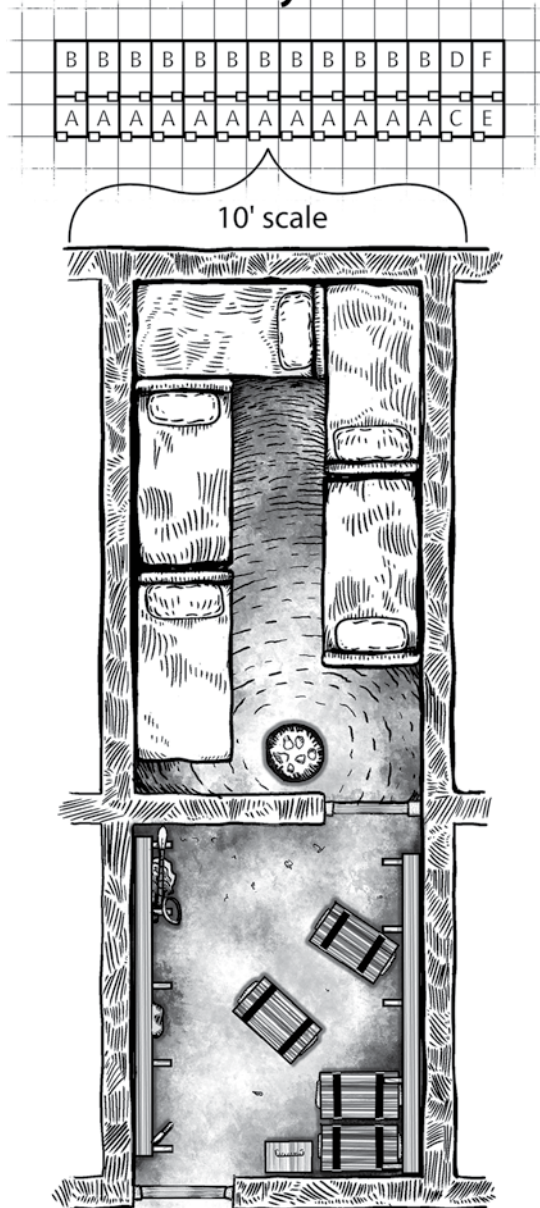
14b. Infantry Quarters: The inner rooms of rows 1-12 are furnished with five bunk-beds each, arranged around a portable brazier. As with the stable barracks block (9), the infantry barracks block is largely deserted by day while the troops are on duty. At night, 4-5 troops will be asleep herein (half the bunks are empty).

14c. Subalterns' Storage Rooms: The outer room of row 13 is furnished with four weapon racks and storage trunks. One of the storage trunks contains Subaltern Methori's kit (as above, but with 2gp, 5sp, and 50cp in coin). All four weapon racks will be empty by day; at night, one is hung with Methori's arms and armor.

14d. Subalterns' Quarters: The inner room of row 13 is furnished with four sleeping couches encircling a large, portable brazier. Only one of the beds is made. A chamber-pot is tucked in the corner. By day, the subalterns' quarters are typically empty. At night, Subaltern Peleos Methori (see p. 31) will be asleep here.

14e. Centurion's Atrium: The centurion's atrium is used for official meetings with junior officers and enlisted men, as well as informal

14: Infantry-Barracks



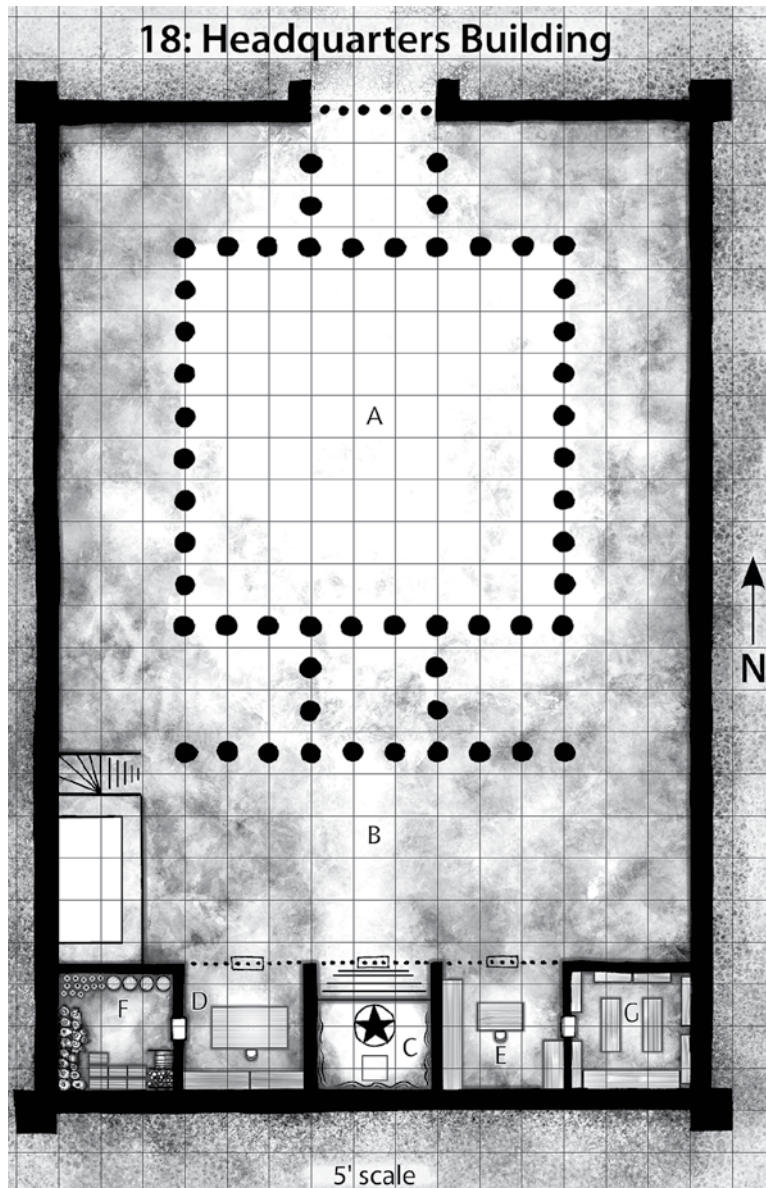
gatherings. The room is furnished with a set of three banqueting couches arranged in a horseshoe around a portable brazier. The centurion's valet, responsible for washing his clothes, cooking his meals, and cleaning his quarters, can typically be found working hereabouts, or sleeping on one of the couches at night.

Valet: MV 120; AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

14f. Centurion's Quarters: The centurion's living quarters are well-appointed, as befits an Imperial company commander. A sleeping couch with several wool blankets rests near a portable brazier, while a chamber-pot is available in the corner. A wooden chest sits at the foot of the bed. A low three-legged table and folding stool rest opposite it. The chest holds the centurion's personal effects, including a pair of military tunics, three cloaks, two pair of sandals, a backpack, a mess kit, a small tent, two wool blankets, a waterskin, and a coin purse with 90gp, 90sp, and 100cp. At night, Centurion Axios Ilarion will be asleep here.

15-17. Unoccupied Infantry Barracks Blocks: These blocks are of identical construction to **14** (above), but since the borderlands legions were re-deployed to the west, all three have been unoccupied. It is a cause of some resentment among the troops that they live in cramped quarters in barracks block while three others go empty, but the legate believes dispersing the men would be bad for unit cohesion. Regular work-crews keep the blocks in good repair despite their empty state.

18. Headquarters Building: See the Headquarters Building Map. The headquarters building stands 125' long and 85' wide, with 5' thick walls, and is divided into three parts. The front half is an open colonnaded courtyard (**18a**), 45' square, surrounded by a 15' wide, 15' tall veranda. Beyond the courtyard is a cross-hall (**18b**), 25' wide and 75' long, with a 25' roof. Behind the cross-hall lies an elevated shrine (**18c**) flanked by a pair of offices (rooms **18d-g**) on either side. The three central rooms (**18c**, **18d**, and **18e**) are separated from the cross-hall by gated bronze fences that allow free view into the cross-hall and courtyard. The outermost rooms (**18f** and **18g**) can only be entered from the offices.



18a. Courtyard: Various bulletins and official notices are posted along the walls of the courtyard. Of interest to the adventurers are the following posted missives:

By order of Legate Urand Valerian, a reward of 2,000 gold pieces shall be paid to whoever puts a stop to the beastmen raids that have plagued our territory as of late. Adventurers seeking to claim this reward should bring evidence of their success before the Legate at his Office in the Villa.

The Guild Merchant earnestly seeks word of the whereabouts of two of its members, Daros Thenes and Odysios Panas, gone missing along the highway to Siadanos. Those with knowledge of their whereabouts should speak to Aeropos Karanos at the Forum in town.

Join our band! The Fierce Brethren, captained by the legendary Quintus the Rager, Vestus the Unlikely, and Zaira the Beautiful, are recruiting bold comrades for expeditions into the Viaspen Forest! Find us at the Traveler's Inn in town.

Wanted: The brigand Drusus for desertion, drunkenness, kidnapping, manslaughter, mayhem, murder, robbery, and other outrages against the Empire! 750gp shall be paid by the Quartermaster to whomever brings this outlaw to Imperial justice, dead or alive.

Soldiers accursed by nightmares should seek sleep draughts or invocations of salving rest from Priestess Genelen at the Hospital. Sleeplessness is no excuse for dereliction of duty!

The courtyard is heavily trafficked, making it a good place for adventurers seeking to recruit hirelings to post notices of help wanted and hand out fliers. Türos Tem counts as a Class V market for the purposes of Hireling Availability (see p. 50 of ACKS).

18b. Cross-hall: A 10' high dais rises from the western end of the cross-hall. The dais is mounted by a flight of steps on its northern end. There is sufficient room in the courtyard and cross-hall for up to two units (240 men) to assemble at once. At sunrise each day, all the troops of Türos Tem (save those on guard duty) muster in the cross-hall to receive the orders of the day from Legate Valerian.

18c. High Shrine: The high shrine is the most sacred room in the fort, and it is guarded at all times. Two elite guards stand outside its bronze gate by day, and one at night. Each heavy infantryman wears banded mail and carries a shield, a spear, a sword, 1d12sp, and 2d20cp.

Elite Guards (2 or 1): Fighter 2; MV 60'; AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20; Proficiencies: Alertness, Siege Engineering

The gate is kept locked at all times, with only the legate (in **19l**), the centurion (in **14f**), and the quartermaster (in **18d**) having keys. Beyond the gate, white stairs rise upward 5' to the elevated floor of the shrine. At its center is an 8' tall bronze statue of Ammonar, god of law and light. The statue stands directly opposite the entrance to the building, proudly visible to anyone entering or passing by the headquarters. The statue is surrounded on three sides by red shields adorned with the winged sun of Aura. Six 2' x 2' company pennants (for one cataphract, one horse archer, one composite bow, and three infantry companies) hang above the shields from walls painted in red, gold, and purple, with a seventh flag, a 6' x 2' banner on a bronze

pole, in the middle. Loss of these flags would have a calamitous effect on fort morale (see p. 40-42 of *Domains at War: Campaigns and Appendix III, New Equipment*, p. 69, in this volume, for details.)

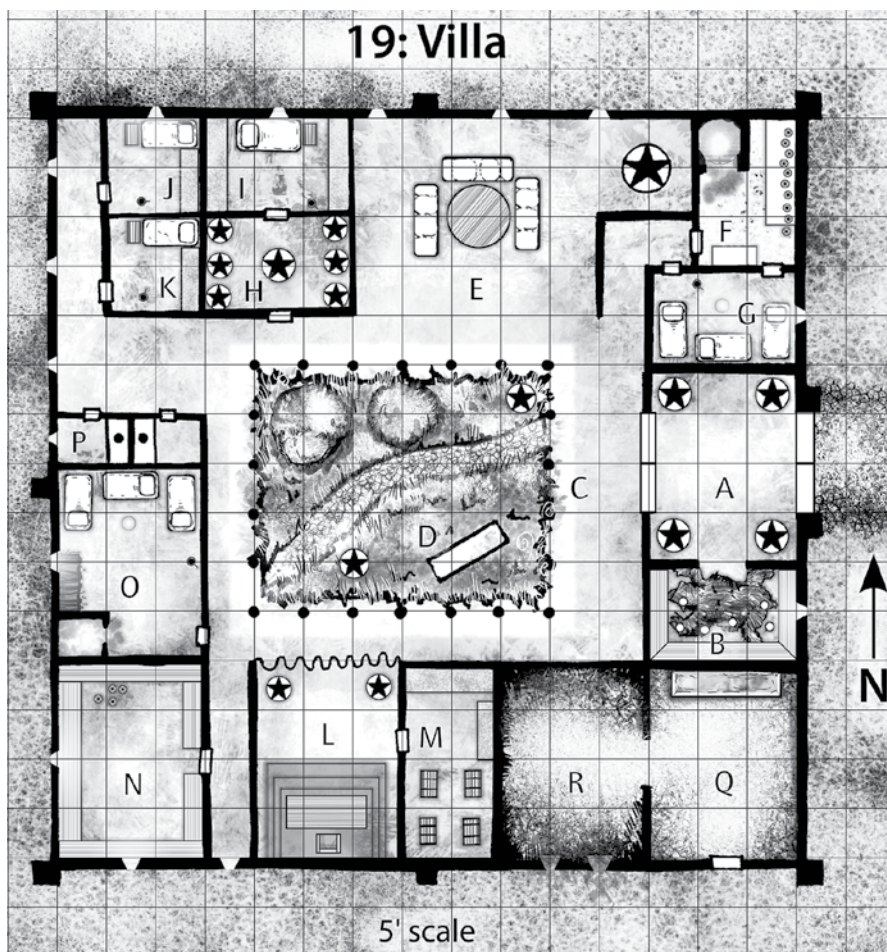
The soldier's savings and the fort's paychests are kept in a storeroom hidden below the shrine's floor. The storeroom can be entered via a locked trapdoor behind the statue of Ammonar. Within the storeroom, nine ironbound wooden chests are bolted to the floor. Four chests hold 6,000cp each; three chests hold 6,000sp each; and the last two chests are partly filled with 4,500gp each (total value 11,040gp). All of the chests are locked. Only the legate, centurion, and quartermaster have the keys to the storeroom and its chests.

18d. Quartermaster's Office: This room is furnished with a low cedar table and folding stool. A pottery lamp sits on the table, alongside a stack of wax tablets, several ink pots, and scattered scrolls. Behind the table are a pair of red-painted closable wooden cabinets with shelves for scroll rolls. During daylight hours, Quartermaster Koinos Thales can be found here (see p. 30 for his characteristics). Thales oversees the fort's provisions and dispenses equipment, rations, and wages to the troops. He also controls access to the fort's commissary (18f), which is adjacent to his office.

18e. Annalist's Office: This room is furnished with a tall oak table surmounted by a pottery lamp, a wax tablet, a stylus, a bundle of quills, several ink pots, and a stack of parchment sheets. On either side of the table are wall-shelves stacked with scroll rolls and codices. Behind the table is a wickerwork chair. During daylight hours, Annalist Hometri Socolo will be seated there, attending to his duties (see p. 30 for his characteristics). As the fort's annalist, Socolo keeps an administrative file for each soldier detailing his history, training, medical examinations, commendations, promotions, term of duty, and pay records. He is also responsible for recording an official history of the fortress and advising the legate on historical matters. These files are kept in the adjoining archive (18g).

18f. Commissary: The door to the commissary is locked. The quartermaster and the legate (in 19l) have keys. Within are kept stores prior to their weekly dispersal to the troops. The commissary currently holds 20 bushels of wheat (10gp value, 80 stone); 2 barrels of smoked pork (10gp value, 16 stone); 1 bag of dried lentils (0.5gp value, 4 stone); 1 amphora of olive oil (20gp value, 6 stone); 8 bricks of salt (12gp value, 4.3 stone); 8 wheels of smoked cheese (2.4gp value, 2.7 stone); 10 suits of banded plate armor; 10 shields, 10 spears, 10 composite bows, 200 arrows, and 10 sets of soldier's kit, each consisting of a military tunic, a cloak, a pair of sandals, backpack, a set of laborer's tools, 4 stakes and a mallet, a mess kit, a small tent, 2 wool blankets, and a waterskin.

18g. Archive: The door to the archive is locked. The annalist and the legate (in 19l) have keys. The walls of the archive are lined with red-painted floor-to-ceiling closable wooden cabinets with shelves for scroll rolls and codices. The cabinets hold the voluminous written



records (almost 6,000 volumes) generated by the garrison, dating all the way back to Türos Tem's construction 150 years prior.

Characters with INT 9+ and either Loremastery, Military Strategy, Knowledge, or a related Profession proficiency (Judge's discretion) who search the archive may learn something useful. For each hour that the character searches the archive, the Judge should secretly make a magic research throw on his behalf (INT adjustment applies). On a failed throw, the character learns nothing. On successful throw, the character discovers a pattern in the garrison's patrol reports suggesting that the beastmen raids have been slowly increasing in frequency over the last two years. Prior to that, the frequency of raids was consistently low. A second successful throw finds records of two major events both occurring around 24 months prior – an earthquake shook the region, and the Empire re-deployed the majority of the fort's troops to the west.

19. Villa: See the Villa Map. As the domicile of a high-ranking Auran noble and his family, the 75'-square villa is quite luxurious. At its center is an open-air peristyle garden (19d) bordered by a colonnaded arcade (19c) which grants access to the villa's various rooms, including a formal dining room (19e), reception room (19l), and private shrine (19h).

19a. Atrium: The doors to the atrium are massive oak constructions, 10' wide and tall, studded with bronze adornments. By day the doors are kept open to receive visitors, but at night thick shafts bar them securely. The atrium's floor is a tiled mosaic mapping the extent of the Auran Empire as it stood under Ulkyreus. Many of the tiles have been scuffed and broken through the years, such that the map has been

reduced to a fractured and chaotic result. 6'6" marble statues of the Empire's great captains stand at each corner of the atrium – clockwise from the northwest, Valerian Bellēsareus, Malantavius, Cincanus, and Audarius Tarkaun. The walls behind the statues are hung with curtains of red, gold, and purple. Two bodyguards guard the atrium during the day. They direct visitors to the waiting room (19b) to await the legate's availability. The bodyguards each wear banded plate and carry shield, spear, sword, and 16sp.

Elite Guards (2): Fighter 2; MV 60', AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20; Proficiencies: Alertness, Siege Engineering

19b. Waiting Room: A large, u-shaped pine bench, upholstered with blue linen and scattered with red wool pillows, encircles a huge direbear skin carpet. Wicker foot-stools are arranged atop the carpet. From the 2nd to 7th hour of each day, 2d4 petitioners from the local villages will be here, waiting to speak with the legate. Usually petitioners ask the legate's intervention in matters of law or business, but the recent beastmen raids have caused widespread worry, and most petitioners now come with calls for aid and protection. If the adventurers strike up conversation with a petitioner, make a reaction roll; on a Friendly result, he will share a random rumor with them (see p. 4).

Petitioners (2d4): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

19c. Arcade: The roofed arcade circumscribes the open-air garden (19d) and is the main artery for traffic through the home. Each time the characters enter the hallway, the Judge should make an encounter throw. During the day, an encounter throw of 5+ on 1d6 indicates that 1d3 household servants are encountered. During the night, an encounter throw of 6+ on 1d6 indicates that one elite guard is encountered. The bodyguard wears banded plate and carries a shield, a spear, a sword, and 4d8sp.

Elite Guard: Fighter 2; MV 60', AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20

Household Servants (1d3): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

19d. Garden: The heart of the villa is the garden, an open-air lawn adorned with small laurel trees and flower-beds edged with boxwood. The garden is surrounded by white stucco columns clad with ivy, which collectively support the encircling veranda roof, from whose gutters rainwater flows down pipes hidden in the columns and into



Extravagant Imperial Banquet Table

1d12	Appetizers	Drinks
1	Baked chicken breast with chopped nuts and garlic	Celdorean mint cordial mixed with white vinegar and lemon juice
2	Baked chickpeas with almonds	Corcanosi raisin wine mixed with honey
3	Boiled chickpeas with grated cheese	Krysean mulled dry red wine spiced with saffron and cinnamon
4	Boiled lentils with coriander	Nicean honeyed ambrosia
5	Pickled olives and capers	Opelenean plum wine mixed with rose water
6	Poached eggs in fish sauce	Tirenean brandy and apple juice with almonds and cinnamon
7	Pureed hazelnuts with coriander and cheese	Tirenean dry white wine mixed with honey
8	Raw leek, olive, celery, and garlic salad	Tirenean dry white wine with wormwood and saffron
9	Salted chickpea pancakes	Tirenean dry white wine flavored with black myrtle berries
10	Soft-boiled eggs in pine-nut sauce	Tirenean sweet sparkling rose wine mixed with honey
11	Spiced honey-sweetened cheese	Tirenean sweet white wine with pepper, saffron, and cinnamon
12	Wheat bread with goat cheese and mint	Tirenean sweet white honey-mixed wine scented with rose petals

1d12	Main Course	Accompaniments
1	Boiled duck with spiced gravy	Artichokes braised in wine and rosemary
2	Boiled goose with spiced olive oil and fish sauce	Baked grape leaves stuffed with mackerel and cheese
3	Boiled mackerel fillet with leeks	Boiled carrots in cumin sauce
4	Boiled veal with fermented fish sauce	Boiled leeks wrapped in cabbage leaf
5	Fattened goose liver with butter	Boiled turnips drizzled with vinaigrette
6	Minced pork stew with apples and honey	Fried cucumbers drizzled with honey
7	Roast boar stuffed with blood sausage	Fried green beans in fish sauce
8	Roast boar with sesame sweet wine sauce	Goat cheese in honey and black pepper sauce
9	Roast duck with spiced plum sauce	Raw radishes with vinegar
10	Roast hare with white sauce and onions	Steamed green beans in coriander sauce
11	Roast tuna with olive oil and lemon	Steamed radishes in fish sauce
12	Rustic pork sausage with field mushrooms	Sweet chestnut stew with lentils

1d12	Dessert	Entertainment
1	Baked custard with cinnamon and pepper	Charmed animal show performed by itinerant elven enchanter
2	Dry goat cheese with fresh grapes	Comedy <i>Tarkaun Means Big Bird</i> performed by itinerant thespians
3	Honey-drizzled figs and dates	Epic poem <i>The Bellësareus</i> recited by Hometri Socolo
4	Honey-drizzled fried milk bread	Exotic dance performed by itinerant Opelenean dance troupe
5	Honey-soaked wheat cake	Gladiatorial battle fought between elite guard and captured goblin
6	Honey-sweetened milk custard	Gladiatorial battle fought between elite guard and convicted criminal
7	Nut-stuffed dates in honey	Games of kyrpeges played between diners
8	Pear-and-honey soufflé	Martial dance performed by itinerant bladedancer troupe
9	Plum fruit tarts	Melodic flute and lyre recital played by itinerant musicians
10	Souffléed elderberries with fish sauce	Display of life-like automatons presented by itinerant Dwarven machinist
11	Sweet buns with raisins	Prestidigitations and transformations cast by Malyn
12	Sweet egg omelets with honey	Tragedy <i>Ulkyreus in Winter</i> performed by itinerant thespians

the fort's cisterns. A path of crushed river pebbles winds between benches of white marble and posed statues of deer.

During the day Lady Celena Valerian (see p. 28) will be found here reading or tending the flowers. She will always be accompanied by her guard, her maidservant, and her prized pet peacock, which the legate imported at great expense from Somirea as a gift to her.

Elite Guard: Fighter 2; MV 60', AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20

Maidservant: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

Peacock: MV 60'/240', AC 1, HD ½, hp 2, #AT 2 (talons), D 1/1, Save NM, ML -2, AL N, XP 5

19e. Dining Room: This room is splendidly furnished with three plush banqueting couches around an elaborately carved bronze table. Hypocaust heating connected to the hearth (in 19f) keeps banqueters pleasantly warm even during cool evenings. The western and northern walls are painted with a pattern of bright red and gold. A panoramic fresco of Tarkaun Audarius XI Ulkyreus's victory over the Somireans at the Battle of Trikala adorns the walls of the eastern alcove. Standing in the alcove, positioned as if surveying the battlefield, is an 8' marble statue of the great emperor himself. The grand effect is sadly marred because Ulkyreus's arms are broken and missing.

During lunch and dinner hours, Ulrand Valerian and Lady Valerian will be dining here (see p. 28 for their details). There is a 25% chance Hometri Socolo will also be present, and a 10% chance for each of

the other named characters to be present (see p. 28). A household servant attends each diner.

Household Servants (Varies): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

Adventurers who succeed in any of the tasks set out in the courtyard (18a), or who gain the favor of the legate's wife, will be invited to an extravagant banquet, during which a servant will wash their feet, massage their muscles, serve their many courses, and otherwise attend to each diner's needs. Roll 1d12 six times on the *Extravagant Imperial Banquet table* to determine the appetizer, main course, side dish, drinks, dessert, and entertainment. The convivial atmosphere of the dinner parties will afford the characters an opportunity to re-roll reactions with any NPCs present at a +2 bonus. At the Judge's discretion, the characters might also be able to recruit hirelings or gather rumors from the entertainers.

19f. Kitchen: The kitchen is an open courtyard with a pounded-earth floor. A large masonry stove surmounted by a grill and a bronze wine-mulling apparatus stands over a crackling fire in the northwest corner. A cook-pot sits amidst the flames. A long worktable equipped with bronze flatware and terracotta bowls, cauldrons, cook-pots, kettles, pans, and jars runs along the east wall. Cutlery racks and roasting-

spits hang from the wall above the table. Storage shelves along the south wall hold grain, oil, spices, herbs, and wine in terracotta amphorae. Stationed nearby is a rolling trolley-table laden with fine red-gloss pottery and silverware used to serve banquets.

From sunup 'til sundown, the cook will be found here. A burly soot-stained thug with greasy locks, the cook churlishly terrorizes the other servants, but his roast boar with sesame-thickened sweet wine sauce is tasty enough to earn him forgiveness for these faults.

Cook: MV 120', AC 0, HD 1-1, hp 6, #AT 1, D by weapon +1, Save NM, ML 0, AL N, XP 5

19g. Servant's Quarters: These dormitories are furnished with three bunk-beds arranged around a single portable brazier. A pair of hemp sacks tied at the foot of each bed hold the servants' meager belongings, including tunic and pants, cheap sandals, and 1d6 cp. By day this room is unoccupied as the servants are working. At night, there will be six household servants asleep here.

Household Servants (6): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

19h. Shrine: This is a private shrine for the legate to worship the Emyrean gods. In the center of the shrine stands a 6'6" bronze statue



of Ammonar, the Lord of the Dawn. Ordered along the west wall are similar statues of Türas, Marshal of Justice; Istreus, Master of Secrets; and Naurivus, Lord of the Winds. Standing on the opposite wall are statues of Mityara, the Noble Lady; Calefa, Mother of Mourning; and Ianna, the Lioness. A skylight in the ceiling above illuminates the shrine with natural light by day. At night, brass lamps are hung from ceiling-hooks on the skylight's frame.

If the legate is sleeping in his bedroom (19i) an elite guard will be on watch here. The guard wears banded plate and carries a shield, a spear, a sword, and 4d8sp.

Elite Guard: Fighter 2; MV 60', AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20; Proficiencies: Alertness, Siege Engineering

19i. Legate's Bedroom: In the center of this room stands a cedar-framed sleeping couch with bronze legs and fittings. Upholstered pillows of red and gold linen sit neatly by the carved headboard. At the foot of the couch is a chest, decorated with raised bronze studs, which holds various toiletries – mirror, combs, strigils, razors, and various linens. Along the east wall is a cupboard with full-panel doors which contains the legate's wardrobe of variously-colored togas, tunics, cloaks, capes, belts, boots, and sandals. Along the west wall is another cupboard, this one holding small wax busts and statuettes of the legate's ancestors. A glass-paned window above the sleeping couch keeps the room bright by day, while brass lamps atop the cupboards can be lit during the hours of darkness. At night Legate Urand Valerian (see p. 28) will be asleep here.

19j. Lady's Bedroom: The door to this room is locked. The legate and the lady each have a key. Inside, a sleeping couch bedecked with linen pillows sits adjacent to a full-paneled cupboard which holds the lady's wardrobe of tunics, chitons, stolas, veils, sandals, and slippers. Atop the cupboard is a pair of brass lamps. At the foot of the couch is the lady's toiletries chest, stocked with perfumed oils, cosmetics, mirrors, combs, hair pins, and other personal items. A glass-paned window in the north wall allows in natural light. At night Lady Celena Valerian (see p. 28) will be asleep here, with her maidservant at her feet.

19k. Guest Bedroom: This room is furnished similarly to the lady's bedroom (19i), but the wardrobe and chest are empty. Imperial envoys, nobles, and high-ranking military officers are hosted here during their time at the fort.

19l. Office: A curtain of translucent yellow linen screens the office from the garden to the north. The office within is designed to awe and intimidate petitioners and supplicants. To either side of the entrance are 6'6" tall bronze statues of Ianna, goddess of war. A red-painted cement dais rises 2' above the floor over the southern half of the room. The dais is surmounted by a marble table with bronze legs in the shape of lion's paws, behind which sits the legate's bronze throne. The wall behind the throne has been painted with a map of the borderlands as they were during the time of Ulkyreus (150 years ago).

During daytime hours, Urand Valerian (see p. 28) will be receiving petitioners here. As befits a legate of Aura, Urand is accompanied at all times by an armed guard. The guard wears banded plate and carries a shield, a spear, a sword, and 4d8sp.

Elite Guard: Fighter 2; MV 60', AC 6 (banded plate & shield), HD 2, hp 9, #AT 1, D 1d6+1 (spear or sword), Save F2, ML +2, AL L, XP 20; Proficiencies: Alertness, Siege Engineering

19m. Vault: The iron-reinforced door to this room is locked. Within the vault are four ironbound wooden chests, all bolted to the floor, which hold the legate's personal treasure. Two chests hold 4,000cp each; one chest holds 5,000sp; and the last chest holds 3,000gp (total value 3,580gp). All of the chests are locked. Only the legate (19l) has the keys to the vault and its chests.

19n. Hot Room: The hot room is kept warm and dry year-round by hypocaust heating from the furnace in the servant's quarters (19o). The hot room is primarily used for cleansing sweat baths. Long oak benches along the walls allow bathers to relax. Above the benches are wall hooks where towels, linens, and tunics can be hung; below them are boxes with oils and strigils for scraping off perspiration. During the coldest days of winter, the legate sometimes relocates his office here, in which case it will be kept somewhat cooler and temporarily furnished as above (19l).

19o. Servant's Quarters: These quarters are furnished similarly to the servant's quarters by the kitchen (19g). However, a 5' square masonry furnace has been built into the south-west corner. Adjacent to the furnace is a stack of firewood, tall as a man and half as wide. The furnace keeps the hot room (19n) warm, and its fire is tended all day long by one servant. At night, six household servants will be asleep here.

Household Servants (1 or 6): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML –2, AL N, XP 5

19p. Latrines: Marble and maple-wood benches are built over an underground water channel that flushes waste into the Krysivor River. Buckets near the latrines are furnished with sponges on sticks, with which the lavatory user can clean himself.

19q. Stable Yard: The stable yard is open to the air and covered with a loose layer of straw. A pair of urine ditches and water troughs serves the needs of the horses in the neighboring stable (19q). The stable-door in the south wall is kept closed and barred to prevent the horses from running off.

19r. Stable: The floor here is covered with a thick bed of straw. A large hay rack is attached to the wall in the northwest corner, adjacent to a row of buckets for feed and water. Hanging on the south wall are two sets of cavalry kit, each including saddle, bridle, two saddlebags, and grooming kit. The legate's favorite mounts, a medium warhorse and a light riding horse, are stabled here. The warhorse, Unconquered Sun, is a swift, tough, and clever 12-year old palomino that has survived over a decade of battle with Urand. The riding horse is a 4-year old blood bay stallion named Hunter. The horses are cared for by a stable boy, the son of one of the household servants.

Medium Warhorse: MV 180', AC 7 (lamellar barding), HD 3, hp 25, #AT 2 (hooves), D 1d6, Save F2, ML +1, AL N, XP 50

Light Warhorse: MV 240', AC 2, HD 2, hp 11, #AT 1 (hoof), D 1d4, Save F1, ML –2, AL N, XP 20

Stable Boy: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML –2, AL N, XP 5

NOTE:

Unconquered Sun is an exceptional horse with the equine equivalent of DEX 15 and CON 16 (already figured into his characteristics). He is worth 1,000gp due to these ability scores. See the upcoming ACKS supplement Lairs & Encounters for rules on assigning ability scores to monsters.

20. Chapterhouse: See the Chapterhouse Map. The 85' long, 45' wide, and 10' tall chapterhouse is the residence of the fort's staff officers and arcane specialists, along with their assistants and servants.

20a. Courtyard: Due to the valuable library and workshop maintained within, the sturdy, iron-reinforced oak doors to the chapterhouse are always kept closed and locked. The annalist (18e), mages (20b-f), quartermaster (18d), legate (19l), and elite guards (20h-k) have keys. Past the doors, a short corridor leads to a 55' long, 20' wide open-air courtyard. A veranda overhangs the courtyard on all sides by 2'6", creating a covered walkway to all of the rooms.

20b. Mage's Quarters: The door to this room is locked. Only Malyn has the key. Inside, a heavily padded sleeping couch is stationed by a large, well-tended portable brazier that keeps the 10' x 25' room quite warm. A set of two closable wooden cabinets stands against the south wall. One cabinet holds Malyn's wardrobe of robes, cloaks, gloves, belts, boots, and sandals. The other holds his personal wealth (400cp, 260sp, 155gp) and his spellbooks (see p. 29 for the spells contained in this spellbook). These are written on rolled papyrus and kept inside bronze book-boxes; an Auran traditionalist, Malyn eschews the use of parchment codices that is now in vogue. Next to the cabinets are a three-legged wooden table and stool. A wax tablet and stylus rests on the table, alongside a brass lamp. A chamber-pot sits in the corner; it

is almost always full, as Malyn is so enfeebled as to be incontinent and unable to move the heavy pot without assistance or magic.

During the day, Malyn is virtually always in his quarters, either working or catching small fits of sleep. In the early evening he may (50% chance) be joined by Subaltern Miren. At night, he will not be present due to his nocturnal wanderings. Malyn will only meet with adventurers if they are introduced by Legate Valerian, Subaltern Miren, or his apprentices. See p. 29 for more information on the mage.

20c. Library: The 20' x 15' library is dominated by a large pinewood table surrounded by five wickerwork stools with thick upholstery. The table is a mess of ink stains and paperwork with wax tablets, styluses, quills, ink pots, and unrolled parchment scrolls haphazardly strewn about. A glass orb on the table has been enchanted with *continual light* and illuminates the room brightly. The walls around the table are lined with floor-to-ceiling closable wooden cabinets, whose shelves are laden with arcane scroll rolls and codices. The total value of the library's arcane works is 9,000gp, more than sufficient for researching 3rd level spells. The library also holds formulas for brewing potions of healing; for scribing arcane scrolls of *chameleon*, *detect magic*, *read languages*, and *unseen servant*; and for scribing divine scrolls of *detect evil*, *light*, *protection from evil*, *shimmer*, *augury*, *charm animal*, and *cure major wounds*.



Characters who receive permission (from Malyn) may peruse the library for clues to the beastman raids. Only characters with INT 9+ and either Lore mastery, Collegiate Wizardry, or Theology proficiency have any chance of learning anything. For each hour that a character studies, the Judge should secretly make a magic research throw on his behalf (INT adjustment applies). On a failed throw, the character learns nothing. On successful throw, the character discovers an excerpt from the book *Fallen Empires of the Known World* by Matthius Scale:

"Suetonius relates a legend of a Zaharan temple within the present-day Viaspen Forest containing evil so foul that it corrupted all who dwelled within. As with most of Suetonius's tales, there is no way to verify the claim, as he conveniently explains that during the Emphyrean War the clerics of Law unleashed a cataclysm which buried the temple forever beneath a dome of rock. Whatever the truth of the legend, my own explorations of the Viaspen found no sign of such a place, though a natural dome of black granite did hint at the basis of the myth..."

During the day, 1d4 arcanists will be present here, engaged in research for their master, Malyn the Misshapen. On a Friendly reaction roll, the arcanists will share a rumor and offer to introduce the adventurers to Malyn.

Arcanists (1d4): Mage 1; MV 120', AC 0, HD 1**, hp 3 each, #AT 1, D by wpn., Save M1, ML 0, AL N, XP 16

20d. Magical Workshop: Malyn and his apprentices use this 20' × 15' workshop to brew potions and the inks needed to scribe scrolls. In the northwest corner stands a large masonry stove heated by a crackling fire, with a brass cauldron amidst the flames. Running along the north wall is a long worktable covered with arcane implements – a charcoal-heated bronze athanor, a pair of glass alembics, an earthenware aludel, three copper retorts, a large earthenware crucible, a mortar and pestle, a pair of incense sticks, a silver censer, a score of candles, and various colored inks and pigments (4,000gp workshop value, sufficient for 1st level spells).

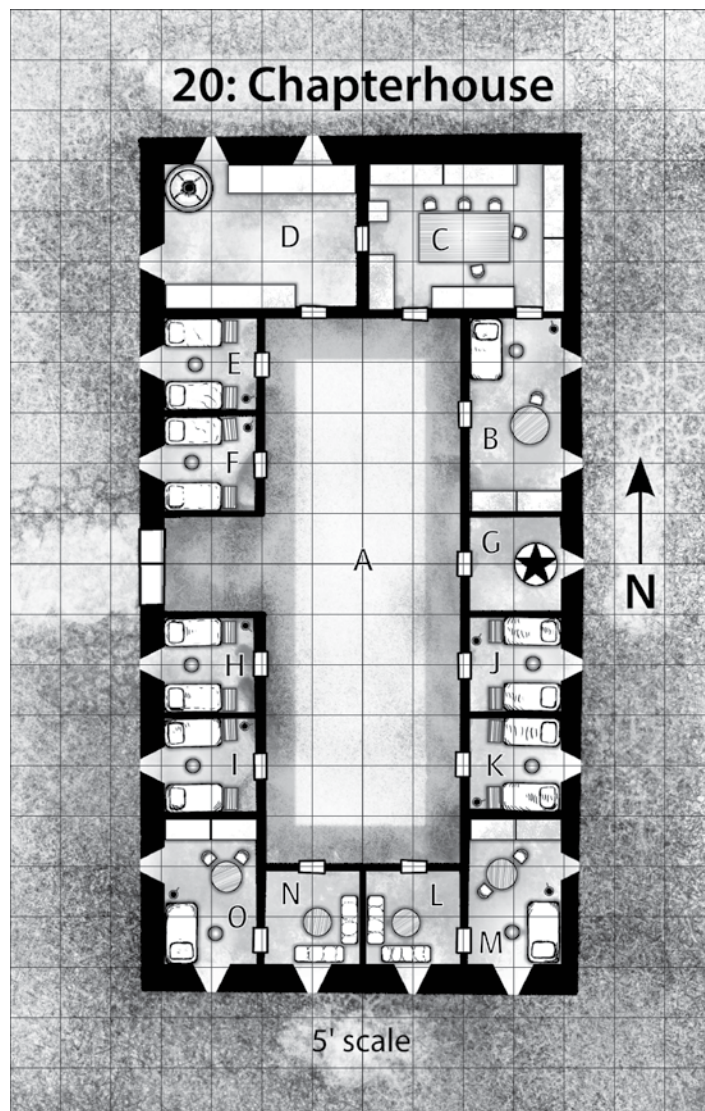
The southwestern corner of the room is lined with storage shelves which hold a variety of amphorae, gourds, earthenware jugs, and other containers for monster parts. The workshop's available monster parts are: powdered giant chameleon horns (350gp); wraith ectoplasm (190gp); 25 pinches of pixie dust (13gp each); 2 flayed doppleganger hides (135gp each); and 4 preserved throghrin hearts (80gp each) (1,455gp total).

During the day, 1d4 arcanists will be present here, engaged in research for their master, Malyn the Misshapen. On a Friendly reaction roll, the arcanists will share a rumor and offer to introduce the adventurers to Malyn.

Arcanists (1d4): Mage 1; MV 120', AC 0, HD 1**, hp 3 each, #AT 1, D by wpn., Save M1, ML 0, AL N, XP 16

20e-f. Arcanists' Dormitories: A pair of arcanists, apprentices and servants to Malyn, lives in each of these 10' × 10' dormitories. The rooms are furnished with a pair of sleeping couches arranged around a portable brazier. A chamber-pot sits in the corner. A wooden chest rests at the foot of each couch. Each wooden chest holds the arcanists' robes, sandals, personal effects, and spellbook, as well as 2d6 gp. During the day, the dormitories are unoccupied, as the arcanists will be in either the library (20c) or workshop (20d). At night, the apprentices will be asleep here.

Arcanists: Mage 1; MV 120', AC 0, HD 1**, hp 3 each, #AT 1, D by weapon, Save M1, ML 0, AL N, XP 16



NOTE:

Powdered chameleon horn could be a special component for chameleon, wraith ectoplasm for unseen servant, pixie dust for invisibility, doppleganger hide for alter self, and throghrin hearts for cure light wounds. See ACKS, p. 118 for details on special components in magical research.



20g. Shrine of Secrets: Standing in the center of this 10' × 10' room is a 6'6" tall bronze statue of a bearded scholar clad in a voluminous cloak. The face of the statue has no eyes. (It is representation of Istreus, Empyrean god of knowledge, learning, and magic, who plucked out his own eyes after glimpsing the Logos so that he might never thereafter gaze on imperfection.)

20h-k. Guards' Dormitories: These 10' × 10' rooms are furnished identically to the apprentices' dormitories (20e-f) but they collectively house the eight elite guards that protect the headquarters (18) and villa (19). The wooden chests contain soldiers' kit, including a military tunic, a cloak, a pair of sandals, a backpack, laborer's tools, four stakes and a mallet, a mess kit, a small tent, two wool blankets, a waterskin, and 2d12gp. By day these rooms are empty. At night, 1d3–1 elite bodyguards will be asleep herein (some of the guards are on duty at night), their spear, sword, shield, and banded plate armor neatly stacked by the door.

Elite Bodyguards (1d3–1): Fighter 2; MV 60', AC 0 (when sleeping), HD 2, hp 9, #AT 1, D By weapon +1, Save F2, ML +2, AL L, XP 20; Proficiencies: Alertness, Siege Engineering

20l. Annalist's Atrium. The door to this room is locked. Only Hometri Socolo has a key. Inside the 10' × 10' room, a pair of banqueting couches are arranged against the walls with a low three-legged table in between them. During evening hours, Socolo can sometimes (25% chance) be found here if he is not dining with the Legate and Lady or carousing at the inn.

20m. Annalist's Quarters: This 15' × 10' room is furnished with a sleeping couch, a low cedar wood table, and a pair of wickerwork chairs. A full-paneled cabinet, which holds the annalist's wardrobe, is stationed against the north wall. A locked bronze strongbox bolted to the bottom of the cabinet holds Hometri's savings of 100cp, 70sp, and 33gp. (Hometri has the key.) A brass lamp, a wax tablet, and a stylus rest on the table, alongside a bronze book-box holding the 23 scrolls of *The Bellësareus* (250gp value), Hometri's favorite epic poem. (*The Bellësareus* recounts the epic of Valerian, greatest of the Auran heroes during the Empyrean War, starting with his unsheathing of the fiery sword Bellësar, and ending with his funeral pyre after his final battle against the Zaharan ruinguard Acherib on the Fields of Morgot.) At night, Socolo can be found here, asleep.

20n. Quartermaster's Atrium: The door to this room is locked. Only Koinos Thales has a key. The interior is furnished similarly to 20l. Sitting on the table is a cedar game board with carved pieces of ivory and ebony (250gp). This is Thales' prized kyrpeges set. During evening hours, Thales can sometimes (15% chance) be found here if he is not dining with the Legate and Lady or carousing at the inn.

20o. Quartermaster's Quarters: A sleeping couch, a low table, and a pair of wickerwork chairs furnish this 15' × 10' room. On the table are a brass lamp, a quill, an ink bottle, and a stack of transaction records from the commissary. A full-paneled cabinet against the north wall holds the quartermaster's wardrobe. A locked wooden trunk under the couch holds 300cp, 60sp, and 31gp, and a small collection of board games with wooden boards, bone pieces, and carved dice (15gp value). At night, Thales can be found here, asleep.

NOTE:

A soldier needs 1 gallon of water per day, while a horse needs 7 gallons of water per day. Türos Tem was designed to sustain 600 men and 120 horses for a year, requiring (600 × 1 × 365) 219,000 gallons of water for the men and (120 × 7 × 365) 306,600 gallons for the horses, for a total of 525,600 gallons per year.

21. Cistern: The ground around this 60' wide and 40' long catchment of porous brick slopes gently downward, ensuring a steady flow of rainwater. The rainwater seeps through the porous brick into the 30' deep storage tank, lined with cement and held up with tall columns, which has been excavated below. The storage tank can hold 540,000 gallons (72,000 cubic feet) of water. Rainwater is only sufficient to provide 92,000 gallons per year, so one of the most common fatigues assigned to soldiers is to carry water to the cistern from the river during the dry seasons.

22. Parade Ground: A large wooden podium has been erected here. The podium was once painted bright red and gold but rain and age have left it a faded pink and dun. Around the podium, the grass and scrub has been trampled flat by the daily tread of scores of men. From mid-morning to early afternoon, the soldiers of Türos Tem can be found here performing battle drills under the watchful eye of Centurion Axios Ilarion and either Subaltern Peleos Methori or Subaltern Lynara Miren (the other subaltern will be on duty at 4). See p. 30 for the characteristics of these NPCs. In a typical day they are drilling 1d3+3 veteran cataphracts, 1d3+3 cataphracts, 1d8+10 horse archers, 3d4+1 veteran heavy infantry, 2d8+10 heavy infantry, and 3d4+1 composite bowmen.

Characters might come to the parade ground to recruit troops with the permission of Legate Valerian (19l). If so, one-fourth of the troops of each type (rounded down) will be potentially interested. These troops can be recruited as either hirelings or henchmen, as the adventurers prefer, using the rules on p. 49-50 of ACKS. If hirelings, they will serve as travel companions, camp guards, and porters in exchange for standard wages, but they will not accompany the adventurers into the dungeon. Henchmen will accompany the adventurers into dungeons, but will expect to be paid a 15% share of their employer's income in addition to their standard wages.

Veteran Cataphracts (1d3+3): Fighter 1; MV 180', AC 7 (plate armor & shield), HD 1, hp 5 each, #AT 1, D 1d10+1 (lance), 1d6+1 (sword or composite bow), Save F1, ML +3, AL L, XP 10; Equipment: 30sp

Cataphracts (1d3+3): MV 180', AC 7 (plate armor & shield), HD 1–1, hp 4 each, #AT 1, D 1d10 (lance) or 1d6 (sword or composite bow), Save NM, ML +2, AL L, XP 5; Equipment: 25sp

Medium Warhorses (2d6+6): MV 180', AC 6 (lamellar barding), HD 3, hp 14 each, #AT 2, D 1d6, Save F2, ML +1, AL N, XP 50

Horse Archers (1d8+10): MV 240', AC 3 or 2 (leather armor & shield), HD 1–1, hp 4 each, #AT 1, D 1d6 (scimitar or composite bow), Save NM, ML +1, AL L, XP 5; Equipment: 20sp

Light Warhorses (1d8+10): MV 240', AC 2, HD 2, hp 9 each, #AT 2, D 1d4, Save F1, ML 0, AL N, XP 35

Veteran Heavy Infantry (3d4+1): Fighter 1; MV 60', AC 6 (banded mail & shield), HD 1, hp 5 each, #AT 1, D 1d6+1 (spear or sword), Save F1, ML +1, AL L, XP 10; Equipment: 6sp, 20cp

Heavy Infantry (2d8+10): MV 60', AC 6 (banded mail & shield), HD 1-1, hp 4 each, #AT 1, D 1d6 (spear or sword), Save NM, ML 0, AL L, XP 5; Equipment: 2sp, 20cp

Composite Bowmen (3d4+1): MV 120', AC 2 or 3 (leather armor & shield), HD 1-1, hp 4 each, #AT 1, D 1d6 (bow or scimitar), Save NM, ML 0, AL L, XP 5; Equipment: 4sp, 20cp

23. Traveler's Inn: See the Inn Map. The inn is 85' long, 35-55' wide, and 10' high. A garishly-painted sign outside the door proclaims it as the Traveler's Inn. The inn was initially built by the Empire to house those traveling on Imperial business. With the borderlands increasingly abandoned by the bureaucracy, its clientele is now made up primarily of traders, merchants, and soldiers. At any time, there will be 1d4-1 merchants and 1d3-1 other travelers staying in the inn, each occupying a guest room.

23a. Courtyard: The 75' by 15' open-air courtyard is encircled on three sides by guest rooms and facilities. The fourth (northern) side ends in large, oak double doors, kept open by day and barred shut after sunset. New arrivals to the inn are called over by the gruff-voiced innkeeper in the lobby (23e).

23b. Stables: The 30' x 20' stables are divided into six stalls, each covered with a thick bed of straw. Along the western wall runs a row of buckets for feed and water, as well as grooming supplies. A large stall door to the south is kept open during the day to allow easy traffic to their mounts by the inn's guests. At any time the stables hold a total of 1d2 donkeys, 1d3-1 mules, and 1d2-1 light riding horses, as well as a stableboy who grooms, feeds, and washes them.

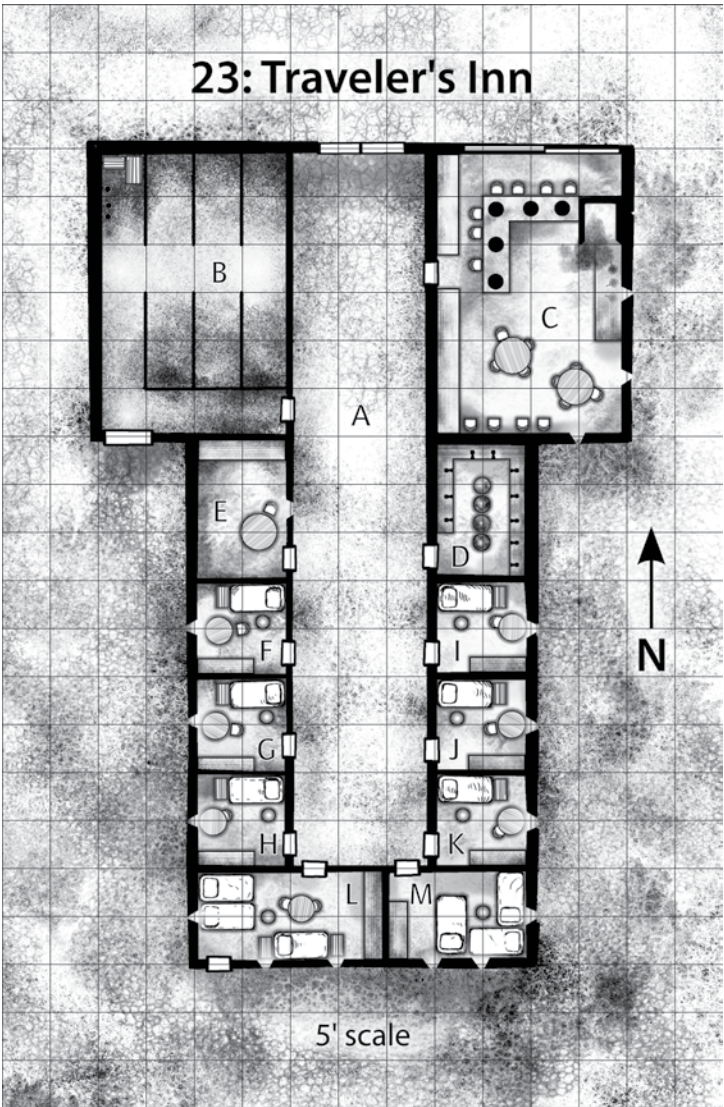
Stableboy: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

23c. Eatery: Inn guests can enter the 30' x 20' eatery from the courtyard (23a) to the west, while sliding doors to the north open onto the forum (25) to allow passersby to enter for a quick meal. Orders are placed and picked up at an L-shaped stone countertop pierced with five recesses, each of which contains a large, insulated pottery jar filled with ready-to-eat food and wine. A round masonry hearth built in to the eastern tip of the countertop heats a stovetop where pots and pans simmer with food. Along the east wall, a long shelf is laden with grain, oil, spices, herbs, and wine in clay jugs. Along the west wall, clay flatware and dishware are arranged across a pair of wooden tables. Between, stools are scattered around the countertop for customers, while to the south a pair of round dining tables are open to regulars and inn patrons. The menu is chalked above the west wall.

The inn's resident cook works here from sunup to sundown. He is an olive-skinned handsome Nicean with a fine singing voice and often entertains patrons with bawdy songs as he cooks.

Cook: MV 120', AC 0, HD 1-1, hp 3, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

During meal times there will be 3d4 patrons at the eatery. At other times there will be 1d4 patrons. In the early evening, the patrons will typically be soldiers, and some named NPCs may be present. Centurion Ilarion, Quartermaster Thales, and Subaltern Methori



Item	Cost	Item	Cost
Bran bread loaf (1lb)	1cp	Boiled greens with fish sauce	1cp
Wheat biscuit with honey	1cp	Pickled beets	2cp
Wheat toast with salt, olives, and fish sauce	2cp	Boiled lentils with almonds	3cp
Wheat toast with cheese, onions, and ham	2cp	Dried figs with honey	3cp
Wheat meal porridge, one bowl	3cp	Vinegar and water	1cp
Pair of hardboiled eggs with fish sauce	1cp	Barley water and honey	1cp
Pair of fried eggs with salt and pepper	1cp	Milk and honey	2cp
Blood sausage with egg, onion, and pepper (4oz)	2cp	Watered local wine	2cp
Fresh-cooked spicy pork sausage (4oz)	3cp	Warm spiced Krysean wine	5cp
Fried mullet fish	5cp	Honeyed Tirenean wine	1sp

are each 75% likely to be present; Annalist Socolo is 50% likely to be present; and Subaltern Miren is 25% likely to be present.

23d. Communal Latrine: Inn patrons can relieve themselves in the 20' x 15' latrine. A u-shaped set of wooden benches is built over a channel of water that flushes waste away to the Krysvor River. Sponges on sticks are kept in buckets for the patrons to wipe themselves. They are not always clean.

23e. Lobby: The innkeeper sits on a tall stool overlooking the courtyard in this 15' x 10' room. He perches a wooden plank on his knees, and has a variety of parchments spread across it, where

he records the room assignments and tallies debts. The far wall has shelving with records from the inn and extra keys to the room.

The innkeeper is a fat lout, crooked to his core, toadying to those of higher status and tyrannical to those below him on the social ladder. Depending on how the adventurers present themselves, he will either obsequiously or rudely inform them that a private room costs 5sp per night, lodging in the courtyard costs 1sp per night, and stabling costs 2sp per night for donkeys and mules, 5sp for horses. Food and drink is available between sunrise and sunset in the eatery (23c).

If the adventurers inquire as to the whereabouts of the Fierce Brethren (the adventuring company soliciting assistance in 18a) he will mutter, "Friends of yours, are they? Well, they left this for you!" and present the party with a bill for 7gp, 4sp, and 2cp, left unpaid by the Fierce Brethren prior to their departure four days ago. A Neutral or better reaction roll, or successful Bargaining proficiency throw, can avoid actually having to pay for the bill, but paying the bill will immediately elevate the innkeeper to Friendly and elicit a rumor. The Fierce Brethren had previously stayed in **Rooms 23f-h** but left behind nothing to indicate their destination or plans. (The three adventurers are currently prisoners in the **Buried Temple, Level 1, Area 6, Room 71.**)

Innkeeper: MV 120', AC 0, HD 1-1, hp 3, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

23f - k. Guest Bedrooms: The doors to these rooms are locked. The innkeeper dispenses keys to guests. Inside the room, a wood-frame sleeping couch with wool blankets and pillows is placed alongside a full-paneled cupboard for the guest's use. Nearby, a pottery lamp sits on a low wooden table. At the foot of the couch is a chest for personal items. During winter months, a portable brazier is provided for warmth. A small window is set high in the wall opposite the door.

23l. Family Quarters: This room serves as the quarters of the innkeeper, his wife, and their 12-year old daughter. Inside, it is furnished with three sleeping couches (identical to those in the guest room), a full-paneled cupboard, and a pair of chests with sundry personal items. A pottery lamp sits on a wooden table. A window is set in the south wall. During the winter, a portable brazier will be alit.

Innkeeper's Wife: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

Innkeeper's Daughter: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

Bolted to the floor beneath the innkeeper's couch is a bronze-reinforced strongbox that holds the inn's funds, totaling 1,050cp, 660sp, and 400gp. The strongbox is locked with a sturdy padlock; the innkeeper has the key.

23m. Servants' Quarters: The servants' quarters are furnished with three crude bunk-beds. A pair of hemp sacks tied at the foot of each bed hold the servants' meager belongings, including tunic and pants, cheap sandals, and 1d6 cp. By day this room is unoccupied as the servants are working. At night, there will be six household servants asleep here - the cook, the stableboy, and four domestics.

Servants (6): MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

24. Bathhouse: See the Bathhouse Map. Auran culture is renowned for its cleanliness, and everywhere the Aurans go, they construct bathhouses. Türos Tem's bathhouse is relatively small, though still luxurious by the standards of barbarians. Although outside the fort's walls (for safety reasons), the bathhouse is the center of the fort's social life. The Auran officers and soldiers spend much of their free time here, bathing, exercising, eating, and talking.

The bathhouse is open to both sexes and all social classes from morning to night every day. However, by custom, certain groups patronize the bathhouse at certain hours: lower-class women in the early morning; upper-class women in the late morning; lower-class men in the early afternoon; and soldiers and upper-class men in the late afternoon and early evening. During the late morning, Priestess Genelen or Lady Valerian might be present. During the late afternoon, Legate Valerian, Centurion Ilarion, Annalist

Socolo, Guildmaster Aeropos Karanos Quartermaster Thales, Subaltern Miren, and Subaltern Methori might be present. Refer to the table on the right to see who might be where. All reaction rolls in the bathhouse are at +1 due to

Roll 1d10 for each NPC	
1	Atrium
2	Cold Room
3-4	Warm Room
5	Hot Room
6	Dry Room
7	Latrine
8-10	Absent.

its collegial atmosphere. (However, reaction rolls in the latrine suffer a -2 penalty, as no one likes being bothered on the toilet.)

24a. Atrium and Changing Room: Entering patrons are greeted by an attendant who collects the entrance fee (2cp) and admits them to the changing area. There, wooden benches arranged around the room's perimeter afford a place to relax before and after bathing. Niches in the walls hold thick-soled sandals and garments for the patrons to wear while bathing. 1d6+4 patrons will be found here.

Attendant: MV 120', AC 0, HD 1-1, hp 2, #AT 1, D by weapon, Save NM, ML -2, AL N, XP 5

Patrons: MV 120', AC 0, HD 1-1, hp varies, #AT 1, D by weapon, Save NM, ML Varies, AL varies, XP 5

24b. Cold Room: This unheated room incorporates a series of cold-water wash basins and a large cold plunge bath. Patrons begin the bathing sequence here with a dip in the plunge bath to invigorate themselves. After visiting the warm, hot, and dry rooms, they return here to rinse off and close their pores before departing. 1d6+4 patrons (as above) will be relaxing here during daylight hours.

24c. Warm Room: The warm room is kept at a comfortable temperature midway between that of the cold and hot rooms. In between the more invigorating phases of the bath, bathers are found here partaking in conversation, exercise, and massage. Wooden benches line the edge of the room, while four massage couches stand in the center. 1d4 attendants (as above) with scented oils, bronze strigils, and linen towels are available for hire at 3cp per hour. When the bathhouse is open, 1d10+10 patrons will be present here.

24d. Hot Room: This steam-filled room is equipped with a cold-water fountain and a large hot plunge bath. Patrons visit the hot room to work up a cleansing sweat (cooling off at the fountain as necessary) before returning to the warm room for relaxing massage. 1d6+4 patrons will be bathing here throughout business hours.

24e. Dry Room: The dry room is as hot and arid as the desert summer. Some patrons relax here before bathing in the hot rooms, others after a massage in the warm room; a total of $1d6+4$ will be present.

24f. Boiler Room: A large wood-burning furnace here keeps the dry, hot, and warm rooms at their appropriate temperatures. An attendant (as above) keeps the fire stoked from sunup to sundown every day.

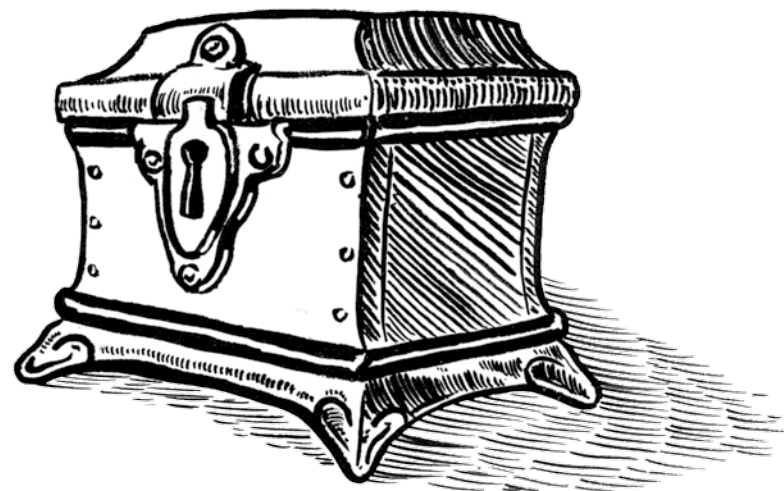
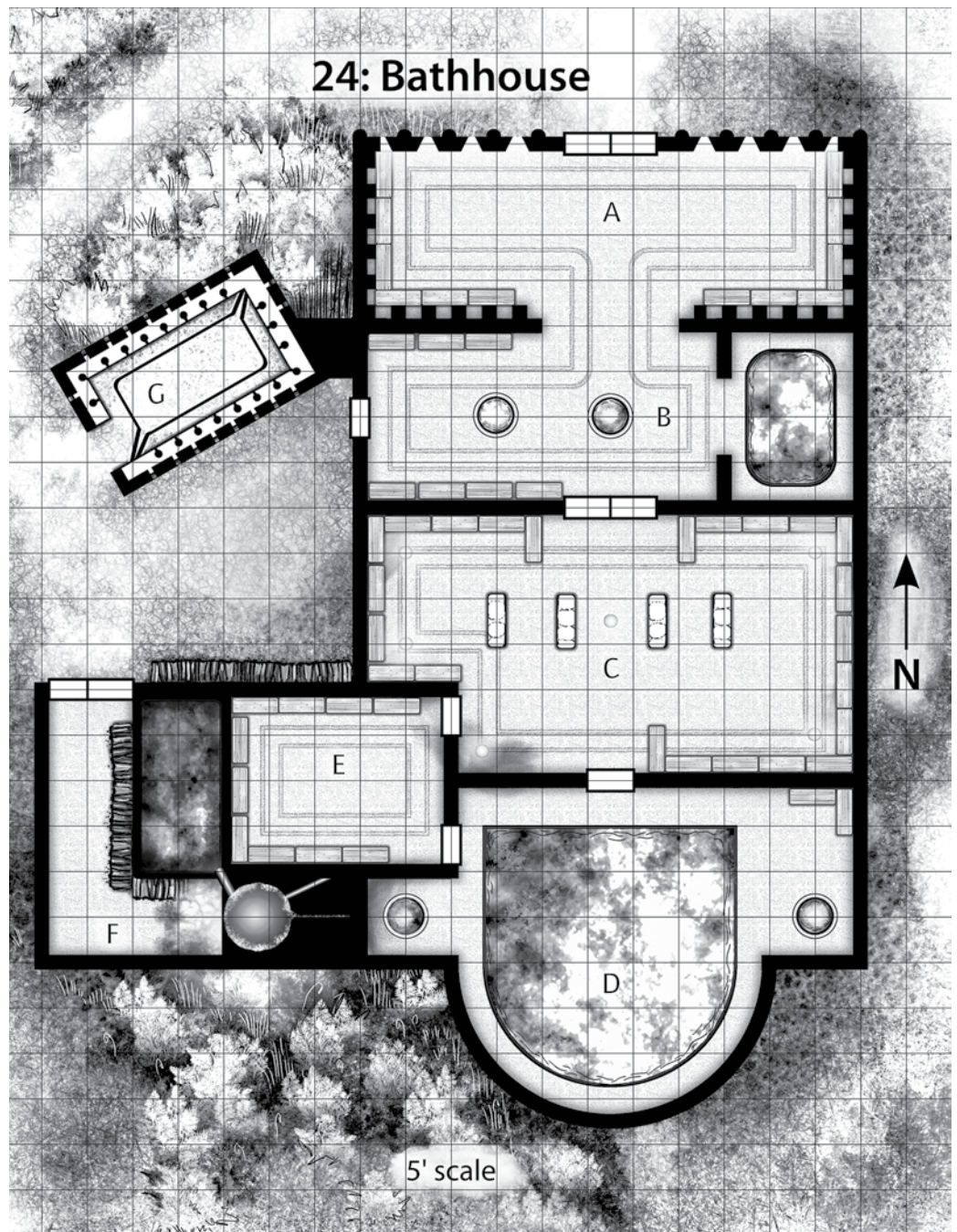
24g. Public Latrine: A row of marble seats is built over a channel of continuously-flowing water, which flushes waste away to the nearby Krysivor River. A second, shallower, water channel in front of the seats is furnished with sponges on sticks, with which patrons can wipe themselves if needed.

25. Forum: This plaza at the center of the village serves as a marketplace for local and itinerant traders. The forum is active six days out of every seven. Most of the local establishments specifically cater to the fort's needs, either by supplying raw materials and equipment needed to maintain the stronghold and its garrison, or by offering entertainment and services to the soldiery. The traveling merchants work the trade route that runs between Siadanos and Türos Tem, and from Türos Tem to the other forts along the Krysivor River. See the *Settlement Demand Modifiers* table, on p. 26.

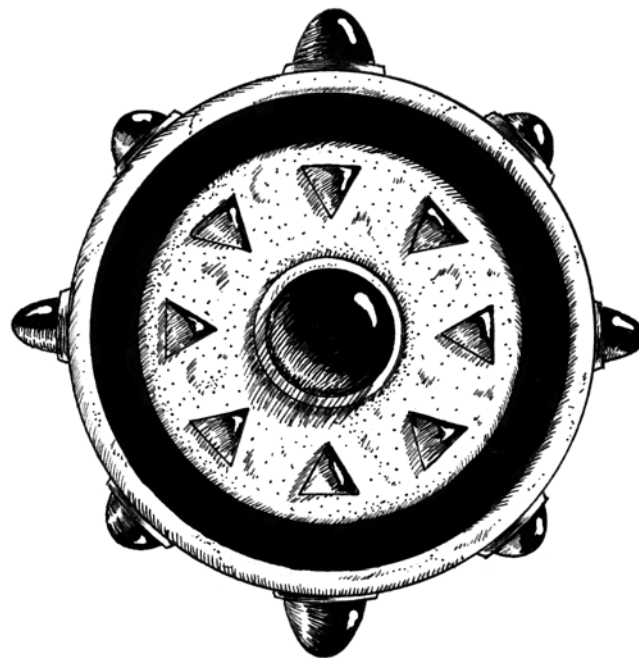
Though the settlement is only 110 families, Türos Tem has a Class V Market due to its position as the hub between Siadanos and the other forts along the Krysivor River. Adventurers in the forum can purchase equipment, recruit hirelings, and engage in mercantile ventures from here.

The Guild Merchant maintains a public weights and measures table at the center of the forum, where it collects fees from traders in exchange for ensuring fairness in the market. Characters who enter the market to buy or sell mercantile goods will pay their toll here (see *ACKS*, p. 143). Guildmaster Aeropos Karanos can be found here from mid-morning to early afternoon (see p. 29).

All of the forts import grain, beer, wine and pottery from Siadanos. Türos Spen, which sits at the confluence of the Krysivor River and the Bloody River, is a steady exporter of fish, while heavily-forested Türos Luin exports wood and rare furs, and Türos Aster's expeditions into the nearby ruins across the Krysivor yield monster parts for exports.



Settlement Demand Modifiers Table						
Merchandise	Siadanos	Türos Tem	Türos Luin	Türos Drav	Türos Aster	Türos Spen
Grain, vegetables	-2	-1	0	0	0	0
Fish, preserved	0	0	0	+1	0	-1
Wood, common	0	0	1	0	0	+1
Animals	-2	-1	-1	0	-1	0
Salt	+1	+1	+1	0	+1	+1
Beer, ale	1	0	0	+1	0	+1
Oil, lamp	+1	+1	+1	+1	+2	+1
Textiles	0	0	+1	+1	+1	+1
Hides, furs	0	+1	0	+1	+1	+1
Tea or coffee	-2	-1	-1	-1	-1	-1
Metals, common	0	0	0	0	0	+1
Meats, preserved	-1	0	0	+1	0	+1
Cloth	0	0	0	+1	0	+1
Wine, spirits	-2	-1	0	0	0	0
Pottery	-2	-1	0	0	0	0
Tools	-2	-2	-2	-2	-2	-2
Armor, weapons	-2	-2	-2	-1	-2	-1
Dye & pigments	-2	-2	-2	-1	-2	-1
Glassware	-2	-2	-2	-1	-2	-1
Mounts	0	-1	-1	-2	-1	-1
Monster parts	0	-1	-1	-1	-2	-1
Wood, rare	0	0	-1	0	0	0
Furs, rare	+1	0	-1	0	0	0
Metals, precious	0	0	0	0	0	0
Ivory	+2	+1	+1	+1	+1	+1
Spices	+1	+1	+1	+1	+1	+1
Porcelain, fine	0	+1	+1	+1	+1	+1
Books, rare	-1	0	0	0	0	0
Silk	0	0	0	0	0	0
Semiprecious stones	0	0	0	0	0	0
Gems	0	0	0	0	0	0



Domain Record: Türos Tem

Domain Alignment: Lawful
Domain Ruler: Legate Ulrand Valerian
Domain Type: Borderlands

Peasant Families: 700
Urban Families: 111
Market Class: V

Stronghold Construction:

Component	No.	AC	Unit Cap.	SHP	Cost
Stone wall (100' long x 15' wide x 15' high)	20	6	1.5 (30)	750	100,000gp
Stone barracks (140' long x 30' wide x 10' high)	4	5	1 (4)	275	20,000gp
Stone chapterhouse (85' long x 45' wide x 10' high)	1	5	1	215	3,750gp
Stone gatehouse (20' long x 20' wide x 30' high)	3	6	1	825	3,000gp
Stone granary (180' long x 30' wide x 10' high)	2	5	1	350	6,000gp
Stone headquarters (125' long x 85' wide x 15-25' high)	1	6	2	3,350	17,500gp
Stone hospital (75' long x 75' wide x 10' high)	1	5	1	250	4,000gp
Stone stable-barracks (200' long x 50' wide x 15' high)	2	5	1 (2)	625	10,000gp
Stone towers (20' long x 20' wide x 30' high)	4	6	1	1,000	15,000gp
Stone villa (75' long x 75' wide x 10' high)	1	5	1	250	4,000gp

Total Stronghold Value:

179,250gp

Total Settlement Investment Value:

10,000gp

Monthly Revenue

Revenue Type	Per Family	Total
Land:	6	4,200gp
Service:	4	2,800gp
Tax:	2	1,400gp
Urban:	7	777gp
Vassal:	—	3,296gp
Other:	0	0gp
Total Monthly Revenue:		12,473gp

Monthly Expenses

Expense Type	Domain	Settlement	Total
Garrison:	2,800gp	222gp	3,022gp
Upkeep:	896gp	111gp	1,007gp
Taxes:	2,339gp	155gp	2,494gp
Tithes:	1,170gp	78gp	1,247gp
Other:	0gp	0gp	0gp
Total Monthly Expense:			7,771gp

Monthly Income	TMR	—	TME	=	TMI
Total Monthly Income:	12,473gp		7,771gp		4,702gp

Festivals	Domain	Settlement	Total
Total Cost:	3,500gp	555gp	4,055gp
Next Festival:			

Domain Morale Score: -1
Domain Morale Level: Demoralized

Effects: An extra 1d10 families per thousand are being lost to illness, casualties, and immigration each month.

Vassals

Lord	Families	Revenue	20% Tax	Add. Tax	Total Tax	Domain Hexes	Realm Hexes
Tribune Valar	242	4,104gp	821gp	0gp	821gp	0306, 0407	0506, 0507, 0508, 06008
Tr. Quellan	234	4,008gp	802gp	0gp	802gp	0405, 0406	0206, 0305, 0505, 0606
Tr. Leonnatos	249	4,188gp	838gp	0gp	838gp	0708, 0809	0706, 0707, 0807, 0808
Tr. Tyrimmas	248	4,176gp	835gp	0gp	835gp	1108, 1208	0908, 1008, 1207, 1307

INHABITANTS

A handful of named non-player characters (NPCs) inhabit Türos Tem. These characters are described below, along with their game characteristics and the locations where they can be encountered throughout the day.

LEGATE ULRAND VALERIAN

The legate of Türos Tem is a 45-year-old professional soldier from a junior branch of the great Valerian house. He stands just over 6', and has muddy green eyes, an aquiline nose, and salt-and-pepper hair combed forward over a proud forehead. Since the borderlands legions were called away two years ago, Valerian has lacked the manpower to truly protect his legature. Now unlikely to rise further in the Empire's service, Valerian nevertheless takes his responsibilities seriously and strives to maintain peace and security within his legature. In private, he is prone to brooding on the decay of the Empire, and is oblivious to his wife's discontent.

Valerian's day begins at dawn, when he issues the orders of the day to his assembled soldiers at the cross-hall in the headquarters building (18b). Thereafter, he typically receives petitioners at his villa office (19l) for most of the day, possibly breaking for lunch in the dining room (19e) if important guests are present. In the late afternoon, he visits the village bathhouse (24), and then joins his wife for a formal meal in the dining room (19e) before retiring to his quarters (19i).

Should the adventurers petition Valerian for information or assistance in handling the beastmen threat, make a reaction roll: On an Unfriendly or Hostile result, Valerian will banish the party from his presence for wasting his time. On a Neutral result, Valerian will merely reiterate the information in the Adventurer's Background (p. 3). On an Indifferent result, he will share one rumor from the Random Rumors table (p. 4). On a Friendly result, he will share two rumors and give them a scroll authorizing them to recruit volunteers at the Parade Ground (22), explaining, "More than a few of the troops have lost family to the beastmen raids. There might be some who want to settle their blood-debts. This scroll will direct Centurion Ilarion to call for volunteers to join you."

Valerian will demand evidence of success before paying his promised reward to the adventurers. Since the legate is unaware of the existence of the Stone, he will only learn of it if the characters tell him; he might therefore pay out the reward for putting a stop to the raids based on other evidence. For instance, characters who bring him the wyrm Idimmu's head as evidence that the dragon was leading the beastmen might persuade him that the threat is over. When the raids continue, however – as they will, until the Stone is destroyed – Valerian will insist that adventurers who took his reward money "finish the job," and arrest them for desertion if they do not.

If Valerian learns of the Stone of Sakkara, he will demand it be destroyed. If the characters seem incapable or unwilling to do so, he may take up the task himself. He will expect that the Fragments which remain after its destruction be handed over to the Empire's clerics. See p. 65 for more details.

Legate Ulrand Valerian: Fighter 8; Str 16, Int 13, Wis 10, Dex 9, Con 10, Cha 13; MV 60', AC 10 (*plate +1 & shield +1*), HD 8, hp 35, #AT 1, D 1d6+7 (*sword +2*), Save F8, ML +2, AL L; Proficiencies: Alertness, Command, Fighting Style (weapon and shield), Leadership, Military Strategy, Riding; Leadership Ability 6, Strategic Ability +2, Morale Modifier +4; Equipment: military tunic, cloak, pair of sandals, 100gp

LADY CELENA VALERIAN

The wife of the legate is a beautiful 32-year-old woman with chiseled cheekbones and haughty demeanor. Ambitious and privileged, she had expected that the legate's assignment here would end with a triumphant advancement to palatine in a more prestigious province, and is bitter that he was overlooked when the army was called west two years ago. She has placed the couple's two children with guardians in the capital so that they do not grow up in the backwater of the borderlands.

Each morning, Celena refreshes herself at the village bathhouse (24). At lunch and dinner time she hosts guests in the villa dining room (19e). Otherwise, Celena can be found reading in the villa gardens (19o) during the daytime and resting in her chambers (19d) at night.

Celena received a classical education in the capital of Aura and, when not overseeing the household, delights to converse on the great writers and philosophers of the Empire. Adventurers with Lore mastery or Knowledge proficiencies gain a +2 to reaction rolls with her, and on a modified result of 12+ (Friendly) they will be invited to dine at the villa as her guest. The convivial atmosphere of her dinner parties will afford the characters an opportunity to re-roll reactions with any NPCs present at a +2 bonus.

Celena enjoys the flattery and attention she gets from admirers such as Hometri Socolo. She would never stoop to an affair with an individual of lower social station, but she enjoys playing her supplicants against each other at dinner parties, hoping that jealousy might stir in her husband a renewed ambition for greater things.

Lady Celena Valerian: MV 120', AC 0, HD 1-1, hp 3, #AT 1, D 1d4 (dagger), Save NM, ML -1, AL N, XP 5; Proficiencies: Bargaining, Diplomacy, Knowledge (literature), Knowledge (philosophy), Profession (household manager); Equipment: 100gp

PRIESTESS GENELEN

Genelen administers the hospital within Türos Tem, where she and her staff care for sick and injured soldiers and civilians alike. Genelen is 50 years old, and beginning to show her age: Her face is careworn and her hair thinning and white. She conceals her frailty with the voluminous white mantle and shawl of her order. A priestess of Mityara, goddess of civilization and mercy, she has been chaste and celibate her entire life; in spite (or because) of this, she is an incorrigible flirt capable of making even salty Centurion Ilarion blush.

Genelen begins each day at dawn with prayers in the hospital courtyard (11a), cleanses herself at the village bathhouse (24), then spends the morning doing rounds of the hospital wards (11c-l) checking on her patients. In the afternoon she may run errands or meet with visitors; otherwise she tends the flowers in the courtyard. At dusk she ends her workday with prayers, then retires to her quarters (11t) for supper and sleep. Every seventh night, she maintains a vigil from dusk to dawn before the ever-burning torch in the courtyard, and consequently rests for most of the next day.

In recent weeks, a large number of local villagers and soldiers have been complaining to Genelen of bad nightmares. She has tended to their suffering with sleeping draughts and *salving rest* spells (see *ACKS Player's Companion*, p. 140) but is growing concerned that some curse or dark power is at work.

With a Friendly reaction roll, Genelen will share her concerns, and will freely cast divine spells to assist the party. She will also be willing to use her scrolls (in 11t) on their behalf, though she will ask that they

donate the cost of the scrolls (1,000gp per spell level) to the hospital in exchange. With an Indifferent or Neutral reaction roll, she will share nothing of her concerns. She will charge the cost noted on the Spell Availability by Market table (ACKS, p. 54) for any spellcasting, and will not use her scrolls. With any other reaction rolls, she will be unwilling to help at all.

If Genelen learns of the Stone of Sakkara, she will call for its immediate destruction, and will undertake any risks necessary to do so (traveling to its location, or personally striking the blow, for instance). She will, likewise, insist that the Fragments which remain after its destruction be handed over to her order. See p. 67 for more details.

Priestess Genelen: Priestess 6; Str 8, Int 13, Wis 12, Dex 8, Con 9, Cha 10; MV 120', AC -1, HD 6, hp 17, #AT 1, D 1d6 (staff), Save C6, ML +1, AL L; Spells: 3 1st, 3 2nd, 2 3rd, 2 4th; Proficiencies: Laying on Hands, Healing 3, Naturalism; Equipment: *staff of the serpent*, holy symbol of Mityara (alabaster statuette on bronze chain), 25gp

MALYN THE MISSHAPEN

Once a promising noble scholar at the Tower of Knowledge in Aura, Malyn was left hideously crippled and deformed by a magical experiment gone awry. His self-imposed exile to the borderlands has allowed him to leave behind all who knew him in his promising youth. A spiteful and brooding man, Malyn tends to take his personal misery out on everyone around him, subaltern Lynara Miren the sole exception.

During the day, Malyn rarely leaves the chapterhouse (20). When receiving visitors he uses *alter self* to conceal his disfigurement and unseen servant to perform tasks he is too weak to handle. At night, Malyn suffers from insomnia. Rather than sleep, he wanders the domain while *invisible* or *skinchanged*, using his *medallion of ESP* to read the minds of its sleeping inhabitants. The unpleasant truths he learns only contribute to his dark personality.

Because of his nocturnal prowling, Malyn is aware that the fort's annalist, Hometri Socolo, has intentions on the Lady Valerian. He has not yet decided whether to use this information to blackmail Socolo, blackmail the Lady, inform the Legate, or to simply enjoy the inevitable drama.

Malyn's insomnia is driven by constant and horrible nightmares of a bloody red heart beating ceaselessly in a pool of darkness. He has not yet deduced that the Stone of Sakkara is the source of these dreams, but their frequency and intensity has convinced him they have a magical cause. If he learns of the Stone, he will covet it for himself, seeing hope within its transformative powers for his own wretched condition. The Judge should adjust Malyn's alignment to Chaotic and unleash him!

Malyn will only meet with adventurers if they are introduced by Legate Valerian, Subaltern Miren, or his apprentices. If characters earn Friendly reactions with Malyn, he will permit them to use the library (20c) and workshop (20d) and freely cast arcane spells. With an Indifferent or Neutral reaction roll, he will charge the cost noted on the Spell Availability by Market table (ACKS, p. 54) for any spellcasting. With any other reaction rolls, he will be unwilling to help at all.

Malyn the Misshapen: Mage 6; Str 3, Int 16, Wis 9, Dex 10, Con 12, Cha 3; MV 120', AC 0, HD 6, hp 14, #AT 1, D 1d4-3 (dagger), Save M6, ML +1, AL N; Spells: 2 1st, 2 2nd, 2 3rd; Proficiencies: Alchemy 3, Collegiate Wizardry, Prestidigitation, Transmogrification; Repertoire:

1st-*chameleon*, *detect magic*, *read languages*, *unseen servant*, 2nd-*alter self*, *invisibility*, *locate object*, *stinking cloud*; 3rd-*dispel magic*, *fireball*, *infravision*, *skinchange*; Equipment: *medallion of ESP*, *potion of polymorph*, 25gp

CENTURION AXIOS ILARION

A grizzled professional soldier of 15 years' service, 33-year-old Axios Ilarion has the stout build, dark olive skin, and curly black hair of a native Krysean. Though gruff and somewhat harsh, Ilarion is a patriotic and devout Auran citizen. He has served under the legate for more than a decade and obeys him without question. Having survived more than one battle due to clerical intervention, he has a deep reverence for the clergy, and his salty demeanor dissolves into a sheepish awe in their presence.

Every morning, Ilarion marches his men to the cross-hall in the headquarters building (18b) to receive the orders of the day. During the day he can typically be found at the parade ground training soldiers (22). In the late afternoon he cleans up at the village bathhouse (24) then usually visits the local inn (23) before returning to his quarters (16a) in the infantry barracks block. He sometimes dines with the legate and lady (19e) but usually eats in his own quarters.

Centurion Ilarion encourages any adventurers he encounters to seek the blessing of the Emphyrean gods before they head out. In his years of soldiering he has seen more than his share of mercenaries and expeditionaries sally forth on adventures, and most haven't come back. The difference, often as not, comes down to the will of the gods.

Centurion Axios Ilarion: Fighter 5; Str 16, Int 9, Wis 10, Dex 9, Con 14, Cha 10; MV 60', AC 10 (*plate +1*, shield, & *ring of protection +1*), HD 5, hp 26, #AT 1, D 1d6+4 (spear or sword), Save F5, ML +2, AL L; Proficiencies: Command, Fighting Style (weapon and shield), Manual of Arms, Military Strategy; Leadership Ability 4, Strategic Ability +1, Morale Modifier +3; Equipment: Holy symbol of Ammonar (bronze winged sun medallion), holy symbol of Ianna (brass lion on chain), holy symbol of Mityara (alabaster statuette on bronze chain), 10gp, 20sp

MERCHANT GUILDMASTER AEROPOS KARANOS

41-year-old Aeropo Karanos seems to enjoy a blessed life: Tall, good-looking, wealthy, well-spoken, husband to a beautiful wife, father to a multitude of healthy children. In truth, he is a man on the brink of despair. Once rich from supplying the military garrisons along the Krysvor, Karanos fell on hard times when the legions were called west two years ago. In order to maintain his profligate lifestyle, he took a loan from the crime syndicate in Siadanos. That debt has been hard to repay with beastmen constantly raiding his caravans. Things have come to a head with the disappearance of his best men, Daros Thenes and Odysios Panas, on the road. The other traders in his employ are refusing to transport goods until Thenes and Panas are rescued and the beastmen are dealt with.

Karanos has posted a reward for the missing merchants in the headquarters bulletins at 18a. Characters who ask about the reward, or make it known that they are striking back against the beastmen, will be informed that the pair went missing a week ago while traveling north from Türos Tem. He will offer a reward of 250gp each for their return alive and well, or 50gp each for recovery of their bodies for funerals. (The merchants are captives in **Room 65 of the Buried Temple**.)

Depending on the party's reaction roll with Karanos, he may also be willing to securely store their wealth; loan them funds; and act as a money-changer. On a Neutral reaction roll, he will safely store wealth in his private vaults at no charge provided funds are left for at least one month, or at a 10% fee for premature withdrawal; loan funds if collateral is provided, at an interest rate of 10% per month; and change gems, jewelry, or coin for gold or silver at a 10% fee. Fees and interest will be increased to 15% with an Unfriendly reaction and 25% with a Hostile reaction. (At the Judge's discretion, a Hostile result might mean he offers a very low fee for banking wealth, but then absconds with it!) Fees and interest will be reduced to 5% with an Indifferent reaction and 3% with a Friendly reaction. On a Friendly reaction, he will also offer them 1d4-1 shipping contracts of 1d4 loads (see ACKS p. 141), as "Dangerous times such as these require bold venturers to work the roads." Karanos will automatically be Friendly if the characters save the merchants, and may even ask them for help with his "situation" in Siadanos.

During the day Karanos can be found in at the guild merchant's table in the forum (25). In the late afternoon he cleans up at the village bathhouse (24) then usually visits the local inn (23) before returning to his home.

Aeropus Karanos: Venturer 4; Str 9, Int 16, Wis 10, Dex 10, Con 10, Cha 15; MV 120', AC 0, HD 4, hp 15, #AT 1, D by weapon, Save T4, ML +1, AL N, XP 135; Proficiencies: Bargaining, Leadership, Profession (merchant) 3; Equipment: 4gp, 25sp

ANNALIST HOMETRI SOCOLO

30-year old Hometri Socolo has a storybook hero's handsome features and magisterial voice. He is somewhat portly, as he favors too much rich food and fine wine, but carries the weight with a dignified bearing befitting an Imperial annalist. Socolo has risen in the Imperial service through talent and cunning, and is proud to be a historian of the greatest civilization history has ever recorded.

At dawn, Socolo assembles at the cross-hall in the headquarters building (18b) to receive the orders of the day. Thereafter he works in his adjacent office (18e). In the late afternoon he joins the other soldiers socializing at the village bathhouse (24). From there he either visits the village inn (23) or joins the legate and lady for a formal dinner (19e) before returning to his quarters in the chapterhouse (20).

Socolo is secretly in love with the Lady Celena Valerian and takes every opportunity to call on her. He justifies the attempted adultery to himself with reference to the passionate love affairs of legend and song. Provided the adventurers neither offend nor win the favor of the Lady, Socolo will be warm and helpful to them. He can identify common magic items brought before him with a Magical Engineering throw of 11+, and explain the significance of carvings and frescoes with a Loremastery throw of 15+.

He has begun to suspect that Malyn may be following him invisibly at night, and may invite friendly adventurers to lay a trap for the mage using *dust of appearance*.

With a Friendly reaction roll, Socolo will share a rumor, offer to allow the adventurers to peruse the archive (18g) for clues to the beastman raids, and freely identify magic items, decipher scrolls, or interpret frescoes or sculptures brought to him (see p. 35). With an Indifferent or Neutral reaction roll, he will charge 40gp for each

item identified, scroll deciphered, or question answered. He will be unwilling to help at all on worse reaction results.

Annalist Hometri Socolo: Bard 4; Str 13, Int 14, Wis 13, Dex 9, Con 10, Cha 16; MV 60', AC 2 (leather), HD 4, hp 15, #AT 1, D 1d6+1 (sword), Save T4, ML +2, AL L; Proficiencies: Magical Engineering, Knowledge (history) 2, Military Strategy, Performance (epic poetry) 2; Leadership Ability 6, Strategic Ability +2, Morale Modifier +2; Equipment: *dust of appearance* (28 packets), 4gp, 25sp

QUARTERMASTER KOINOS THALES

Quartermaster Koinos Thales has a round, slightly misshapen head with big, slightly lopsided eyes and droopy lips. The oafish face disguises a sharp mind and keen tongue. When off-duty, the 30-year-old Thales enjoys Kyrpeges ("the wargame"), an Auran game of strategy. His favorite opponent is the legate, but Thales can often be found playing for coins in the Traveler's Inn against strangers who underestimate him.

At dawn, Thales assembles at the cross-hall in the headquarters building (18b) to receive the orders of the day. Thereafter he works in his adjacent office (18d). Before sundown he joins the other soldiers socializing at the village bathhouse (24). From there he either visits the inn (23) or joins the legate and lady for dinner (19e) before returning to his quarters in the chapterhouse (20).

With a Friendly reaction roll, Thales will share a rumor and offer to loan the adventurers equipment from the commissary (18f) or stables (10) if they pledge to return it or repay for losses. (He will record any such transactions on a papyrus scroll and file them away so they are not forgotten!) He will sell equipment at normal rates with an Indifferent or Neutral reaction roll; and be unwilling to help at all on worse reactions.

Quartermaster Koinos Thales: Fighter 3; Str 12, Int 13, Wis 13, Dex 9, Con 10, Cha 9; MV 60; AC 6 (banded & shield), HD 3, hp 13, #AT 1, D 1d6+2 (spear or sword), Save F2, ML +1, AL L, XP 50; Proficiencies: Bargaining, Military Strategy, Profession (quartermaster); Leadership Ability 4, Strategic Ability +2, Morale Modifier 0; Equipment: 1gp, 20sp

SUBALTERN LYNARA MIREN

Young, charismatic, and vivaciously healthy, Subaltern Lynara Miren has golden skin and slightly pointed ears that betray hints of Argollëan ancestry. She is not especially cut out for the life of a soldier, but her father and grandfather both served in the Auran legion and, lacking any siblings, she felt compelled to maintain the tradition. Miren is naturally gregarious, but finds little pleasure in the company of soldiers (especially not thuggish Subaltern Methori), and distinctions of social class leave her at unease with her superiors. Her best friend in the fortress is Malyn, who amuses her with his magical tricks and tales of the white city of Aura.

Like the other soldiers, Miren assembles each sunrise at the cross-hall in the headquarters building (18b) to receive the orders of the day. During the day, she is either stationed in the avenue (4) to supervise the main gate, or she leads the cavalry on maneuvers at the parade ground (22). In the late afternoon she visits the bathhouse (24). Thereafter she occasionally carouses at the inn with the other soldiers (23), but usually visits Malyn at the chapterhouse (20) before returning to her quarters (9e) in the cavalry barracks block.

With a Friendly reaction roll, Miren will share a rumor and offer to introduce the adventurers to Malyn the Misshapen. With an Unfriendly or Hostile reaction roll, she will disparage them to Malyn, earning a -2 penalty to any future reaction rolls with the mage (-4 if Hostile).

Subaltern Lynara Miren: Fighter 3; Str 10, Int 9, Wis 10, Dex 11, Con 15, Cha 16; MV 180', AC 7 (plate & shield), HD 3, hp 16, #AT 1, D 1d10+2 (lance) or 1d6+2 (composite bow or sword), Save F3, ML +3, AL L, XP 50; Proficiencies: Alertness, Command, Riding; Leadership Ability 6, Strategic Ability 0, Morale Modifier +4; Equipment: 1gp, 20sp

SUBALTERN PELEOS METHORI

Subaltern Peleos Methori is a balding, ugly, dull-eyed man in his late 20s with several missing teeth and a badly broken nose. What he lacks in charm or wit he makes up for in burly strength, raw speed, and insensitivity to pain. Methori enjoys bloodshed, whether it be slaying beastmen or whipping recalcitrant legionaries, and is very good at his work. Centurion Ilarion considers him a useful, but limited tool.

At dawn, Methori assembles at the cross-hall in the headquarters building (18b) to receive the orders of the day. During the day, he is either stationed in the avenue (4) to supervise the main gate or he drills the infantry at the parade ground (22). In the late afternoon he cleans up at the village bathhouse (24), then usually visits the inn (23) before returning to his quarters (14d) in the infantry barracks block.

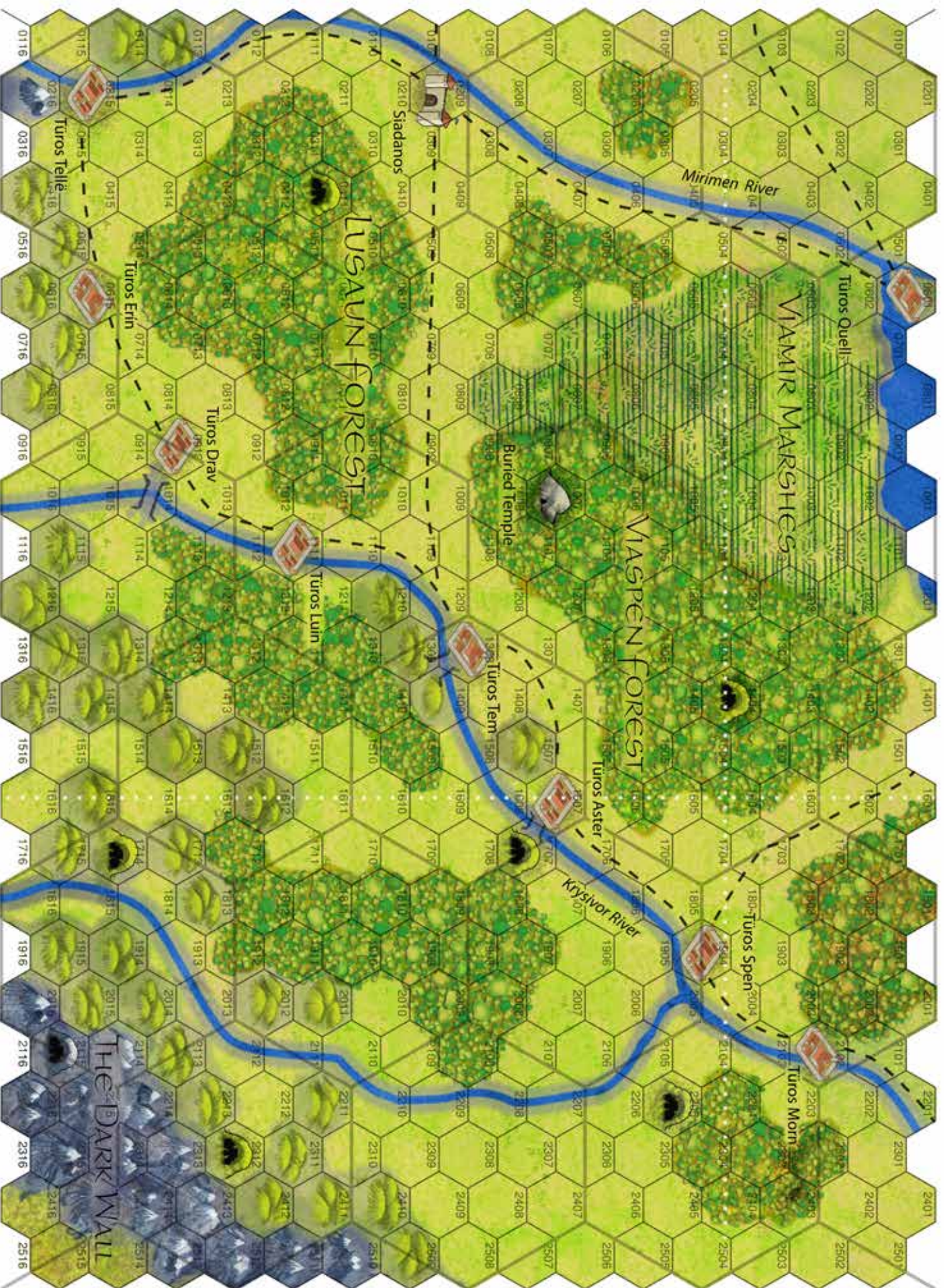
Methori served for many years with Drusus, the bandit chief (see p. 41), and the two men once considered each other blood-brothers, though they have fallen out of touch since Drusus' desertion. If he learns that the characters seek to collect the reward for capturing or slaying Drusus (posted in 18b), he will attempt to dissuade them - "Drusus will eat you up and spit out your remains like seeds." If the characters capture or slay Drusus, Methori immediately becomes Hostile, and he will either attempt to free the bandit or take revenge on his killer(s).

Subaltern Peleos Methori: Fighter 3; Str 14, Int 7, Wis 10, Dex 13, Con 15, Cha 8; MV 240', AC 7 (banded & shield), HD 3, hp 24, #AT 1, D 1d6+3 (spear or sword), Save F3, ML +1, AL N, XP 50; Proficiencies: Command, Fighting Style (weapon & shield), Manual of Arms; Leadership Ability 3, Strategic Ability -1, Morale Modifier +1; Equipment: 1gp, 20sp

A NOTE ON THE FORT NPCS

It's up to the Judge how much time and energy to spend on the machinations of the fort's NPCs. If the campaign focuses on killing and looting, it's easy to use them as backdrops in a straightforward dungeon crawl. On the other hand, the hooks are there if the Judge wants to spin plots worthy of HBO's *Rome* miniseries. The ambitious Lady Celena Valerian will likely be at the center of such plots. It is easy to imagine her maneuvering to claim the adventurers' glory for her husband in the hopes that it earns him a promotion. Celena might hire some bandits to waylay the adventurers, then find some reason to get her husband out in the field towards Sakkara while the ambush is taking place so that the Legate becomes the hero. She might involve the thuggish Subaltern Methori in such a plot; given his relationship to Drusus, he'd be more than willing to waylay the characters. Or perhaps an offer of cash and a pardon conveyed through Methori might persuade Drusus to betray the Lady Below, with the Legate painted as the hero of the whole affair. Of course, Drusus and Methori would have to be assassinated to close the loop on that...





THE VIASPEN FOREST

The Viaspen (“lily forest”) is a primeval forest of cedar, yew, and oak trees situated between the Mirmen and Krysvor rivers. In the north it transitions into the Viamir Marshes which border the shores of Lake Laman. The Viaspen Forest was managed when the elves ruled the region, but under Auran rule it has grown wild and dangerous even as it has been slowly whittled down.

On the Region Map, Türos Tem lies in **hex 1308**. The adventurers know that the beastman raiders have been attacking from the Viaspen Forest, about nine miles to the north-west. Reaching the Viaspen will require 1.5 – 6 hours of long-distance movement (depending on the party’s movement rate) through lightly-settled farmland.

The Viaspen is a thick forest (movement multiplier $\times\frac{1}{2}$). The buried temple that the adventurers are unknowingly seeking lies in **hex 1007**, nine miles deeper into the forest. Since they won’t initially know this, the party will have to search the Viaspen for tracks or other evidence that might lead them to the beastmen’s lair.

After each hour of searching, the Judge should make a proficiency throw for the party. On a throw of 17+ (13+ if the party contains an explorer, elven ranger, or character with Tracking proficiency), the adventurers uncover tracks or evidence leading to the buried temple. Each hour, the Judge should also make an encounter throw on 1d6. On a 6, the party has a wilderness encounter. When this occurs, roll 1d6 on the table below. Note that some wilderness encounters may lead the party to the buried temple without further searching.

Roll 1d6	Encounter
1	Orc Raiders
2	Rabid Beast
3	Ambush
4	Stirges
5	Dwarven Furriers
6	The Wagon

Orc raiders: This group of six orcs is lurking in the woods hoping to ambush peasants. On a positive reaction roll, the orcs will think the party are brigands coming to serve the Lady Below, and will even give directions to the buried temple if the party plays this up. The orcs



have 3d6sp and 2d6gp each. Astute characters may note that the coins are antiques dating to the Zaharan era.

Orcs (6): MV 120', AC 3, HD 1, hp 7, 6, 5, 5, 4, 4, #AT 1, D 1d6, Save F1, ML 0, AL C, XP 10

Rabid Beast: A dire wolf warped by drinking the corrupted waters from the Stone's birthing pool. It has mangy fur and bone spikes growing through its skin. It is highly aggressive and will attack upon sighting the party.

Dire Wolf: MV 150', AC 3, HD 4+1, hp 18, #AT 1 (bite), D 2d4, Save F2, ML 0, AL C, XP 140

Ambush Site: Ten bodies lie on a forest trail, littered with arrows or grievous wounds. Two of the dead were merchants, while the remaining eight were their guards. Nothing of value remains. However, if the party searches the underbrush, they will uncover a set of tracks that will lead them to the temple.

Stirges: The party sees a prone figure spasming on a dusty trail. When they approach, they realize it is a body being drained by four stirges. The corpse is a brigand scout. He is wearing leather armor and carries a normal short sword and a short bow with 13 arrows.

Stirges (4): MV 30'/180' (fly), AC 2, HD 1, hp 5 each, #AT 1 (proboscis), D 1d3+blood drain, Special: +2 to hit on first attack, Save F2, ML +1, AL N, XP 13.

Dwarven Furriers: The party crosses paths with a party of 12 dwarves traversing the forest to trade with distant kin. They will be wary, but not aggressive unless threatened or attacked. The dwarves are carrying 10 bundles of deer furs (150gp, 30 stone), which they will gladly sell or trade. If asked about the beastmen raids, they will say they have seen beastmen entering and exiting a cave on a rocky hill nearby. They can give directions to the characters that will, in a couple of hours, lead them to the temple. If the party is in a bad state when they meet the dwarves, it is possible a dwarven vaultguard could be recruited as a hireling to assist them (if the PCs successfully negotiate).

Dwarves (12): MV 60', AC 5 (chain mail and shield), HD 1, hp 5 each, #AT 1 (weapon), D 1d8, Save D1, ML 0, AL L, XP 10

The Wagon: A battered wagon, pulled by four heavy draft horses, winds its way through the woods. As the encounter will usually start 2d6×10 yards away, the PCs should see the wagon long before they near it. Six men on light horses surround the wagon, while

a seventh man drives the wagon and an eighth man, heavily armed and armored, sits alongside the driver. The wagon appears to have recently been in a battle, as there is dried blood spattered across its wheels and frame.

The men driving the wagon are brigands, led by a fighter named Antonius (the heavily-armed man). The original merchants and their guards are dead (see **encounter 3, Ambush Site**, above). The brigands will play the role of merchants, passing off the damage to the wagon (if a party gets close enough to see it) as from an earlier attack they drove off. If the party is small, or looks weak, the brigands may lure them in and attack them. If the party looks strong and well organized, they will do their best to play the role until the party leaves.

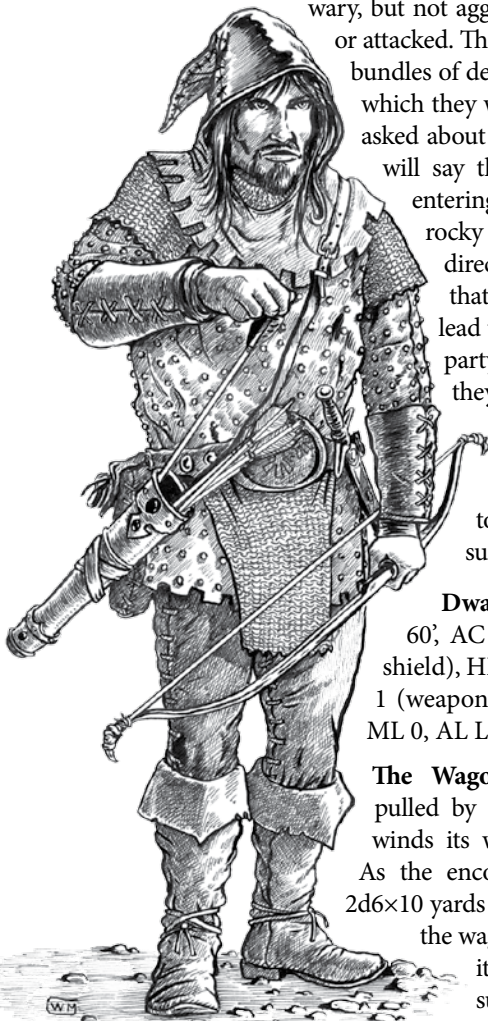
Any character who has grown up in this area, or possesses a suitable proficiency (such as Naturalism, Navigation, Mapping, or Survival), will realize that the wagon is not heading towards any human settlement or road. In fact, it's heading away from the most likely route merchants would travel. The brigands are moving towards their camp to await contact from the beastmen in the temple. They plan to trade the goods in the wagon for stolen coin. If questioned, Antonius thinks he knows where the beastmen are lairing and would trade that information for his freedom (or if pressured into doing so). He points them to a nearby rocky hill (as in encounter 5 above).

The brigands carry 2d4 ep and sp each. Antonius carries 50 gp in a pouch. The wagon holds a chest with 650sp, 2 jars of Tirenian red dye (50gp value and 5 stone each), 2 bags of loose tea imported from Uttar (75gp value and 5 stone each), 25 bottles of honeyed Argollëan wine (5gp value and 1/5th stone each), 1 cord of oak logs (5gp and 8 stone), and 1 barrel of fish sauce (5gp and 8 stone) (total value 450gp, total weight 42 stone).

Antonius: Fighter 2; Str 13, Int 9, Wis 8, Dex 12, Con 11, Cha 8; MV 120', AC 6 (chain mail, shield), HD 2, hp 10, #AT 1 (sword), D 1d6+2, Save F1, ML +1, AL C, XP 20; Proficiencies: Fighting Style (Weapon and Shield), Intimidation

Brigands: MV 120', AC 2 (leather armor), HD 1, hp 4 each, #AT 1 (weapon), D 1d6, Save F1, ML -1, AL C, XP 10

Once the party has located the buried temple, they can travel to and from it without need to search the Viaspen. The 3-hex (18 mile) journey between Türos Tem and the buried temple will take anywhere from 4.5 to 18 hours (again depending on the party's movement rate). The Judge should make a wilderness encounter throw of 1d6 each time the party crosses through **hex 1107**. On a 6, the party has a wilderness encounter according to the rules in ACKS, p. 244-246. If the party spends the night in the Viaspen, the party must make a navigation throw of 7+ or become lost, as per ACKS p. 94.



THE BURIED TEMPLE (DUNGEON LEVEL 1)

CONSTRUCTION

Built at the summit of a steep and rocky hill, the temple was once a freestanding stone-and-brick structure, 380' wide, 500' long, and 12'6" tall (50' tall at the apex of the ziggurat). Today, the entire structure is buried beneath a dome of black granite dropped by a magical cataclysm. The structure ought to have been destroyed by the impact, but the Chthonic gods had placed the location under their protection. As such, the structure is largely intact, though submerged beneath an impressively thick dome of rock soaring 350' overhead.

Individuals exploring the temple will initially be unaware of the fact it was originally built upon the surface of the hill. Some portions of the former temple were open to the air, however, and in these places the characters might realize they are moving through a building beneath a vast dome of rock (depending on light sources). The discovery of various windows along the perimeter walls of the temple opening onto black granite might also clue them in (or leave them scratching their heads).

Enterprising adventurers might realize they can clamber up the walls of the open-air portions (a mere 12'5" climb) and from there travel across the roofs of the enclosed temple building until they find another open-air area. The following rooms can be exited and entered in this manner: **13, 18, 19, 42, and 61**. When the adventurers are traveling along the rooftops, the only random encounters should be with giant rats or stirges (disregard other encounters). Since the beastmen do not travel along the rooftops, it is a relatively safer method of movement.

The walls and ceiling of the temple are made of splotchy ochre stone joined together with asphalt mortar, sometimes covered with a veneer of carved stone, glazed brick, or painted stucco. The floors are composed of fired brick embedded in asphalt mortar. The majority of passages are 10' wide with 10' tall ceilings. All rooms have 10' high ceilings except where noted.

The doors are made of thick planks of old-growth hardwoods and reinforced with green-patinated bronze. Single doors are hinged on the interior left, while double doors are hinged on the interior left and right; all doors push inward from the hallways or courtyards into the rooms. Time and pressure have sealed many doors shut. The temple's denizens have worked out secret knocks to move through their own area, but doors should generally be assumed to be stuck when adventurers first encounter them (see ACKS, p. 93, for rules on forcing open stuck doors). In some areas, where doors were absent or had rotted away, the new occupants have hung curtains. These are generally made of stitched beast hides tacked against the head of the door frame.

FRESCOES, MOSAICS, AND CARVINGS

In ancient days, the temple was a glorious and profane cathedral to dark and Chthonic gods. As such, nearly every wall sports evidence of once-great carvings, frescoes, and mosaics depicting the majestic darkness of the Zaharans and their deities. While the brick-work is

now cracked and damaged with age, and the paintings have faded, the Judge should stress that this was once a center for human activity and it shows in how the temple looks. This place was not built to be a beastman lair; it was a place of worship and religious practice.

Certain rooms are noteworthy for having particularly large or intact frescoes, mosaics, and carvings. These are described in the room key as they would be seen from the point-of-view of the average adventurer. The additional information listed in parenthesis next to each item should only be made available to characters who succeed on a Loremastery, Knowledge (Ancient History), Knowledge (Occult), Theology, or similar proficiency throw. Judges who are not using the Auran Empire campaign setting should, of course, substitute their own setting's lore for that of the lost kingdom of Zahar.

NOTE:

To get a sense of the temple's appearance when it was a freestanding structure, look for images of the Assyrian palace of Sargon and the Sumerian palace of Mari.

EMPTY ROOMS

The temple is quite large. There are many rooms that are bare of monsters, treasure, or traps. This is intentional.

They provide a reasonable buffer between the territories, which lends a sense of verisimilitude, and are places that a party of adventurers might reasonably hide and rest. An enterprising Judge can also use them to add encounters of his own design.

AREAS

The various tribes that have answered the Stone's call have settled into different areas of the temple. There are six different areas in total. While the temple was not originally designed with this in mind, there were enough defensible choke-points built into its architecture that the tribes have plenty to work with.

Though the creatures within this complex are all beastmen and/or aligned to Chaos that does not mean that they get along. They fight amongst themselves as much as The Lady Below permits, and a clever group could exploit that. Few of the beastmen on the first level will attack a stranger outright (depending on reaction roll) unless given a reason to do so. They may demand tribute if they catch a wanderer in their turf or perhaps ask for news if they think the characters have travelled from an enemy's territory. They know that The Lady Below has called more allies, so it is reasonable the party could be recruits.

Groups assaulting the temple might eventually realize that the various inhabitants already struggle against each other for better territory and might be able to use this to their advantage. Groups such as the brigands will readily give this information to the adventurers if it might save their lives!

REPLACEMENT OF CASUALTIES

So long as The Lady Below and the Stone remain intact, the temple's "tribes" will slowly replace lost members. Each week, the judge should roll a d6 for each "cleared" room. On a 1-3, the tribe in the area will have gained 1d6 members to replace losses (often in the room the former occupants inhabited, though the group will act intelligently and move members where they seem best suited if the group is regularly under assault). The only time this will change is if a tribe or group is completely cleared, or its leaders are killed. In the latter case, the remaining members will drift away in a week, taking whatever known treasures are in their chambers.

Skeletons, zombies, and ghouls are replaced as above on a 1-4 on a d6. However, undead groups never leave, and must instead be destroyed.

WANDERING MONSTERS

The Judge should make an encounter throw every two turns that the PCs explore the temple, or anytime the party makes a large amount of noise. On the roll of a 6 on a d6, they will have an encounter at standard distance. Judges should determine the direction of the wandering monsters randomly. The Judge can roll 1d8 on the following table, or use the table from the *Adventurer Conqueror King System rule book*, at his discretion.

The Judge can use the suggestions below to add flavor to the wandering encounters. Otherwise, the monsters encountered can be assumed to be performing some basic task for their tribe/group, such as spying or patrolling.

Brigands: These brigands have stepped away from their comrades in order to privately indulge in a fine bottle of unmixed Krysean wine. Depending on the adventurers' reaction roll, the brigands may drunkenly attack, warn them off, or invite them for a drink. The brigands have 1d10sp in mixed coinage each and one bottle of fine wine (12gp).

Giant Rats: This pack of giant rats are beginning to merge into a single mass due to the hideous effects of the Stone (see p. 66), with hideously conjoining body parts. The rats are in terrible pain and attack instantly.

Orcs: The orcs are speaking in hushed tones about whether the Lady Below would reward them with power if they were to eliminate one of the other factions, as she did with the Red Eye gnolls. If the orcs catch the adventurers eavesdropping on them, they will automatically be hostile. They carry 1d12sp each.

Kobolds: These kobolds are carrying skewered rats back to their tribe's soup pot in **Area 1, Room 4**. Being kobolds, they will assume anyone they encounter is intent on stealing their food, and will warn off approaching "thieves" with howls and brandished weapons. The kobolds carry 1d4 skewered rats and 1d12cp each.

Stirges: These stirges surround the corpse of a goblin. The goblin was killed in earlier fighting with the hobgoblins (see **Area 4**), and most of its blood has already dried. The stirges have had just enough to whet their appetites, and attack immediately upon detecting the adventurers.

Goblins: These goblins are only recently arrived in the temple. They were seeking their tribal kin and have only just discovered that the goblins lairing in the temple were butchered (see **Area 4**). Depending on the party's reaction roll, the goblins may blame them for the crime, skulk away in fear, or ask for their help in getting revenge. Each goblin carries 1d6sp.

Hobgoblins: This gang of hobgoblins has been sent by their chief, Thethamun (**Area 5, Room 60**), on a patrol to assess the relative strength and weakness of the other factions. The hobgoblins are seeking allies, so the party will gain a +1 to reaction rolls during this encounter. Each hobgoblin carries 1d6gp.

Gnolls: This small gang of gnolls from the Red Eye tribe is looking for "tribute" from the lesser humanoids on this level. Unless there is obvious evidence otherwise (prominent holy symbols of Law, etc.) the gnolls will assume the PCs are new recruits in the service of the Lady Below and begin to bully them, confident in their place in the pecking order. The gnolls carry 1d8gp each.

AREA 1 (KOBOLD TERRITORY)

The kobolds' territory encompasses the entry way to the buried temple and most of its southwestern corner. The more powerful creatures that dwell in the temple are happy to allow the kobolds to be the first creatures to have to fight intruders and mostly leave the little lizard-dogs alone. The kobolds themselves are not enthusiastic about fighting and typically just charge a small tribute to anyone who seeks to pass through their territory. However, their king is keen to gain the favor of the Lady Below, and may attack, betray, or even conspire with the adventurers if he deems it likely to win her approval.

Wandering monsters appear on a 5 or 6 on a d6 each turn while parties are in this area.

1. Entry Way: A great 130' wide and 30' high crack has been torn open in the side of the plateau here, giving access to the ruined temple. During daylight hours, light from the outside streams onto the decorated south wall of the temple, where tall columns carved in the shape of serpents flank a pair of massive bronze doors. On either side of the columns, a 10' wide glazed-brick mosaic depicts a two-headed winged serpent encircling the earth. (The two-headed winged serpent is how the Chthonic goddess Sakkara is depicted in the Canticles of Xisuthros.)

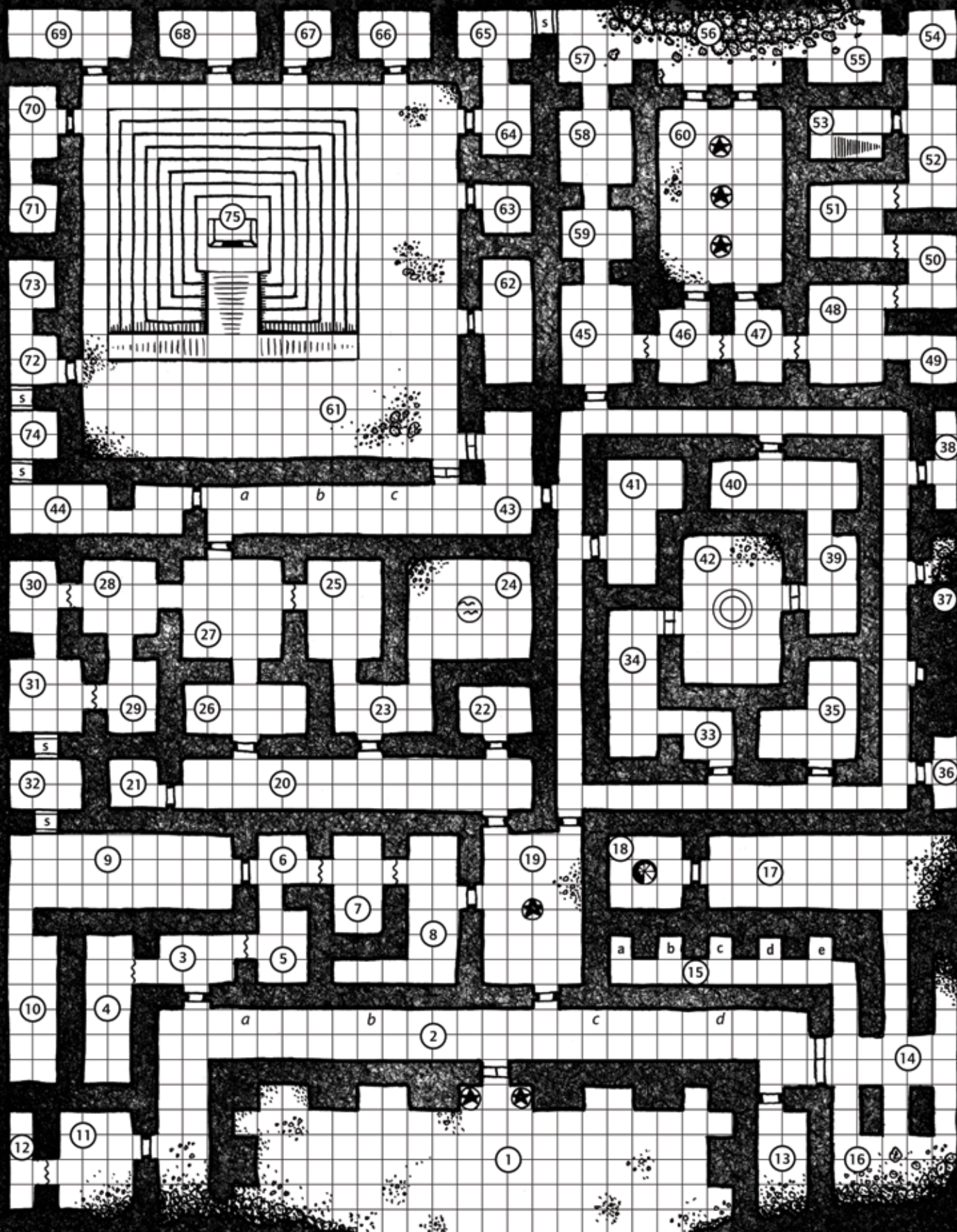
There are four kobolds on guard by the bronze doors, passively watching the area. (Rules for surprise and sneaking, including the passively alert condition, can be found in *ACKS*, p. 97-98.) Two are armed with short bows and 10 arrows. They will challenge any who enter the chamber unless they are already known. It's possible the PCs could talk their way in if they avoid attacking first. If attacked, two of the kobolds will attempt to flee into the temple and head for the guard room at 3 to warn of the danger, while the other two hold the door until their morale breaks.

Kobolds (4): MV 60', AC 2, HD 1d4, hp 4, 3, 3, 2, #AT 1, D 1d6-1, Save 0L, ML -2, AL C, XP 5

Wandering Monster Table: Buried Temple (Level 1)

1d8	Monster	#	AC	HD	#AT	Dam	Mv	Save	ML	AI	XP	Treasure
1	Brigands	2d4	2	1	1	1d6	120'	F1	0	C	10	1d10 sp
2	Giant Rats	3d6	2	1d4	1	1d3+dis	120'	F1	0	N	5	-
3	Orcs	2d4	3	1	1	1d6	120'	F1	0	C	10	1d12 sp
4	Kobold	2d4	2	1d4	1	1d6-1	60'	0-Lvl	-2	C	5	1d12 cp
5	Stirge	1d10	2	1*	1	1d3+bd	30'/180'	F2	+1	N	13	-
6	Goblins	2d4	3	1-1	1	1d6	60'	0-Lvl	-1	C	5	1d6 sp
7	Hobgoblins	1d4	3	1+1	1	1d8	90'	F1	0	C	15	1d6 gp
8	Gnoll	1d3	4	2	1	2d4	90'	F2	0	C	20	1d8 gp

THE SINISTER STONE OF SAKKARA ~ THE BURIED TEMPLE



2. The Great Hall: This 20' wide hallway runs 270' wide west to east, forming a main artery between the kobold (**Area 1**), brigands (**Area 2**), and orcs (**Area 3**). The north wall of the great hall is surfaced with stucco and decorated with a magnificent series of sequential fresco paintings, shown on the map as "a", "b", "c", and "d". From west to east, these are:

2a. First Fresco: A cracked and broken fresco of human slaves, led by a lean, brown-skinned man with a very long head, rising up against their lizardman masters. (The fresco depicts the Zaharan rebellion against the Thrassians in 1060 B.E. Prominently depicted is Uragasi, conqueror of Thrassia and first sorcerer-king of Zahar. At the start of his tyrannical reign he was considered a liberator by mankind.)

2b. Second Fresco: A fresco of three slender, dark-haired, brown-skinned kings, with accoutrements of a warrior, a mage, and a priest. (The three figures are sorcerer-kings of Zahar: Uragasi, conqueror of Thrassia; Djarghul, creator of the beastmen; and Mentu, the death priest, who ruled at the apex of Zaharan power.)

2c. Third Fresco: A fresco of several red canals flowing into a temple, above which an incomplete, broken figure sits. (The figure does not resemble any of the known iconography of the Zaharan religion.)

2d. Fourth Fresco: A fresco of impaled prisoners languishing in agony while demons and Zaharans dance in the rain of their blood. (The image depicted is from the Cantic of Xisuthros, a set of religious hymns in praise of the Chthonic powers.)

3. Kobold Guard Room: This 30' wide and 20' long room is guarded by six kobolds. The two largest guards (hp 4 each) are tormenting the smallest one (hp 1) by tossing its money pouch over its head, while the others enjoy the spectacle. The kobolds are considered **Distracted** for the purposes of being snuck up on (see ACKS p. 97-98). If the kobolds hear noise in **room 2**, they will end their game to investigate. If their morale breaks, the gang will flee to **room 4**. In addition to the guards, the room contains bedding for the kobolds, a round one-legged table, and a pile of gnawed animal bones. The kobolds carry 1d6 sp each, and the two toughest both carry 10 gp in small purses.

Kobolds (6): MV 60, AC 2, HD 1d4, hp 4, 4, 3, 3, 2, 1, #AT 1, D 1d6-1, Save 0L, ML -2, AL C, XP 5

4. Kobold Quarters: This 20' wide and 60' long chamber, once a dormitory for temple guests, now serves as the sleeping quarters for the majority of kobolds. A dozen rough "beds" of rags and refuse have been formed in a checkerboard pattern along the room's length. At any one time, there will be 1d4+6 kobolds sleeping here. If a fight starts in **room 3**, the kobolds here will wake up, grab their weapons, and come through the curtain to help in three rounds. Otherwise, they will be asleep if anyone enters.



While asleep, the kobolds have a -3 penalty on surprise rolls (i.e. PCs have a 5 in 6 chance of surprising them). Scattered amongst the kobolds' bedding are a total of 57 cp, 23 sp and 10 gp. Hidden long ago in a small crack in the southern wall is a ruby (250gp). Finding the ruby requires a successful proficiency throw to detect secret doors.

Kobolds (1d4+6): MV 60', AC 2, HD 1d4, hp 3 each, #AT 1, D 1d6-1, Save 0L, ML -2, AL C, XP 5

5. Empty Chamber: This 20' wide and 30' long antechamber is currently empty except for some desiccated rat skins and a smashed clay bowl.

6. King's Guards: This 20' square chamber holds two burly kobolds that stand guard outside their "king's" audience chamber. Burning braziers stand on either side of the door into **room 9**, and the guards both carry flasks of oil. If they think they may soon be under attack, they will coat the floor between **5** and **6** with oil. When intruders approach, they will topple the braziers to alight the oil, then flee into **9**. They are always considered to be actively watching the area.

Burly Kobolds (2): MV 60', AC 2, HD 1d4, hp 4, #AT 1, D 1d6-1, Save 0L, ML 0, AL C, XP 5

7. Carnal Chamber: The frescoes on either end of this 20' wide, 40' long room suggest it was once dedicated to the most carnal of purposes. The fresco on the north wall depicts a bloody and decadent orgy. (Such orgies are common in the religious rites of Nasga, Mistress of Pain, the Unchaste, Chthonic goddess of seduction, lust, and pain.) The fresco on the southern wall depicts various couples engaged in a dozen different erotic acts. (The twelve acts depicted are known as the *Twelve Erotic Arts of Nasga*. They are proscribed by the Temple of Ianna because they are feared to be so pleasurable as to instantly debauch anyone who experiences them.) Both frescoes are painted in lurid colors that remain shockingly vivid despite the passage of years.

8. Lounge: This L-shaped room is 20' wide and 60' long, with a 30' long leg extending westward from the southern wall. It was once a relaxation and meditation lounge. A set of ten chair-sized stone basins, caked with very ancient dried blood, line the south wall.

9. The King's Chamber: This 90' x 30' room's original purpose is lost to time. Now it serves as the throne room for Urza, the leader of the kobold tribe. A stone bench at the western end of the chamber serves as the chieftain's throne. Behind the bench, three windows in the west wall open onto the black rock that buries the temple. Similar windows pierce the south walls every 10'.

Urza is always accompanied by his right hand, Athak, and eight kobold warriors armed with axes and javelins. Urza wears a serpent-headed copper torc (25 gp), and Athak has a tarnished



silver ring (10 gp). So long as Urza is alive, the other kobolds get a +2 to their morale (listed below). Urza will, if approached non-violently, demand

a small tribute from a group for safe passage through his territory, merely 10gp a head. If it is paid, the kobolds will leave the party alone, even on subsequent visits. None of the kobolds are aware of the secret door to the **Hidden Treasure Room (32)** in the north wall. However, Athak is aware that there is a ruby hidden in **room 4** (he put it there to avoid having to turn it over to his chief) and will offer up this knowledge to save his own life.

Urza, Kobold Chief: MV 60', AC 3, HD 1, hp 8, #AT 1, D 1-6, Save 0L, ML 0, AL C, XP 10

Athak, Kobold Champion: MV 60', AC 3, HD 1-1, hp 4, #AT 1, D 1d6, Save 0L, ML 0, AL C, XP 5

Kobold Warriors (8): MV 60', AC 2, HD 1d4, hp 4, 4, 3, 3, 2, 2, 2, 1 #AT 1, D 1d6-1, Save 0L, ML 0, AL C, XP 5

1980S SEX, DRUGS, AND METAL MEMORIAL RULE (OPTIONAL):

A character with Seduction proficiency who studies the frescoes in the Carnal Chamber for 12 turns (one per Erotic Art) can thereafter use the Erotic Arts to beguile those with whom he has intercourse. The "victim" of the character's pleasuring must make a saving throw v. Spells or be subject to the character's charms (as a charm person spell). Successfully-charmed victims also lose 1 point of Wisdom from the mind-blowing ecstasy. Using the Erotic Arts is an act of worship of Nasga, and causes the character's alignment to shift to Chaotic.



10. The King's Treasure: The western wall of this 20' wide, 60' long room is pierced with windows opening into the black stone. Various items, largely stolen from local caravans, are piled in bags and containers throughout the room. Easily discovered are 10 weeks of moldy food, 6 jars full of water, 6 jars with weak beer, and 7 bottles of wine gone to vinegar, all worthless. Scattered amongst the

which unsealed the temple; the 10 intact jars hold old incense, oils, and perfumes. Each is worth 25gp and weighs 1 stone. A pile of desiccated corpses – three kobolds and two goblins – lies in the northern end of the room. One of the goblins has a garnet worth 250 gp.

worthless goods are 1,000cp; 10 rolls of red-dyed cloth (10 gp value and 4 stone each); 14 bone fetishes (32 gp value each); a red-gloss porcelain vase depicting the city of Aura (700gp and 1 stone encumbrance when properly protected); 2 agates (25gp each); and 7 Opelenean tapestries with abstract, colorful patterns (20 gp and 5 stone each). Hiding amongst the sacks is Urza's pet spitting cobra, Emush. If characters do not examine the pile of sacks carefully, the characters will have a -3 penalty on their surprise rolls when encountering Emush.

Emush, Spitting Cobra:

MV 90; AC 2, HD 1*, hp 4 #AT 1 (bite or spit), D 1d3, poison, Save F1, ML -1, AL N, XP 13)

11. Abandoned Room: The southeast corner of this 30' wide by 40' long room has collapsed into rubble. Apart from rubble, the room is empty of anything but a dusty skeleton wearing clumps of white rags, sprawled just south of a tattered curtain in the western doorway. Careful investigation of the skeleton will reveal that the rags are in fact thick webs holding spider eggs (lain by the critters in 12). Characters with Alchemy or Animal Training proficiencies can appraise the eggs as worth 295gp to an exotic animal trainer or mage.

12. Old Storage Chamber:

This narrow chamber is 10' wide and 40' long. Some 200 clay jars line the west wall, below a series of windows that open onto black granite. All but 10 of these jars broke during the earthquake

Lurking on the ceiling are a pair of crab spiders, who will drop on any characters that stop to investigate the jars or bodies. The spiders have blended into the color of the stone, so the characters will suffer a –2 penalty to their surprise rolls. However, characters who are on their guard because they found the spider eggs in room 11 do not suffer the penalty.

Crab Spiders (2): MV 120', AC 2, HD 2, hp 9, 8, #AT 1, D 1d8+poison, Save F1, ML –1, AL C, XP 38

13. Old Garden: This 20' wide, 40' long room was once an open-air garden shrine. It is now just bare earth. There is no "roof" save the dome of rock 20' above. The PCs will see the collapsed rocks looming up from the southern wall into the vast dark above them.

AREA 2 (BRIGAND TERRITORY)

A group of brigands, led by the notorious Drusus, have claimed the south-eastern section of the temple. Unlike the other denizens of the temple, the brigands do not have infravision, so they keep the areas they control well-lit (as noted in the rooms). The brigands will happily induct the PCs into their number if the PCs appear to be "their sort of people." If the PCs are assaulting the place, the brigands will defend their territory as best they can, well aware that if they are captured it's the hangman's noose for them...at best.

14. Brigand Guard Room: This 50' × 40' room was once a glorious chapel appointed with four gold-plated statues to the rulers and prophets of Zahar. The statues remain, but the gold was long ago stripped off and the figures are no longer distinguishable, despite the light from smoky torches that have been precariously perched on each figure. Past the statues, on the east wall, a pair of windows reveals black rock.

Six brigands lurk in this room, keeping an eye on the double doors to the west while variously daring each other to piss on the statues of the "dead gods." They will challenge any interlopers who enter. They have 2d6sp each as well as leather armor and a mixture of weapons (two have axes, two have spears, and two have swords).

Brigands (6): MV 120', AC 2, HD 1, hp 6, 5, 5, 4, 3, #AT 1, D By weapon, Save F1, ML –1, AL C, XP 10

Once the brigands have been dealt with, a careful investigation of the statues reveals that the northeastern one is mounted on a hollow base. Moving that statue off the base reveals a cache of hidden gems placed there long ago by now-dead priests. The bag holding the gems has rotted away, but there are 10 amethysts worth 100gp each lying amid the decaying cloth.

15. Sleeping Alcoves: This 90' long hallway is punctuated every 10' feet with a 10' square **meditation cell (a – e)**. The cells have been furnished with pallets to serve as the sleeping quarters for five brigands. If a fight starts in **14**, they will grab their gear and join in. It will take them 1d3+1 rounds to dress and arm themselves. Otherwise, they will be asleep if anyone looks into the alcove. While asleep, the brigands have a –3 penalty on surprise rolls (i.e. PCs have a 5 in 6 chance of surprising them). The brigands each have leather armor, spears, and short swords, as well as 2d6sp tucked in their bedrolls.

Brigands (5): MV 120', AC 2, HD 1, hp 7, 6, 4, 4, 2, #AT 1, D 1d6, Save F1, ML –1, AL C, XP 10

16. Recreation Room: The south-eastern portion of this 30' × 50' room has collapsed, filling almost half the floor with thick chunks of stone and rubble. The remainder of the room has been turned into a

make-shift kitchen/recreation room. Planks from a captured wagon have been turned into a long table, while some of the larger stone chunks have been adopted as stools. A pair of pottery lamps set on the table keep the room lit. Scattered among the rubble are 20 bags of grain (10gp and 80 stone each) and 20 bottles of vinegary wine (1gp each), enough to sustain 20 people for one week. There are always 1d3+3 brigands here, eating, drinking, and tossing knives. They will respond to a fight in **area 14**, but only after 1d3 rounds.

Brigands (1d3+3): MV 120', AC 2, HD 1, hp 5 each, #AT 1, D 1d6, Save F1, ML –1, AL C, XP 10

17. Lair of the Brigand King: This large chamber is 100' wide and 30' long, entirely faced with glazed brick veneer. The northern wall is adorned with a mosaic of figures. Unfortunately, the mosaic is badly broken and cracked, and it is impossible to make out what the figures are or what they are doing. The western wall contains a door (to room 18) that has been boarded and spiked shut. The eastern wall has collapsed into rubble, spilling brick, limestone, and granite inward about 15'. Amidst the rubble stand 3 barrels of fine liquor (200 gp and 16 stone each) and 3 crates of glassware (100 gp and 5 stone each).

The rest of the room is taken up with furniture. A dozen pallets are arranged in a semicircle by the crates and barrels. A pair of 20' long wooden tables run lengthwise through the room's center. A set of ten pottery lamps stationed on the tables illuminates the room. The tables are surrounded by a series of benches and folding stools, with a large high-backed wicker chair on the western edge. This is the seat of Drusus, the leader of the brigands. In addition to Drusus, there are also 10 brigands working with him to plan their forthcoming assaults on the borderlands for The Lady Below.

Drusus, Brigand King: Fighter 4; MV 90', AC 3 (*cursed chainmail-1*), HD 4, hp 18, #AT 1, D 1d6+3/4 (*sword+1, +2 versus spell casters*), Save F4, ML +1, AL C, XP 80, Proficiencies: Alertness, Combat Reflexes, Diplomacy, Siege Engineering

Brigands (10): MV 120', AC 2, HD 1, hp 5 each, #AT 1, D 1d6, Save F1, ML –1, AL C, XP 10

Drusus is a scheming man, and quick to make an alliance if it might benefit him (even if some of his men have been killed by PCs already). Before taking up brigandage, he was a subaltern in the legions if he learns that the party hails from Türos Tem he will inquire after the health of his blood-brother, Peleos Methori (p. 31). He dislikes most of the beastmen tribes in the area and would love to expand his territory using the PCs as cat's paws. He is familiar with the nearby areas, though he has never been below (except once, and that blindfolded), and he knows the goblin tribe recently fell to the hobgoblins. Drusus carries a straight Auran cavalry *sword+1, +2 versus spell casters* with an engraved orichalcum blade that reads "*Mor sürusan*" ("death to sorcerers"). His cursed *chainmail –1* appears unremarkable. (Drusus is aware it is magical, but not that it is *cursed*.)

A locked chest sits behind Drusus' seat. Drusus keeps the key on his person at all times. Picking the lock triggers a poison needle trap (the character who triggers the trap must make a saving throw versus Poison at +2 or take 2d6 damage). The large chest holds 250gp and 500ep. It also contains a carefully wrapped trinket of shells (150gp value) and 6 glass prisms (50gp value each); these will be destroyed if the chest is bashed open. Lastly, there is a bone case containing a scroll of ward against elementals written in Ancient Zaharan.

18. The Stair: The door into this room from room 17 has been boarded and spiked shut. Several weeks ago, undead wandered up from the staircase and killed several brigands, so they have kept the door barricaded ever since. It will take 3 turns to batter down the door, or 1 turn with an axe. The room beyond is 30' wide and tall, roofless, with the granite dome 350' above the character's heads (beyond torch range). In the center of the room, a circular stone staircase winds into the darkness of level two, 50' below (**area 29**).

Two desiccated, hacked-up human corpses, clad in rags, lie a few paces from the staircase. On the west wall is a broken fresco of Zaharan soldiers defeating a rag-tag band of men carrying Empyrean (Lawful) iconography. (The battle depicted dates to the 7th century B.E., when the Aurans were just beginning their religiously-inspired rebellion against the last sorcerer-king, Sebek.)

19. The Crossroads: This courtyard runs 40' wide and 60' long. It was built open to the air, and the granite dome that is now 350' above is beyond torch range. A chiseled marble statue of a cruel-looking sorcerer-priest with an elongated head stands in the center of the courtyard. (It is a statue of Uragasi, conqueror of Thrassia.) All of the walls are covered with glazed brick veneer. Just north of the statue, the glazed brick of the east wall has collapsed onto the floor, exposing the splotchy ochre limestone beyond. As the courtyard links into many areas, random encounters occur here on a 5 or 6 on a d6 each turn.

AREA 3 (ORC TERRITORY)

Orcs have taken control of this set of rooms in the center of the western portion of the temple, from which they guard the way to the inner temple and ziggurat (**Area 6**). Though vicious and greedy, the orcs are loyal to The Lady Below, having seen her strength on several occasions. They might be amenable to clever characters moving through their area, but will demand a toll of at least 20gp per person.

20. Long Hall: This 20' wide hall runs for 140' west to east. The northern wall is punctuated by a set of three doors at 40' intervals. The southern wall is adorned with a mosaic of colored bricks set into a curiously disturbing maze-like pattern. (The maze-like pattern is symbolic of Nargund, Chthonic god of predators and hunting. He is associated with mazes and minotaurs in some myths.)

21. Old Store Room: The orcs have trapped the entrance to this room with a large pile of heavy copper urns balanced precariously on a ledge above the head of the doorframe. If the door is forced, the urns will come crashing down, dealing 1d6 damage to the character opening the door unless he succeeds on a saving throw versus

Paralysis (characters with Acrobatics proficiency gain a +2 bonus on their save). Even if characters open the door gently, there is a 2 in 6 chance the trap will still go off. Setting off the trap will alert the guards in **rooms 23** and **26** that someone is here. The room itself is a 10' square storeroom, with various shelves and ledges lining the walls but empty of anything save dust.

22. Old Store Room: This 30' wide, 20' long former store room is lined with empty shelves. The ceiling was slightly fractured in the earthquake a few years prior, and here and there fragments of rock litter the floor.

23. Guard Room: This 40' wide and 20' long room is bare and unfurnished. Six orc warriors guard the entrance from the Long Hall (**room 20**). Each orc carries an axe or a sword and three javelins. They each have 2d6 sp.

Orcs (6): MV 120', AC 3, HD 1, hp 7, 6, 4, 4, 3, 2, #AT 1, D 1d6, Save F1, ML -1, AL C, XP 10

24. The Pool: All of the walls of this 50' wide x 40' long room are decorated with glazed blue bricks. The brick veneer has broken off in the northwest corner, and lays scattered across the floor. In the center of the room is a drowning pool used for sacrifices long ago. The pool is 6' in depth and 10' in diameter, lined with stone, filled with still, salty water, and circumscribed with a 2' rim of carved blue brick. Chthonic magic still lingers here. Any who drink the pool's water must roll 1d10 and consult the Chthonic Pool table on the next page to see the effect. Characters may drink from the pool's water repeatedly, but each subsequent drink after the first imposes a -1 penalty on the die roll. Water taken from the pool becomes normal, stagnant water.

25. Store Room: The orcs use this 30' wide, 40' long chamber as a store room for their guards. There are crates and boxes stacked about the room containing the following: 10 spears, 8 axes, 7 swords, 3 great axes, 3 halberds, 10 daggers, 100 arrows, 5 short bows, 5 suits of leather armor, 3 suits of scale armor, 1 suit of chain mail, and 5 shields. All of the items are in bad repair. The Judge should roll 1d20 on the Scavenging Treasure tables (ACKS, p. 209-210) to determine the condition and value of any equipment scavenged from this room.

26. Toll Road South: This 50' wide and 20' long room and the adjoining northern room (**27**) form a linked "corridor" through orc territory. The orcs have decided to set up guards and charge tolls for those seeking passage into the temple complex. The four guards here will attempt to parley (unless they have obvious reason not to) and demand a toll of 20gp per person wanting to pass. If it is paid, they

Chthonic Pool Table	
Roll	Result
1 or less	Poisoned: Character must make a saving throw versus Poison or die.
2	Visions of Horror: The character immediately loses 1,000XP. If this would reduce the character below 0 experience, he is reduced to 0 XP and becomes permanently insane (as per feeblemind).
3	Cursed: Character must make a saving throw versus Spells or suffer 3 to a random attribute. The effect is permanent until remove curse is cast upon the character.
4	Baned: Character must make a saving throw versus Spells or suffer a bane for 24 hours.
5	Dweomered: Arcane casters, and Neutral or Chaotic divine casters, recovers any spells cast that day. Lawful divine casters lose all spells for the day.
6	Fortunate: Character gains a +1 bonus to all saving throws for 24 hours.
7	Blessed: Character benefits from a bless for 24 hours.
8	Healed: Character recovers any lost hit points, and gains 1d10 temporary hit points (as vigor spell) that last 24 hours.
9	Visions of Enlightenment: The character immediately gains 1,000XP.
10	Empowered: Character gains a permanent +1 bonus to a random attribute.

will allow the party to pass through both rooms. If attacked, they will call on help from 27. Each orc carries 2d6sp.

Orcs (4): MV 120; AC 3, HD 1, hp 7, 6, 4, 3, #AT 1, D 1d6, Save F1, ML -1, AL C, XP 10

27. Toll Road North: This 40' square room is the northern side of the "toll road" through orc territory. The orcs here behave similarly to those in **room 26**, though there are six of them. Each orc carries 2d6sp. The orcs are armed with spears, and will fight in formation with a second rank of spear-equipped orcs behind the front rank warriors if parleying fails. The orcs keep a chest here containing their current takings of 1,000cp, 400sp, and 150gp.

Orcs (6): MV 120; AC 3, HD 1, hp 8, 7, 6, 4, 3, 3, #AT 1, D 1d6, Save F1, ML -1, AL C, XP 10

28. Dining Room: The orcs use this as a common area and mess hall, and it is notably odorous due to many unpleasant food stuffs rotting within. Crudely-built tables and rickety chairs fill its 30' x 30' area. Two orcs with most-unpleasant table manners are eating here.

Orcs (2): MV 120; AC 3, HD 1, hp 6, 5, 3, 3, #AT 1, D 1d6, Save F1, ML -1, AL C, XP 10

29. Common Quarters: Two dozen pallets are strewn about this room, along with the filthy waste product of orc habitation. There are

typically two orcs sleeping here at any given time. If a fight starts in 28, they will awaken and rush to the fight in 1d3+1 rounds. Otherwise, they will be asleep. While asleep, the orcs have a -3 penalty on surprise rolls (i.e. PCs have a 5 in 6 chance of surprising them). A thorough search of the room (1 turn) will find a few stashes of coin hidden in the pallets, for a total of 200cp and 300sp.

Orcs (2): MV 120; AC 3, HD 1, hp 6, 5, 3, 3, #AT 1, D 1d6, Save F1, ML -1, AL C, XP 10

30. Kennel: The orcs brought a dire wolf with them when they moved in, and the beast lairs here, growing fat on captives. It will rush to join any fighting in room 28 or 31. The room itself is 20' wide and 30' long, with three rock-obstructed windows set into the west wall. Bones and gristle, mostly human, litter the floor. If a character spends one turn searching the bones, he will find a severed finger still encircled with a golden ring (250gp value).

Dire Wolf: MV 150; AC 3, HD 4+1, hp 16, #AT 1 (bite), D 2d4, Save F2, ML 0, AL C, XP 140

31. The King's Lair: Apsa, the orc chieftain, lairs here in an old library converted to a makeshift audience chamber. Apsa chose this place for the impressive-looking bas-relief sculpture of a glorious Zaharan warrior carved into the west wall. (The warrior depicted is Sanakh, second sorcerer-king of Zahar, conqueror of Opelenea and eastern Kemesh.)



Beneath the bas-relief, the library's great oak bookcases have been toppled over and shoved together to form a crude dais, upon which is perched Apsa's "throne" (the old librarian's chair). Discarded and moldy scroll rolls spill out from the toppled bookcases.

Apsa surrounds himself with four orc champions as his honor guard. Apsa fancies himself a great war-leader (like his idol, Sanakh), and he and his champions are typically engaged in mock sword-play. If disturbances are heard or reported, he will send one of his champions to investigate. Apsa has stored the majority of his toll-earnings and stolen goods in a large chest that sits under his "throne". In it, he has 2,000sp; 1,200ep; 4 silver unholy symbols, each of a two-headed winged serpent (50gp each); and 11 strange glass eyes (30gp each) featuring black sclera and irises with red slit pupils. (Undead priests of the Chthonic gods would wear such ornaments in their eye sockets once their own eyes rotted away.) Along the south wall are five crates of Tirenian glassware (200gp and 5 stone each) stolen from local merchants. The crates block the secret door to the Hidden Treasure Room (32), of which Apsa and his orcs are utterly oblivious.

Unknown to Apsa, the library's bookcases hide several treasures. An unmarked case holds a scroll of choking grasp, animate dead, and web and a *scroll of cure light wounds, bless, and cure disease*, both written in Ancient Zaharan. There is also an illuminated scroll of ancient Zaharan sensual religious practices, worth 500gp to a collector. At least 3 turns of searching through the toppled bookcases are required to discover these treasures.

Apsa, Orc Chief: MV 120', AC 5, HD 2, hp 12, #AT 1, D 1d6+1, Save F2, ML 0, AL C, XP 20

Orc Champions (4): MV 120', AC 4, HD 1+1, hp 8, 8, 8, 8, #AT 1, D 1d6+1, Save F1, ML +1, AL C, XP 10

32. Hidden Treasure Room: Once a secure vault for the priests of this temple, this room has lain undiscovered since the temple's fall. Entrance to it is available only by means of secret doors hidden in the walls of rooms 9 and 31. Inside the undecorated 30' × 20' room are three chests, one painted copper, one painted silver, and one painted gold. All three are trapped, and opening them without disabling the traps or using the key releases a poison gas that will fill the entire chamber. Characters exposed to the gas must make a saving throw versus Poison each round; failure means death. Once released, the gas takes one turn to dissipate.

The copper-painted chest contains rotted priest vestments with rich golden thread (500 gp) and 10 amethysts (100gp each). The silver-painted chest contains 5,000 gp of ancient Zaharan mint. The gold-painted chest contains a golden brooch of a two-headed dragon (500gp), a *potion of dragon control* (a corked vial with a greenish-yellow fluid smelling of chlorine and sulfur), a *staff of healing* (made of two worked bronze serpents intertwined to form a double helix), a *mace* +1 (with a six-flanged, spiked head set on an iron shaft carved with Zaharan glyphs), and a *shield* +1 (round, with a spiked boss, and lacquered with a red maze-like symbol).

AREA 4 (GOBLIN TERRITORY)

Until just a few days ago, the goblins controlled the center of the eastern half of the temple. Then a bloody conflict erupted between the goblins and the hobgoblins to their north. The goblins lost, and were wiped out. Because this area is now considered unclaimed territory by the other dungeon denizens, random encounters happen here on a 5 or 6 on a d6 every turn.

33. Entrance: This 20' square room was the goblins' guard chamber. Two stripped goblin corpses, black and bloated, lie on the ground here. Both have been decapitated; the heads are missing.

34. Common Room: Ten goblins were butchered in this 20' wide, 60' long room. Blood and gore smear the walls, and the bodies stink with rot. A single bloody handprint adorns the door in the north-east corner to **room 42**, a reminder of the last gesture of a fleeing goblin. The goblins' pallets have been tossed about the room, as if looted.

35. Empty Room: This L-shaped room is 20' wide and 40' long in either direction. The east wall is adorned with a faded glazed brick fresco depicting Zaharans bowing to a many-eyed, many-mouthed, amorphous monstrosity. (The creature may be an avatar or demon of Kaleth, the Madness, Chthonic god of profanity, insanity, and oblivion.) Splinters of wood and scrapes in the floor suggest furniture was recently removed from the chamber. It is otherwise empty.

36. Storage Closet: Rotted brooms and pails and old tools are scattered about on the shelves of this 10' wide and 30' long room. There is nothing of value here.

37. Collapsed Storage Closet: Another 10' × 30' closet, long since crushed by time. The room is clogged with debris, and it would take at least a turn to search through it. If the players do search, they will find a copper-painted key (for the copper chest in **room 32**) hidden beneath a crushed shelf.

38. Latrine: The latrine is 10' wide by 30' long and reeks faintly of waste. The floor of the room slopes slightly downward towards the east wall, where a series of small drain-holes serve to evacuate waste. A handful of normal rats will flee through the drain-holes when the party enters.

39. Goblin Chief's Lair: The goblin chief lived (and died) in this 20' × 40' room. Four dead goblins lie in a pile in its center. All the corpses are headless, and their bloated bodies show evidence of brutal torture. The room's walls are scarred by tools from a fruitless search for the chief's treasure. In the southeast corner lies the as-yet undiscovered compartment (found as a secret door) where the chief stashed two tourmalines (100gp each), a bag of 500gp, and a *potion of healing*. The potion is a brown syrup that smells faintly of honey.

40. Guard Room: Five headless goblin bodies lie in a pile in the center of this 20' wide and 60' long room. All were slain a few days ago. Rot has set in to the corpses, so it is nauseating to remain in the room for long.

41. Abandoned Arena: The brick walls of this 20' wide × 50' long P-shaped chamber are marred by ancient sword-scratches and cracked by mace blows. The floor is black with ancient blood stains. Carved into the north wall is a bas-relief sculpture of a fanged, demonic figure with six arms, each carrying a backwards-curved sword. (The figure is Bel, the Slaughterprince, Chthonic god of rage, violence, and war.)

42. Dark Shaft: This 40' wide, 60' tall courtyard is open to the cavernous ceiling 350' above. Unlike most rooms in the complex, the floor is earth, though no living things grow in the dirt. In the center of the dead soil is a 15' diameter brick-lined well. The shaft of the well descends downward 50' and northward 30' (a 60-degree slope) until it eventually opens into the ceiling of room 20 of the second level.

43. The Great Hall: This long, 20' wide hall runs 130' east-west, then turns and runs 30' north. The hall is quiet but smells like old smoke that has not aired properly. The northern wall is decorated with a

series of orthostats (carved stone slabs) in various states of disrepair, shown on the map as “a”, “b”, and “c”. From west to east, these are:

43a. First Orthostat: This stone slab has carvings depicting the dead rising from the grave. The carvings are accompanied by Ancient Zaharan text. (The text is from *The Book of the Awakening*, a Zaharan holy book, and reads “Upon the Awakening, those who swore to the gods of earth and darkness shall receive the promised bodily resurrection.”)

43b. Second Orthostat: The Ancient Zaharan script on this stone slab details the vast sacrifices given by a long dead high priest to Sakkara. (The text, which reads in part “Blood pleases them: Blood is the nectar of souls. Souls are the food of the gods,” is from the *Chronicles of the Mad*, by the Zaharan sorcerer-priest Balthazar.)

43c. Third Orthostat: This stone slab has astrological drawings of the celestial spheres in various configurations, alongside an Ancient Zaharan verse. (The verse, which reads “a day shall come that has no sun, no dawn or shining or brightness or light,” is from *The Conjunction of the Outer Planes*, a Zaharan astrological treatise linking future events to the alignment of the planes.)

The southern wall is lined with sconces for torches, upon which have been impaled eleven severed goblin heads. Horrifically, the goblin heads have re-animated as bodiless zombies. Their dead eyes follow the party’s movement through the hall, and their mouths soundlessly open and close as if in eternal hunger. The zombie heads are immobile and can be readily destroyed if desired. Enterprising (if amoral) characters can use the zombie heads like grenades. A zombie head will deal 1d8 points of damage to any target they strike for two rounds from vicious bites. However, if a character rolls an unmodified 1 when throwing a zombie head, he clumsily allows the zombie to bite his hand, suffering 1d8 points of damage and dropping the head.

Bodiless Zombies (11): MV 0, AC 0, HD 2*, hp 3 each, #AT 1, D 1d8, Save F1, ML N/A, AL C, XP 29

44. The Ogre’s Cave: An ogre has made its lair in this 50’ wide, 20’ long chamber. If disturbed, the ogre will demand meat or gold! No less than 100gp will keep it from attacking. The ogre has piled a mound of stinking furs along the west wall, below a row of granite-blocked windows. The mound of fur hides a bag containing 3,000sp and 300gp. The ogre is unaware of the secret door to the **Old Treasure Room (74)**.

Ogre: MV 90, AC 4, HD 4+1, hp 19, #AT 1, D 1d10, Save F4, ML+2, AL C, XP 140

AREA 5 (HOBGOBLIN TERRITORY)

The hobgoblins control the north-east portion of the temple, including some of its most sacred areas. They are flush with wealth from recently wiping out the goblins; however, their numbers are reduced and their chief is badly wounded, and they are keenly aware of the position this puts them in. They will bluff and bluster to conceal their weakness, but unless directly attacked, will grant a +1 to any reaction rolls (e.g. they are more likely to talk than fight).

45. Guard Room: This once-lavish vestibule is 30’ wide and 40’ long. The northern portion of the east wall is still decorated with an orthostat carrying a depiction of a long dead king, engraved with Ancient Zaharan writing detailing his glorious deeds. (The king depicted is Memnikare, third sorcerer-king of Zahar, conqueror of western Kemesh and eastern Somirea.) The vestibule now serves as a guardroom for four hobgoblins, who keep a wary eye on the door to the south. Due to the weakened state of their tribe, they will greet any

interlopers with conversation if possible. They carry spears, swords, and shields and have 3d6 gp each in mixed coins.

Hobgoblins (4): MV 90, AC 3, HD 1+1, hp 6, 5, 3, 2 #AT 1, D 1d8, Save F1, ML0, AL C, XP 15

46-47. Preparation Rooms: These 20’ wide by 30’ long rooms are where devotees prepared themselves before entering the nave of the temple (**room 60**). The only remnants of their prior purpose are a series of small basins, long dry, jutting from the south wall of each room. The doors to the north are spiked closed from **room 60**.

48. Far Barracks: The hobgoblins originally used this 30’ × 40’ vestibule (the sister of **room 45**) to house some of their number. 10 pallets still lay here, arranged in orderly rows. They are empty now, and the room is bare save for the orthostat on the northern half of the west wall. The orthostat is engraved with writing in Ancient Zaharan alongside images of Zaharans battling Thrassians. (The text describes how a sorcerer-priest named Uragasi led a Zaharan uprising against the degenerate Thrassian Empire in the 11th century B.E. Within fifteen years he had toppled the lizardmen and seized control of much of their former empire.)

49. Weapon Locker: This 20’ × 20’ chamber has a pair of windows on the east wall that look out onto the black granite of the dome that encompasses the temple. The other walls are adorned with wall-hooks and shelves, suggesting this room was once a sacristy. It now serves as an armory for the hobgoblins, who have stored 40 crossbow bolts, 5 spears, 5 axes, and 10 swords on the shelves. (The vestments that were once kept here have long since rotted.) All these weapons are in various states of disrepair; roll 1d20 on the Scavenging Treasure tables (ACKS p. 209-210) to determine the condition and value of any weapons examined.

50. Fire Beetle Nest: This 20’ × 30’ antechamber has three windows piercing its east wall, opening up to the black granite beyond. With the hobgoblin numbers depleted, a group of four giant fire beetles has moved in. The hobgoblins have left the beetles alone since losing one of their tribe to the creatures. The beetles have laid eggs in the rotted corpse of the hobgoblin. The fire beetle eggs are worth 120gp to an exotic animal trainer or alchemist.

Giant Fire Beetles (4): MV 60, AC 5, HD 1+2, hp 8, 7, 6, 4, #AT 1, D 2d4, Save F1, ML -1, AL N, XP 15

51. Priest Room: Once a lavish bedroom for a high-ranked priest, this 30’ square chamber has been stripped bare of all but the faded fresco on the west wall. The fresco depicts drunken revelers dancing under a full moon in a forest clearing, while lupine humanoids lurk at the tree line. (Revels under the full moon were practiced by worshippers of Nargund, god of predators and hunting. Priests of Nargund were often lycanthropes, and would feast on the worshippers.) Hidden below a stone near the northwest wall (discovered as a secret door) is a silver-painted key. It opens the silver chest in **room 32**.

52. Long Hall: This 20’ wide and 50’ long hall is empty save for broken crockery and food scraps so yellowed with mold as to be unidentifiable. A row of five windows runs along the east wall, all revealing the black granite dome around.

53. Stairs: A stone staircase in this 30’ wide, 20’ long room leads down. The stairs are dusty and show little signs of traffic. The stairs descend in a reverse C-shape, traveling 20’ east, then 30’ north, then 40’ west into **room 18** on level 2, 50’ below.



54. Forbidden Chamber: This 20' square chamber features windows to the black granite dome on the north and east walls. The floor is littered with seven rotting and partially-devoured corpses (four goblin and three human). These were dragged here by the possessed crab spider which lurks in **room 56**. Some were prisoners the hobgoblins deliberately fed to the crab spider, while others became the spider's prey by accidentally wandering into this area. Checking the bodies will reveal a total of 300ep, 150 gp, a golden dish fashioned in the shape of a sun-disc (100gp), a silver goblet carved with rearing horses (75 gp), and a necklace of white pearls (400 gp) but attracts the spider's attention in 1d3 rounds.

55. Old Guard Room: A millennium ago, when the temple flourished, the reliquary's guards were stationed here. Now the room is empty except for debris spilling in from the broken wall to the east. The pattern of debris makes it evident that someone or something has been dragged back and forth through the rubble between **rooms 56** and **54**.

56. Old Reliquary: This 50' × 30' room feels cold and uncomfortable to be in. It once held the unholy relics of the temple, and the evil still lingers here. Though not sufficient to qualify as a sinkhole of evil, the room will radiate if *detect evil* is cast. The northern wall has collapsed into rubble, exposing the granite beyond.

The southwestern and southeastern walls are lined with orthostats that carry invocations in Ancient Zaharan. (The verses are from *The Book of the Awakening*, a Zaharan holy book. The southwestern orthostat reads, "Our day soon ends, but the day shall come again when those who dwell on the earth shall be seized with great terror, and their young kingdoms shall be laid waste and desolate." The southeastern orthostat reads, "Blood shall drip from the rock, and there shall be chaos in all places; fire shall break out, and wild beasts roam beyond their haunts, and women shall bring forth monsters.")

An exceptionally large (3 HD) crab spider lurks camouflaged on the ceiling, where it can ambush unsuspecting adventurers who stoop to investigate the bodies (–2 to surprise rolls). The spider has been possessed by the ancient and evil intelligence that lingers here. The possessed spider is sapient and can cast arcane spells as a 3rd level mage (2 1st and 1 2nd level spell per day), with a repertoire of *charm person*, *darkness*, *unseen servant*, *deathless minion*, and *hypnotic pattern*. The spider is considered an enchanted evil creature for the purposes of *protection from evil* and similar spells. The spider is aware of the Stone and supports the efforts of Zakiti to feed its power, though it is not above "culling the weak" by occasionally eating a stray beastman from time to time.

Possessed Crab Spider: MV 120', AC 2, HD 3***, hp 15, #AT 1, D 1d8+poison, Save F3, ML 0, AL C, XP 95

57. Old Guard Room: As **room 55**. The hobgoblins are unaware of the secret door in the west wall leading to **room 65**. Visible on the north wall are the remains of a bas-relief sculpture of a fanged, demonic figure. Only the creature's face and left torso are intact. It has three arms, each carrying a backwards-curved sword. (The figure is probably six-armed Bel, the Slaughterprince, Chthonic god of rage, violence, and war.)

58. Hobgoblin Barracks: This 30' square room houses the remainder of the hobgoblin tribe. A dozen pallets are neatly arranged in two rows of six. There are six hobgoblins gathered here, practicing manual of arms. If they hear fighting in **room 45**, they will rush to assist, arriving in two rounds. If their morale breaks, they will flee to the

Chief's Chamber (room 60). The hobgoblins carry spears, swords, shields, and have 3d6gp each in mixed coins.

Hobgoblins (6): MV 90', AC 3, HD 1+1, hp 8, 6, 6, 5, 4, 3, #AT 1, D 1d8, Save F1, ML0, AL C, XP 15

59. Common Room: This 30' × 20' room is used by the hobgoblins for dining. A dozen bags of grain (5sp and 4 stone each) are piled along the west wall, next to a stolen legionary's hand-mill. A half-empty keg of hoppy beer (25sp and 4 stone) sits nearby, surrounded by a scattering of worthless earthenware. On the east side of the room, the hobgoblins have assembled fallen bricks from **room 60** into a crude oven.

60. The Chief's Chamber: This large chamber, 50' wide and 70' long, has a vaulted 25' ceiling supported by three stone columns with hooded eyes and fanged mouths carved in patternless bas-relief. (The carvings are symbolic of Kaleth, the Madness, Chthonic god of profanity, insanity, and oblivion.) The ceiling and walls are surfaced with glazed brick in a random pattern of ochre, amaranthine, and sepia. The brick has fractured off the southwestern corner of the room, and a portion of the west wall.

Thethamun, the hobgoblin chief, lies here, slowly recovering from a grievous wound sustained in the battle against the goblins. Until he recovers (another 10 days), he cannot take any action other than speaking and moving at half speed. The tribe's witch doctor, Abgal and its two remaining champions, Hepteth and Shulgi, nervously watch over the wounded chief, along with four normal hobgoblins.

Abgal and Hepteth believe that the chief's wounds are a sign the tribe is disfavored by the gods and plan to make amends by offering him as a sacrifice to The Lady Below when she next calls on them. Shulgi has feigned agreement with this plan, but has secretly warned the chief what his treacherous minions are planning. If possible, Thethamun and Shulgi will ally with the adventurers against the witch doctor. Abgal, meanwhile, will attempt to rid himself of the adventurers as quickly as possible, offering them the location of "their other treasure room" (actually **room 54**), in the hopes that the possessed crab spider there will slay them.

Thethamun, Hobgoblin Chief: MV 90' (45'), AC 6, HD 3, hp 13 (1), #AT 1 (None), D 1d8+2 (0), Save F3, ML0, AL C, XP 50

Abgal, Hobgoblin Witch Doctor: MV 90', AC 5, HD 2**, hp 9, #AT 1, D 1d8+1, Save M2, ML0, AL C, XP 38; Spells: 2 1st

Hobgoblin Champions (2): MV 90', AC 5, HD 2, hp 9, #AT 1, D1d8+1, Save F2, ML0, AL C, XP 20

Hobgoblins (4): MV 90', AC 3, HD 1+1, hp 6, 5, 4, 3, #AT 1, D 1d8, Save F1, ML0, AL C, XP 15

The hobgoblins are armed with spears and short bows, and each carries 15 arrows and a flask of military oil (which they will throw at any torch bearers they engage). Thethamun wears plate armor, the witch doctor and champions wear lamellar, and the remaining hobgoblins wear scale. Abgal also carries a spellbook (a crude bundle of parchment scrolls inked in blood) with the spells *choking grip* and *magic mouth*.

Hidden amidst the rubble in the southwest corner is a locked chest filled with spoils from the hobgoblins' battle with the goblins (the chief has the key). Inside the chest are 1,000cp; 600sp; 300 gp; a twelve-sided brass die with Auran numerals (120gp); a hand-sized





copper ballista on a cedar stand (160gp); a red-gloss porcelain vase depicting a trireme at sail, bearing the maker's mark of Ommador of Pyrgos (700gp and 1 stone encumbrance when properly protected); 10 strange glass eyes, featuring black sclera and irises with red slit pupils (30gp each); and 4 holy symbols of Ammonar, resembling winged suns (120gp each). Against the west wall are piled six bearskin rugs (40gp and 5 stone each), four barrels of Krysean beer (25gp and 6 stone each), and eight barrels of salted fish (5gp and 4 stone each).

AREA 6 (THE ZIGGURAT)

This area is dominated by a very young dragon, Idimmu the Demonic. Since lairing in the temple, Idimmu has slowly been twisted by the chaotic aura of his new habitat into a fetid gas-breathing wyrm (see ACKS p. 163). The dragon's very breath now carries disease that slays living creatures, so little else lives in this place save a handful of kobolds he has terrified into his service.

61. The Courtyard: This 150' square courtyard is open to the dome of granite 350' above. From its sandy ground rises the 100' square and 40' tall ziggurat that was the ancient centerpiece of the temple. The ground of the courtyard is sandy and rock-strewn. Here and there, blackened and warped bones are strewn amidst the sands. The walls around the courtyard are all veneered with glazed brick of black and purple.

62. Refuse Chamber: The door to this 20' wide, 50' long room is partly open. Like the **courtyard (61)**, the chamber's walls have a black and purple brick veneer. The room is filled with reeking refuse, debris, and chunks of rotted meat surrounded by dead flies.

63. Empty Room: This 20' × 20' room is empty. Its walls are surfaced with purple and black glazed brick. One of the bricks in the east wall is slightly loose. Careful investigation finds a blood stain and broken fingernails on the mortar.

64. Guard Room: Six kobolds stand on guard in this 20' wide and 30' long room. Fear of Idimmu keeps the kobolds alert, but every few minutes, one of them wanders over to the adjoining **cell (65)** to taunt and torture the prisoners there. The kobolds carry javelins and short swords and have 2d6 gp each.

Kobolds (6): MV 60', AC 2, HD 1d4, hp 4, 4, 3, 3, 2, 1, #AT 1, D 1d6-1, Save 0L, ML 0, AL C, XP 5

65. Prisoners: This 30' × 20' room has a row of windows on the north wall, displaying the black granite beyond. The room stinks of piss and fear. Languishing here are two merchants captured by Drusus, along with two of their men-at-arms (all 0-level humans). They are the last four captives alive, the rest having died to the dragon or beastmen. All four were blindfolded when brought in, so they are unfamiliar with the temple layout. They know a purple dragon lives in the ziggurat, and will attempt to warn their rescuers of this, but their fear and trauma is such that their warnings may not be taken seriously. None of them know about the secret door to **room 57**.

If freed, the merchants (Daros Thenes and Odysios Panas) will bring a reward of 250 gp each to the party that escorts them to the safety of the Guild Merchant (**Building 24** of Türos Tem). The men-at-arms (Thorwell and Thorcigar, brothers) will gladly join the party as henchmen for one year without monthly pay, asking only for treasure shares. The prisoners have only the clothes on their backs.

66-69. Empty Rooms: As elsewhere in this area, the walls of these rooms are veneered with purple and black glazed brick. The north walls are pierced with windows onto black granite. All four rooms have been stripped clean of valuables and even former furniture.

70. Guard Room: Six kobolds stand guard in this 20' × 30' room. The guards are engaged in a heated argument over which of the prisoners in **room 71** they should feed to Idimmu when he awakens. Due to their vehement jabbering, they are considered distracted (see ACKS, p. 97-98, for rules on sneaking up on distracted characters), and characters listening at the door gain a +4 bonus to hear noise. The kobolds carry javelins, short swords, and 2d6 gp each.

Kobolds (6): MV 60', AC 2, HD 1d4, hp 4, 4, 3, 3, 2, 1, #AT 1, D 1d6-1, Save 0L, ML 0, AL C, XP 5

71. Prisoners: Trapped in this 20' × 20' room are the three adventurers who once called themselves the *Feared Brethren*: Quintus the Rager, Vestus the Unlikely, and Zaira the Beautiful. All three were captured while exploring the temple. They know little of the temple's architecture, having had the misfortune to stumble straight from the **Entry Way (1)** to the **Great Hall (2)** to the **Crossroads (19)** to the second **Great Hall (43)** and into Idimmu's clutches. They have no equipment save their clothing, and the casters' spellbooks are in the possession of the dragon. They will gladly become henchmen of any character that frees and (re-)arms them.

Quintus the Rager: Fighter 1; Str 15, Int 9, Wis 8, Dex 11, Con 13, Cha 10; MV 120'; AC 0; HD 1, hp 7, #AT 1, D by weapon +2, Save F1, ML 0, AL N, XP 10; Proficiencies: Berserkergang, Survival

Vestus the Unlikely: Mage 1; Str 8, Int 13, Wis 12, Dex 13, Con 10, Cha 7; MV 120'; AC 1, HD 1, hp 3, #AT 1, D by weapon -1, Save M1, ML 0, AL N, XP 16; Proficiencies: Battle Magic, Collegiate Wizardry, Healing

Zaira the Beautiful: Elven Spellsworn 1; Str 15, Int 12, Wis 10, Dex 16, Con 11, Cha 16; MV 120'; AC 2, HD 1, hp 5, #AT 1, D by weapon +2, Save E1, ML 0, AL N, XP 16; Proficiencies: Mystic Aura, Healing

72. Bare Room: This 20' square room is emptied of valuables. Its walls are surfaced in purple and black brick, save for the southern wall, of naked limestone. The southern secret door to **room 74** is unknown to any current inhabitants of the temple.

Normally this room is empty. However, if any characters' family members are being kept captive in the adjacent **latrine (73)**, then there will be six kobold guards here watching over them. The kobolds will carry javelins and short swords and have 2d6 gp each.

Kobolds (6): MV 60', AC 2, HD 1d4, hp 4, 4, 3, 3, 2, 1, #AT 1, D 1d6-1, Save 0L, ML 0, AL C, XP 5

73. Latrine: This room is an old latrine built for the convenience of the temple goers. The floor of the room slopes slightly downward towards the west wall, where a series of small drain-holes serve to evacuate waste. On the wall above the drain-holes, a former occupant has written "no one is coming" in blood.

The latrine smells quite vile, though it is normally empty. However, if any of the PCs rolled motivation #2 (which dictated that 1d4+1 members of the adventurer's family were kidnapped) on the *Adventurer Motivation Table* at the start of play (see p. 4), then



all but one the adventurer's family members will be captive here. The last will have been taken "to The Lady Below"...

Family Members (1d4): MV 120', AC 0, HD 1-1, hp 2 (1), #AT 1, D by weapon, Save NM, ML -2, AL L, XP 5

74. Old Treasure Room: This room stores a hidden and forgotten treasure of temple tithes and donatives. A large bronze chest contains 4,000sp, 3,000gp, and 400pp of Zaharan mint. Laying on top of the coins are six golden unholy symbols (200gp each), each formed in the shape of a winged two-headed dragon, and two bone scroll cases. The first scroll case holds a complete construction map of the temple, including the **secret rooms (32 and 74)**. The second scroll case contains a scroll of *cure light wounds*, *bles*, *remove disease*, and *speak with the dead* written in Ancient Zaharan. The chest is locked and trapped with a poison needle; an adventurer who triggers the trap must make a saving throw versus Poison or die.

Stacked next to the chest are 10 jars of sacred oil (50gp and 1 stone each). A weapon rack on the wall behind the chest holds a suit of *chainmail* +1 (of archaic Zaharan styling); a *battle axe* +1 (of Zaharan make, with a steel shaft and a crescent-moon head), and a quiver of 10 black-fletched *arrows* +1.

75. The Ziggurat: The ancient centerpiece of the temple is the ziggurat, a 100' square edifice of fired brick that rises 40' high. A 20' wide, 10' long, and 8' high shrine is built atop the ziggurat, within which stands a sacrificial altar to Sakkara. The altar is a 6' wide, 3' long, and 1'6" thick slab of dark grey limestone, carved with a great draconic eye (a symbol of Sakkara). The slab rests on four 3' tall stone columns hewn in the shape of coiled serpents, and it and its support columns are all blackly stained with ancient blood. The altar radiates strongly if *detect evil* is cast.

On the far side of the altar is a staircase descending 10' down to a 20' by 20' vault below the shrine. Idimmu the Demonic, a very young wyrm with a purplish-black hide, makes his lair in this vault. Due to his age, Idimmu has a 60% chance of being asleep. The kobolds in this area may try to rouse him if they are in danger. Otherwise he will stay that way unless the characters awaken him with loud noise (such as fighting). Idimmu can speak and cast spells. He knows *detect magic*, *shield*, and *mirror image*.

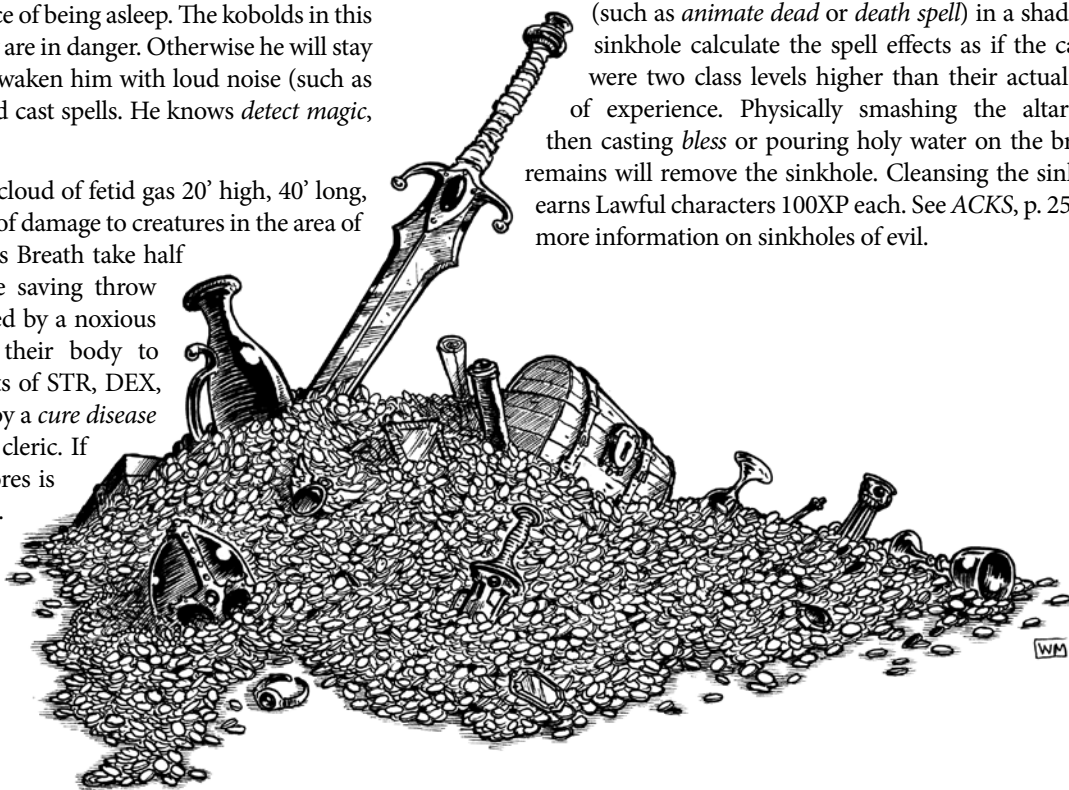
As a wyrm, Idimmu breathes a cloud of fetid gas 20' high, 40' long, and 40' wide dealing 6d6 points of damage to creatures in the area of effect. Creatures that save versus Breath take half damage. Creatures that fail the saving throw take full damage and are afflicted by a noxious rotting disease which causes their body to deteriorate. They lose 1d4 points of STR, DEX, and CON each day until cured by a *cure disease* spell from a 9th level or higher cleric. If any of the character's ability scores is reduced to 0, the character dies. Lost ability score points are recovered at a rate of 1 per day after the disease is cured.

Idimmu the Demonic: MV 90' / 240', AC 5, HD 6**, hp 30, #AT 3 or fetid gas breath, D 1d4/1d4/2d6 or 6d6, Save F6, ML 0, AL C, XP 820

If the characters offer Idimmu tribute of at least 100gp each they will be permitted to proceed down a long staircase here that descends 35' to **room 1** of **level 2**. However, Idimmu expects to seize the Stone for himself when The Lady Below dies (an imminent event, from a dragon's point of view). If he believes the characters pose a threat to this aim, he will attempt to destroy them - on their way down if necessary, but preferably on their way up, weak and laden with treasure.

Idimmu's hoard is sizable, as he has amassed many of the temple's ancient treasures as well as stolen goods from the beastmen. 1,000sp and 2,500gp, of both Auran and Zaharan mint, spill across the floor. 53 mountain gazelle horns (2gp and 1/5th stone each) are scattered amongst the coins, as is a gold-painted key (to the gold chest in **room 32**). A roll of fine Somirean silk (400gp and 4 stone) stands upright against the wall. A patinated bronze and wood chest holds a silver fox fur cape (1,500gp); a jade stone carved into the shape of a wyvern (1,500gp); a necklace of blood-red pearls (3,000gp); a *potion of speed* (a tan fluid with a mocha scent); a *philter of love* (a pale amber fluid smelling of jasmine and vanilla); a scroll of one spell (*growth of animals*), written in elven; and a scroll of *ward against undead*, written in Ancient Zaharan. Tossed atop the hoard are a *life drinking sword* +1, 7 charges (its black backwards-curved blade has "death drinker" written in Ancient Zaharan along the length) and the two spellbooks of the captive adventurers in **71**. Vestus' spellbook, a 24" parchment codex bound in brass, contains the spells *magic missile* and *protection from evil*. Zaira's spellbook, a cedar book-box of parchment scrolls wrapped in flax cord, contains the spell *charm person*.

Because of the presence of the chaotic altar, the shrine and the vault are within a shadowed sinkhole of evil. Chaotic spellcasters who cast reversed (evil) divine spells or necromantic spells (such as *animate dead* or *death spell*) in a shadowed sinkhole calculate the spell effects as if the casters were two class levels higher than their actual level of experience. Physically smashing the altar and then casting *bles* or pouring holy water on the broken remains will remove the sinkhole. Cleansing the sinkhole earns Lawful characters 100XP each. See ACKS, p. 251, for more information on sinkholes of evil.



THE CATACOMBS

(DUNGEON LEVEL 2)

CONSTRUCTION

The catacomb complex below the temple consists of man-made rooms and corridors as well as natural caves and tunnels. The excavated portions of the complex are of hewn limestone, with floors of fired brick embedded in asphalt mortar. The majority of passages are 10' wide with 10' tall ceilings. All rooms have 10' high ceilings except where noted. The natural portions are of unworked limestone, smooth to the touch but punctuated with ledges, tiny holes, drooping stalactites, and thick stalagmites. Natural tunnels vary from 5' to 15' wide, and should be assumed to have ceilings of equal height except where noted. All caverns have 10' high ceilings except where noted.

Because of the baleful influence of the Stone, many of the rooms and tunnels are covered in thick fleshy "roots" or "vines" filled with a bloody (but harmless) fluid. Here and there strange, pulsating growths of ichorous slime undulate on the walls; the very stone of the caves looks as though it is being converted into something organic. The air is hot and wet and smells of bodily fluids and filth. The whole resembles a sort of sinister birthing womb.

REPLACEMENT OF CASUALTIES

While The Lady Below and the Stone remain intact, the catacomb will slowly attract new monsters to replace any that are lost. Each week, the judge should roll a d6 for each "cleared" room. On a 1-3, 1d6 creatures similar to those that were lost will have arrived as replacements. The only time this will change is if a tribe is completely cleared, or its leaders are killed. In the latter case, the remaining members will drift away in a week, taking whatever known treasures are in their chambers. Abominations, skeletons, zombies, and ghouls are replaced on a 1-4 on a d6, and the groups never leave, but must instead be destroyed.

WANDERING MONSTERS

As in the level above, the Judge should make an encounter throw every two turns that the PCs explore the catacombs, or anytime the party makes a large amount of noise. On the roll of a 6 on a d6, they will have an encounter at standard distance. Judges should determine the direction of the wandering monsters randomly. The Judge can roll 1d8 on the following table, or use the table from the *Adventurer Conqueror King System rule book*, at his discretion.

NOTE:

Construction projects are described on p. 49-50 of Domains at War: Campaigns. A 20gp construction project would take 120 days of work for a typical laborer, or about 3 weeks for a typical 6-person adventuring party.

The Judge can use the suggestions below to add flavor to the wandering encounters. Otherwise, the monsters encountered can be assumed to be performing some basic task for their tribe/group, such as spying or patrolling.

Brigands: These brigands were ordered by Drusus to explore the Catacombs. They entered by way of the stairs in their area (**Room 18** above). When Drusus ordered the door to the stairs sealed to halt undead attacks, the hapless patrol was trapped below. Since then they have wandered the Catacombs in a state of growing terror. They want nothing more than to return to the surface and forget the horrors they have seen, so characters who make peaceful overtures gain a +1 bonus to reaction rolls with the brigands.

Troglodytes: These creatures have been called to the Catacombs by the Stone, but they do not serve the Lady. Like all of their kind, they hate the surface-dwelling races, and they aspire

to murder the Lady and her servants in order to claim the Stone for themselves. They will attempt to stalk the PCs using their chameleon-like abilities in the hopes that the PCs will lead them to the Lady.

Orcs: This gang of orcs is in the Catacombs to raid the weakened Black Fang gnolls (**Rooms 8-9**). Depending on the adventurers' reaction roll, the orcs may warn them off violently, ignore them, or invite them to "join in the fun" of the raid.

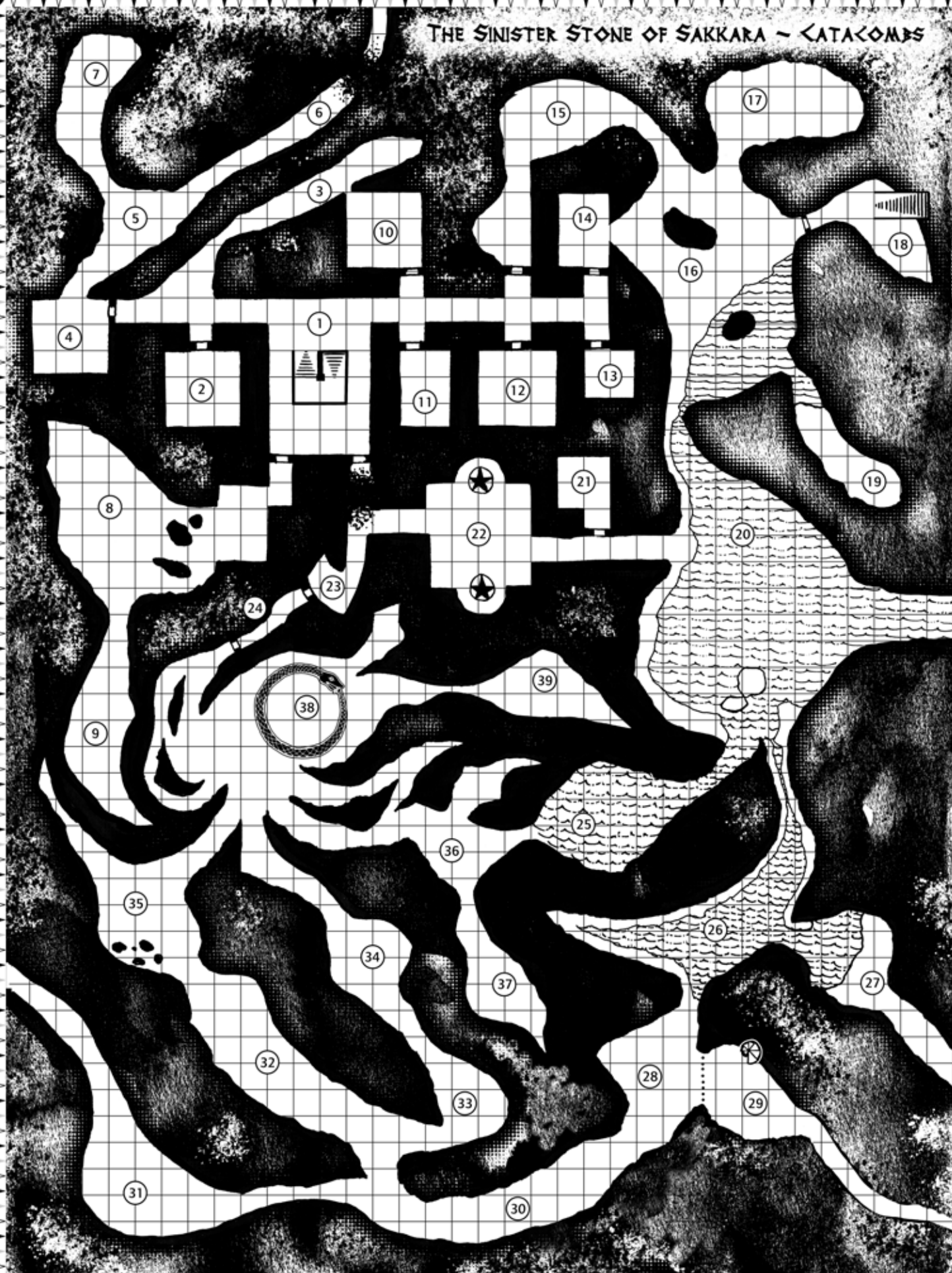
Kobolds: The kobolds are in the Catacombs carrying a message for the Lady Below from the wyrm Idimmu. Knowing their master to be second only to the Lady in the hierarchy of the temple, the kobolds are arrogant with vicarious power and will threaten draconic death and destruction if their important mission is interfered with. The message the kobolds are carrying should relate in some way to the prior activities of the PCs in the dungeon (e.g. warnings of intruders, notification that certain tribes have been destroyed, etc.)

Zombies: The zombies are the risen corpses of prisoners ritually sacrificed to the Stone of Sakkara in the blighted sinkhole of evil of the **Inner Fane (Room 38)**. They are merchants, farmers, grandparents, children—all borderlanders, all recently slain by having their hearts ritually cut out. If any of the adventurers have still-missing family members (see p. 4 and 50), the family members might be found among these undead (Judge's discretion).

Ghouls: The ghouls are hissing and clawing at each other in a ghastly skirmish for the corpse of a pot-bellied kobold. The arrival of fresh prey (the PCs) quickly brings the skirmish to a close by affording all the ghouls a chance for a full and tasty meal.

1d8	Monster	#	AC	HD	#AT	Dam	Mv	Save	ML	AI	XP	Treasure
1	Brigands	2d4	2	1	1	1d6	120'	F1	0	C	10	1d10 sp
2	Troglodyte	1d8	4	2	3	1d4×3	120'	F2	+1	C	20	2d6 gp
3	Orcs	2d4	3	1	1	1d6	120'	F1	0	C	10	1d12 sp
4	Kobolds	2d4	2	1d4	1	1d6-1	60'	0-Lvl	-2	C	5	1d12 cp
5	Zombies	2d4	1	2	1	1d8	60'	F1	N/A	C	29	—
6	Ghouls	1d6	3	2	3	1d3x3+P	90'	F2	+1	C	29	—
7	Hobgoblins	1d6	3	1+1	1	1d8	90'	F1	0	C	15	1d6 gp
8	Gnolls	1d3	4	2	1	2d4	90'	F2	0	C	20	1d8 gp

THE SINISTER STONE OF SAKKARA - CATACOMBS



Hobgoblins: The hobgoblins are deserters who refused to join Thethamun's attack on their goblin brethren. Exiled to the Catacombs, they are hungry, thirsty, and ready to return home. If possible, they will attempt to capture the PCs so that they can offer them as slaves to get back into Thethamun's good graces.

Gnolls: These Red Eye gnolls foolishly drank from the waters of the **Bloody Shore (Room 16)** and have suffered mutations (roll randomly for each). Now the gang is on its way to the Lady Below to beg forgiveness for their transgression.

CAVES AND CHAMBERS

1. Catacomb Entrance: The stairs from the ziggurat (**room 75**, above) lead to this hewn stone room. Behind the staircase, a dozen large boxes and jars store old and moldy foodstuffs and rotted clothes (all worthless).

2. Prisoner Room: A dozen skeletons, captives of the ancient Zaharans, lay shackled to the walls of this 30' × 30' room. One of the skeletons has an odd-shaped torso and misshapen skull with an elongated muzzle. Close investigation of the skeleton by a character with Healing proficiency reveals it to actually be that of a Thrassian (lizardman). The chains binding the skeletons are rusted and easily broken.

3. Carrion Cavern: The further one walks into this long, narrow tunnel, the worse the stench gets. In the rear of the tunnel lurk two carcass scavengers. Among the unidentifiable remains of the three victims they've dragged here are 50gp in assorted coins and a silver ring (150gp).

Carcass Scavengers (2): MV 120', AC 2, HD 3+1, hp 15, 13, #AT 8, D paralysis, Save F2, ML +2, AL N, XP 135

About 55' up the tunnel, where the excavation of room 10 almost cut through the southeast tunnel wall, the stone becomes exceptionally weak and thin. Each time the party passes the weak point, the Judge should secretly make a proficiency throw on behalf of the characters to see if they overhear the gnolls in **10** talking amongst themselves through the weak point. The weak point can also be detected as a secret door; if found, it can be broken through in one round with a blunt weapon.

4. Torture Room: This 30' square hewn stone room is filled with ancient horrors. Shelves line the west wall, where a variety of rusty and blood-stained instruments of torture are collecting dust – a bundle of whips, a thick bronze cudgel, a four-clawed breast ripper, a pair of foot-roasting plates, a surgical saw, and a small hammer. Mounted on the west wall are a breaking wheel and a torture rack. Between the shelves, on the south wall, ancient (unanimated) skeletons lie chained to the walls. The warped and broken bones of the skeletons bespeak of terrible agonies.

5. Failed Assault: Four recently-slain gnolls lie at this cavernous crossroads. One of the gnolls has been beheaded, another has been cleaved in twain, and the last two were bludgeoned to death. All the bodies have been stripped of valuables. The gnolls were slain during an attempted robbery of the ogres in 7, whose argumentative bellows can be heard from here.

6. Collapsed Tunnel: This tunnel was destroyed by the earthquake two years ago. Clearing the rubble would be a 20gp construction project. Where the collapsed tunnel leads is left to the Judge's imagination.

7. Ogre Den: Two loud and boisterous ogres live in this natural cavern. The pair enjoy arguing and wrestling, and their noisy pastimes allow adventurers to approach them without risk of being surprised. Conversely, the monsters are distracted (see *ACKS*, p. 97-98) and suffer a -2 penalty to their own surprise rolls. The smaller ogre carries a broken piece of stalagmite, while the larger of the pair has a +1 sword (of Zaharan make, with a backwards-curved blade with a hilt fastened in the shape of a cobra).

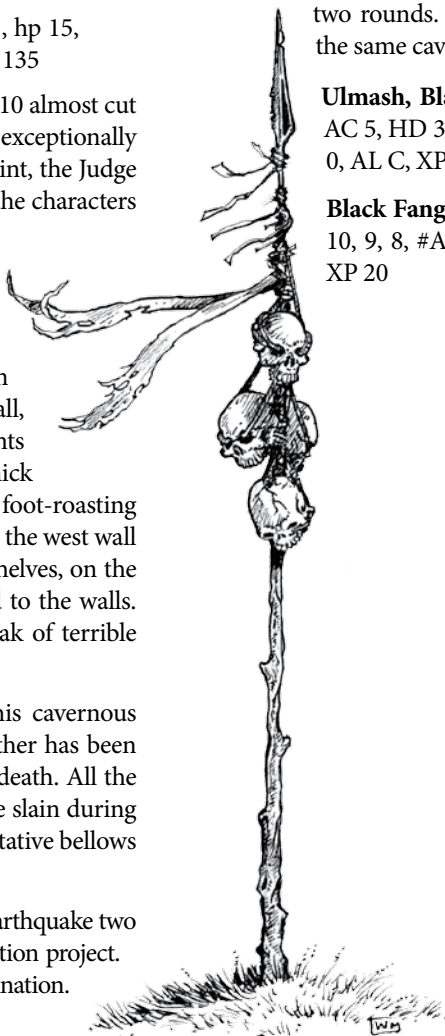
They have two bags of coins, one with 400gp and the other with 600gp, in the corner of the room. The coins are a mix of Auran and Zaharan coinage. Other monsters will not come into this room for fear of the ogres, so a party could safely rest here without wandering encounters once the ogres are dealt with.

Ogres (2): MV 90', AC 4, HD 4+1, hp 20, 15, #AT 1, D 1d10 or 1d6+4 (+1 sword), Save F4, ML+2, AL C, XP 140

8. Gnoll Lair: The Black Fang gnoll tribe lives in these caverns, languishing out of favor with The Lady Below. Three gnolls guard this chamber, stationed in the narrow gaps between the massive floor-to-ceiling stone pillars that separate it from the hewn room to the east. Each gnoll wears leather armor, and each has a battle axe, a shield, and 3d6gp. They are led by Ulmash, a champion in ring mail with a morning star and a shield, who speaks broken Common. Because of their tribe's unfavorable situation, the gnolls can be readily convinced to take the party to see their leader (+2 bonus to reaction rolls if the adventurers approach peacefully). If fighting breaks out in this cavern, the gnolls here will be reinforced by their brethren in 9 in two rounds. If their morale breaks, they will retreat to the same cave.

Ulmash, Black Fang Gnoll Champion: MV 90', AC 5, HD 3, hp 16, #AT 1, D 1d6+2, Save F3, ML 0, AL C, XP 50

Black Fang Gnolls (3): MV 90', AC 4, HD 2, hp 10, 9, 8, #AT 1, D 1d6+1, Save F2, ML 0, AL C, XP 20





9. Black Fang Cavern: The rest of the Black Fangs reside here. The tribe was forced into exile by their more powerful rivals, the Red Eye gnolls, who are now blessed to tend the birthing waters. Only three gnolls and their leader, Ur-Shet, remain here after their failed attempt on the ogres in **room 7**. Ur-Shet speaks Common well, and would happily partner with adventurers inclined to strike the ogres or the Red Eye gnolls (+2 reaction rolls if these ideas are broached).

Ur-Shet, Gnoll Chief: MV 90', AC 6, HD 4, hp 20, #AT 1, D 1d6+2, Save F4, ML 0, AL C, XP 80

Black Fang Gnolls (3): MV 90', AC 4, HD 2, hp 10, 9, 8, #AT 1, D 2d4, Save F2, ML 0, AL C, XP 20

The Black Fang's meager treasure is in a chest hidden in the southern tip of their cave. The chest holds 650cp, 1,400sp, 340gp, and a *scroll of ward against magic* written in Ancient Zaharan. The gnolls are illiterate and cannot use the scroll.

10. Guard Room: Three Red Eye gnolls guard the hallway from this 30' square hewn-stone room. They keep the door open and demand any new arrivals announce themselves. Characters who can make a convincing case that they are friendly to The Lady will be escorted to see the chief in **room 15**. However, characters accompanied by Black Fang gnolls will be attacked on sight. The gnolls wear leather armor and carry spears, swords, shields and 3d6 gp each.

Red Eye Gnolls (3): MV 90', AC 4, HD 2, hp 12, 10, 9, 8, #AT 1, D 2d4, Save F2, ML 0, AL C, XP 20

11. Store Room: This 20' × 30' store room once contained supplies for the beastmen. It is now empty of useful goods, though beastmen spoor litters the floor. The gnolls across the hall have taken to using this chamber as a latrine.

12. Store Room: This 30' square hewn-stone room contains potable food and drink stolen from farms and merchants. 40 bags of wheat (20gp value, 160 stone) are piled in the south-east corner. Alongside stand 4 barrels of smoked pork (20gp value, 16 stone) and 18 barrels of Krysean beer (180gp value, 144 stone). These supplies will sustain the creatures on this level for about one week.

13. Empty Room: The supplies once kept in this small 20' square storage room have been consumed by the rapacious beastmen. An empty beer barrel and a few hemp sacks, kernels of grain stuck in the fibers, are all that remain.

14. Moldy Room: This 20' × 30' hewn stone chamber has a 6' high, 8' wide gap in its east wall, where it opens up into a vast natural cavern. The gap is blocked by a pile of six wooden boxes covered in a hideous dun-colored mold. The mold is, in fact, yellow mold, and moving the boxes causes the mold to release its spores.

Yellow Mold: MV 0', AC N/A, HD 2**, hp 9 #AT 1, D 1d6 poison, Save F2, ML N/A, AL N, XP 38

15. Gnoll Cavern: This cavern is controlled by the Red Eye gnolls, who tend the breeding vats for The Lady Below. There are four gnolls here, led by their chief Hepsis, a huge and shaggy monster whose left eye has been replaced by a glass orb with a red slit pupil in a black sclera and iris. Hepsis is a bloody-minded and hateful beastman, and characters suffer -2 to reaction rolls with him unless they are introduced to him by the gnolls from **10**. On a Friendly or Neutral reaction roll, Hepsis will order a gnoll to escort the party to meet Ur-Namu in **room 22**. On any other reaction roll, he will order the

gnolls to attack. The Red Eyes will always attack if the characters are accompanied by Black Fang tribe members.

All the gnolls have long bows and 20 arrows each in addition to spears, swords, shields, and leather armor. Stored in a pile of bags and boxes along the north wall is their loot pile: 1,000cp; 1,000sp; 1,000ep; 2 crates of Krysean pottery (100gp and 5 stone each); 87 cattle horns (2gp and 1/5th stone each); 36 bottles of fine Tirenean wine (15gp and 1/5th stone each); and one crate of legionary armor and weapons holding 3 suits of banded plate armor, 3 shields, 3 swords, and 5 daggers (225gp and 10 stone).

Hepsis, Red Eye Gnoll Chief: MV 90', AC 4, HD 4, hp 20 #AT 1, D 1d6+2, Save F4, ML 0, AL C, XP 80.

Red Eye Gnolls (4): MV 90', AC 4, HD 2, hp 12, 10, 9, 8, #AT 1, D 2d4, Save F2, ML 0, AL C, XP 20

16. The Bloody Shore: This roughly oval cavern is about 80' long and 50' wide, with a vaulted, stalactite-riddled ceiling about 25' above. A huge pillar of stone, 20' thick, rises from the center of the cave to the ceiling. Everywhere else the cavern floor is covered with reddish "roots" that seem to grow up from the stone itself. If cut, the roots leak a thick sap the color and smell of blood. At the back of the cavern is a large pool of red fluid that looks and smells like thick blood. This is a birthing pool for abominations (see *Appendix I, New Monsters*, p. 66 and *Appendix II, New Magic Items*, p. 67). A single abomination lurks in the 5' deep pool. It will only surface if someone enters or touches the birthing pool.

Abomination: MV 90', AC 4, HD 3+1**, hp 18, #AT 3, D 1d4/1d4/1d4+paralysis, Save D4, ML+2, AL C, XP 135

If a wounded creature touches the bloody fluid of the birthing pool, it will immediately heal 1d4 points of damage (once per day). However, the healed injuries will grow over in twisted and mutated fashion (with scars formed of scales, living masses moving beneath the flesh, vivid discoloration of the skin, feathers sprouting instead of hair, etc.). The alien appearance gives the character a -1 penalty to all reaction rolls. Further, this penalty stacks with any mutations gained from the liquid (see below).



Touching the bloody fluid has no effect on an uninjured person, but drinking the fluid will have a far more dramatic effect. Each time a character drinks the blood fluid, he must make a saving throw versus Spells; failure results in rolling on the *Abominable Mutation table* (1d20).

Abominable Mutation Table	
1d20	Mutation
1	Deformity: The character must roll on the mortal wound table, modified only by their Constitution modifier. Any permanent wounds rolled manifest on the character as parts of their body melting and boiling away.
2	Beast Eyes: The character's eyes change to those of an animal (wolf, owl, or cat). He gains infravision 60'. The character suffers a -2 to reaction rolls due to his inhuman eyes.
3	Discoloration: The character's skin changes to a sickly or mottled color (patchy grey, jaundiced green, etc). The character suffers a -2 to reaction rolls from the discoloration.
4	Fur: The character's skin grows a thin pelt of black or dark brown animal fur. He gains a +1 to saves versus cold. The character suffers a -2 to reaction rolls due to his bestial appearance.
5	Scales: The character's skin turns into heavy scales. He gains a +2 bonus to AC, but his maximum movement rate is reduced by 25%. The character suffers a -4 to reaction rolls due to his reptilian appearance.
6	Claws: Thick black claws grow from the character's hands. He can use them in combat to make two attacks at 1d4-1 damage each. At 5th level, he can use them to hit creatures requiring magic to hit. However, any rolls involving delicate work (like detecting or removing traps) suffer a -2. The character suffers a -2 penalty to reaction rolls due to his bestial claws.
7	Distorted Muscles: The character grows taller and wider as his muscles expand in ridiculous and unsightly ways. He gains a point of Strength (maximum 18) but loses a point of Charisma (minimum 3).
8	Flexible Bones: The character's bones take on a rubbery consistency, allowing the character to move with a disturbing grace. He gains a point of Dexterity (max 18) but loses a point of Constitution (minimum 3).
9	Bulging Brain: The character's brain expands, distorting his skull. He can no longer wear normal helms, but his intellect expands as well. He gains a point of Intelligence (max 18) but loses a point of Charisma (minimum 3).
10	Seductive Musk: The character begins to emit pheromones that make him more likable, desirable, and persuasive. He gains a +1 to reaction rolls with humanoid creatures, but a -1 to surprise rolls when downwind or when facing creatures with a keen sense of smell.
11	Fish Scales: The character grows thin, fishlike scales over his body and a pair of gills on his throat. His eyes also become bulging and a bit fishlike. He can breathe water for one turn and gains a swimming movement rate of 30' per turn. Due to his amphibious appearance, he suffers a -2 to reaction rolls versus non-aquatic beings.
12	Tentacles: The character sprouts a set of tentacles from somewhere on his body (usually his abdomen or chest, but the source could be anywhere the Judge desires). These tentacles are as strong as the character is, but lack the manual dexterity of hands and arms. The tentacles cannot wield weapons effectively, but they could hold a torch or other objects, or hold the character up while his arms remain free. In lieu of his normal attacks, the character can attack with his tentacles twice per round, inflicting 1d3-1 points of damage with each (plus his Strength modifier, if any). When the character reaches level 5, his tentacles become capable of harming creatures requiring magic to hit. The character suffers -2 to all reaction rolls due to his monstrous form.

Complete (head-deep) immersion in the birthing pool heals 1d4 points of damage per round, while simultaneously causing one mutation per round with no saving throw. If a character is unfortunate enough to be mutated more than once, all effects are cumulative. Should a character's total penalty to reaction rolls

Abominable Mutation Table	
1d20	Mutation
13	Third Eye: The character grows a third eye in the middle of his forehead. He gain a +1 to avoid surprise, but suffers a -2 penalty to saves versus gaze attacks. The character suffers a -2 to all reaction rolls due to his evil eye.
14	Crystal Body: The character's body changes to living crystal. He gains a +3 bonus to his AC, gains immunity to petrification, and is considered to be stone rather than flesh for the purposes of oozes and similar creatures. However, the character's maximum movement rate is halved, and he suffers a -2 penalty to saves versus sound based attacks and a -4 to all reaction rolls.
15	Arcane Eyes: The character's eyes begin to glow a strange, frightful color of the Judge's Choice (this has no effect on their vision nor does it actually provide light). The character gains the ability to cast a single random 1st level arcane spell (permanently set when this mutation is gained) once per hour. The Judge should feel free to reroll any spell he feels would be unbalancing. The character suffers a -2 penalty on reaction rolls due to his frightful eyes.
16	Wings: The character sprouts a pair of bat or insect wings. While these do not allow actual flight, the wings do allow the character to make large leaps (as the jump spell) in places where his wings are free and he has enough room to maneuver. The character must be carrying 4 or fewer stones of encumbrance in order to benefit from the wings. Normal armor, if worn, is quite uncomfortable and prevents the wings from being used at all. Special armor allowing the wings to be used would cost at least twice normal price, assuming a blacksmith could even be convinced to work for a mutant.
17	Viscous Bile: The character's stomach acid becomes incredibly strong. He gains a +2 to saves versus ingested poisons. In addition, once per day, he can spit a glob of acidic vomit at a target up to 30' away. If he hits the target (a normal ranged attack throw is required), the acid will inflict 2d6 damage, and all within 10' must save versus Blast or take 1d3 splash damage. The acid will not affect metal or stone, but will dissolve through 1 inch of wood before exhausting itself. The character's lips and teeth partially melt away each time he spits acid, resulting in a cumulative -1 to all reaction rolls (to a maximum penalty of -4).
18	Bubbling Skin: The character's skin is constantly covered in hideous red boils and blisters. As a result of this deformity, the character suffers a -2 to all reaction rolls. However, when burned, the blisters burst and protect the character's skin with a protective pus, giving him the equivalent of permanent fire resistance (+2 to saves versus fire and -1 damage per die).
19	Eye Stalks: The character's eyes sprout out of their head on long, fleshy stalks. Due to the mobility of the eye stalks, the character gets a +1 bonus to avoid surprise and can look around corners without risking his body. The horrific appearance of this mutation gives the character a -4 penalty to all reaction rolls.
20	Goat Legs: The character's legs grow hairy and twisted, becoming like goat legs. He suffers a -2 to all reaction rolls and can no longer wear boots or armor on his legs (reducing any physical armor AC by 1). However, the legs allow the character to move with incredible speed, adding 30' to his base movement rate (10' to combat movement).

from mutations ever reach -12 or more, the character is completely overcome by the mutations and is transformed into an abomination himself. Abominations are not themselves subject to the effects of the pool. Removing accumulated mutations is possible, but hard. Each removal requires a *remove curse* spell from an 11th level or greater Lawful caster, followed by a *restore life and limb* spell from the same.

Any characters attempting to fight in the pool suffer a -2 penalty to attack throws and AC. The abomination fights at no penalty. Any character paralyzed by the abomination while in the pool will fall over and become completely immersed. The abomination can also actively dunk characters in the pool with a wrestling special maneuver (see ACKS, p. 110).

17. Slimy Chamber: The walls, floor, and ceiling of this humid cavern are thickly covered in damp green algae and lichen. If the party prods and searches the cavern, there is a 75% chance each round that the green slime on the cavern roof will drop on a random character. Because the green slime matches the color of the other mold and plant life, the party has a -3 penalty on its surprise rolls against the slime.

Green Slime: MV 3', AC N/A, HD 2**, hp 10, #AT 1, D special, Save F1, ML N/A, AL N, XP 38

18. Entry Chamber: Dusty stairs descend from room 53 above into this 50' x 30' natural cavern. The door out is closed by a *wizard lock* spell cast by Zakiti (caster level 3).

19. Abomination Nest: Abominations periodically rest in this narrow, root filled cave, surrounded by the half-eaten corpses of their victims. Two abominations lurk here. On the bodies of the ten beastmen and humans they've killed are 750gp; four amber stones (100gp each); a copper necklace bedecked with tiny bells (100gp); and a gold ring engraved "*To Medoria – Eternal Love*" (400gp).

Abominations (2): MV 90', AC 4, HD 3+1**, hp 19, 12, #AT 3, D 1d4/1d4/1d4+paralysis, Save D4, ML+2, AL C, XP 135

20. The Lake of Blood: This great bean-shaped cavern is about 80' across, almost all of it filled with the same bloody fluid found in 16. The birthing pool here is shallow near the narrow ledge along the west wall, but quickly reaches a depth of 5'.

A vast, tumorous growth sprouts like a tree from the center of the red waters. Around the intestine-colored 'tree', pink fleshy tendrils of vein-like vines grow up into the stone and spread like rot across the roof of the cavern 30' above. The fronds extend into the tunnel all the way to **room 22**, from where a flickering fire-light radiates. Just above the 'tree' is the mouth of a shaft that ascends upward 50' and southward 30' (a 60-degree slope) until it eventually opens into the floor of **room 42** of the first level.

The 'tree' at the center of the pool is a hideous lifeform, created by the Stone, which empowers the bloody fluid of the birthing pool. If



characters kill this central 'tree', it will spoil the birthing pool (see *Appendix II, New Magical Items*, p. 67). The growth can only be harmed by axes, fire, magic weapons, or spells, but any attacks from these sources always hit. A cumulative total of fifty points of damage will kill the growth. The characters should receive 100XP each for this cleansing act.

However, the central growth is powerfully guarded. As soon as the 'tree' is attacked, six tendrils will reach down from the ceiling to defend it. Each tendril has an AC of 3, 5 hit points, and attacks as a 4 HD creature inflicting 1d6 damage per hit. The tendrils can attack characters no matter where they stand in the cavern and will continue to do so until the attackers leave the chamber, kill the central growth, or destroy all the tendrils.

In addition, two abominations swim in the red waters. They will rise up and attack any who harm the central growth. The abominations' tentacles are long enough to allow them to attack characters standing on the narrow beach while they lurk in the lake.

After three rounds of fighting, two catechists will arrive from the Unholy Fane (**room 22**), unless these have already been slain.

Large 'Tree': MV 0', AC NA, HD NA, hp 50, #AT NA, D NA, Save NA, ML NA, AL C, XP Special

Tendrils (6): MV 0', AC 3, HD 4, hp 5, #AT 1, D 1d6, Save F4, ML NA, AL C, XP -

Abominations (2): MV 90', AC 4, HD 3+1**, hp 19, 12, #AT 3, D 1d4/1d4/1d4+paralysis, Save D4, ML+2, AL C, XP 135

The bloody canal that exits this cavern to the east can be used to extend the catacombs if the Judge so desires. Otherwise, the canal gradually narrows and lowers until eventually the bloody fluid is just a trickle into the earth...

21. The Priests' Quarters: This 20' × 20' dormitory houses the priests who serve The Lady Below. A set of five sleeping couches has been arranged around a small one-legged table. One of the couches is upholstered with linen, while the others have straw pallets. Hidden in the lining of the upholstered couch are a ruby (300gp) and an amethyst (75gp). Sitting on the table are a sack of legionary-issue iron rations (two weeks supply) and a bottle of vinegary wine.

22. The Outer Fane: This 40' square chamber is a fane to Sakkara, chief goddess of Zahar. The whole room is lit by torches set in wall-sconces (10 total), the light of which can be seen from **20**. The fane has a 10' radius apse on its northern and southern end. Stationed in each apse is a black marble statue of a dragon-winged woman with a swollen, pregnant belly. (The statues represent Sakkara in her incarnation as Mother of Monsters.) In the center of the room is an altar of red-striated marble covered in silver runes and golden inlays.

Because of the presence of the chaotic altar, this room is a shadowed sinkhole of evil (see *Adventurer Conqueror King System*, p. 251). Physically destroying the altar and then casting bless or pouring holy water on the broken remains will remove the sinkhole. Cleansing the sinkhole earns Lawful characters 100xp each. It requires three turns of work to strip the precious metals from the altar. Doing so extracts 2,000gp worth of gold and counts as physically destroying the altar.

Ur-Namu the Priest tends the altar here along with his four catechists. Adventurers escorted to the fane by one of the Black Fang gnolls from

room 15 will be greeted warmly and invited to pray at the chaotic altar while he casts *detect evil* to assess their intentions. Those who pass this test will be sent to the surface to capture prisoners as a "gift" to The Lady Below. Those who refuse or fail will be immediately attacked. Ur-Namu will cast darkness on the most powerful-looking foe while three of the catechists charge into melee. The fourth will run to alert Zakiti in **38**, reaching her in nine rounds.

If Ur-Namu hears a disturbance in **20**, he will send two of his catechists to investigate after three rounds. If they do not return, he will send one of his catechists to **38** to alert Zakiti while he and the remaining catechist guard the fane.

Ur-Namu: Cleric 3; Str 12, Int 11, Wis 16, Dex 11, Con 12, Cha 13; MV 60', AC 7 (plate & shield), HD 3+3*, hp 14, #AT 1, D 1d6+1 (mace +1), Save C3, ML +2, AL C, XP 100; Spells: 2 1st; Proficiencies: Battle Magic, Theology

Catechists (4): Cleric 1; MV 60', AC 7, HD 1, hp 5, 4, 4, 3, #AT 1, D 1d6, Save C1, ML +2, AL C, XP 10

Ur-Namu wears a holy symbol of Sakkara (an iron draconic eye) and carries 35pp and 50gp in a pouch. His *mace +1* is of Zaharan make, with a bronze flanged head affixed to a leather-wrapped haft that terminates in a bronze double-headed serpent.

23. Guarded Door: Lurking around the sharp bend in the tunnel here are six zombies. They guard the door to the southwest and will attack anyone not wearing a prominent unholy symbol. The door is wizard locked by Zakiti (caster level 3).

Zombies (6): MV 60', AC 1, HD 2*, hp 14, 12, 11, 11, 9, 5, #AT 1, D 1d8, Save F1, ML N/A, AL C, XP 29

24. Guarded Passage: One abomination lurks in this narrow 5' wide tunnel. It will immediately attack any non-Chaotic creature that opens either door. Both doors are wizard locked (caster level 3).

Abomination: MV 90', AC 4, HD 3+1**, hp 19, 12, #AT 3, D 1d4/1d4/1d4+paralysis, Save D4, ML+2, AL C, XP 135

25. The Pool of Blood: This diamond-shaped cave measures about 40' × 55' across, with a vaulted ceiling about 20' high. A pool of bloody fluid fills the room. The pool is but a few inches deep where this cavern connects with the **Abominable Chamber (36)** to the west and gradually deepens until it reaches a depth of about 5' where it abuts the **Lake of Blood (20)** to the east.

A small, foul growth rises like a sapling tree from the center of the pool. Around it sprout pink fleshy tendrils that spread hideously all the way to **room 36** and beyond. The growth is similar to that found in **20**, but somewhat smaller. It will only take 30 points of damage to destroy, and it can only attack with three tendrils. Destroying the growth grants 75XP to each character. There are no abominations present.

Small 'Tree': MV 0', AC NA, HD NA, hp 30, #AT NA, D NA, Save NA, ML NA, AL C, XP Special

Tendrils (3): MV 0', AC 3, HD 4, hp 5, #AT 1, D 1d6, Save F4, ML NA, AL C, XP -

26. Bloody Water: This cave's walls form a crescent approximately 100' wide, with smooth ceilings about 15' overhead. The cave is almost entirely filled, to a depth of 5', with the same bloody fluid found in the **Bloody Shore (16)**. A narrow path, ranging from 3' to 5' in width, surrounds the pool on three sides. The cavern is otherwise empty.

27. Escape Tunnel: This beach leads to a tunnel that runs about 200' before ending in an (apparent) rock wall. A successful search for secret doors will reveal a cunning hidden door that will lead to the outside, far from the entrance of the temple above. Only The Lady Below knows of this escape route.

28. Ghoul Nest: This natural limestone cavern is some 35' across, with 15' high ceilings. Four ghouls lurk in the northeast corner out of sight of the eastern (29) entrance. If they hear characters struggling with the bars in 29, they will fall upon the party once it is split half-in and half-out of the bars. In their filthy nest of bones and refuse, there are four golden collars with silver clasps shaped like serpent heads (150gp each).

Ghouls (4): MV 90', AC 3, HD 2*, hp 14,12, 9, 5, #AT 3, D 1d3/1d3/1d3+paralysis, Save F2, ML +1 AL C, XP 29

29. Spiral Stair: The spiral staircase from room 18 descends into this 30' wide cave. A cave mouth to the west (leading to 28) is blocked by iron bars. The bars are mortared to the floor and cannot

be knocked aside, and they are too thick to be readily destroyed. Extremely small or skinny creatures, such as unarmored goblins, gnomes, and ghouls, may automatically squeeze between the bars in one round. Unarmored humans with Contortionism may squeeze through the bars with a successful proficiency throw (each attempt requires one round).

Other unarmored characters can squeeze through the bars in one round if they are bent. To bend the bars enough for a normal (unarmored) human requires a full turn of effort followed by a successful open doors throw at a -8 penalty. If the characters deploy clever contraptions or tools, these rolls might be modified (Judge's discretion). Note that the ghouls in 28 will attack once about half the party has slipped through the bars.

30. Oozing Corridor: A grey ooze hides along the floor of this damp tunnel, blending into the limestone surface. Unless the characters are prodding the floor as they move, they suffer a -2 penalty to surprise rolls against the ooze.

Grey Ooze: MV 10', AC 2, HD 3, hp 14, #AT 1, D 2d8, Save F2, ML N/A, AL C, XP 65

31. Slime Chamber: The floors and roof of this damp cave are covered with algae, fungus, and mold. Hidden among the flora are three patches of green slime. Characters suffer a -2 penalty on



surprise rolls against the slime. The tunnel beyond may be used by the Judge to expand the catacombs if desired. Otherwise, it leads to an impassable cave-in after 60'.

Green Slimes (3): MV 3', AC N/A, HD 2**, hp 11, 10, 8, #AT 1, D special, Save F1, ML N/A, AL N, XP 38

32. Organic Chamber: The limestone walls of this 70' long, 20' wide tunnel are slowly transforming into the same fleshy, organic fronds found in **room 20**. The walls 'pulse' with the flow of unidentifiable fluids. No central growth has yet emerged, and the fronds can be put to the torch in one turn without incident.

33. Chitin Walls: Chitin-like shells, resembling barnacles, grow from the limestone walls of this bean-shaped cavern. Occasionally the shells move, as if something is alive beneath them. The shells are harmless and can be destroyed with an axe or sword in one turn.

34. Skeleton Chamber: This 30' diameter semicircular cavern has chitin-like shells on its walls similar to those in 33. 12 skeletons armed with bronze swords and round shields are standing at attention here facing southeast. The skeletons guard the **Inner Fane (38)** and will attack anyone not presenting an unholy symbol. Sounds of battle here will draw the attention of The Lady Below from the Inner Fane in two rounds.

Skeletons (12): MV 120', AC 2, HD 1*, hp 5 each, #AT 1, D 1d6, Save F1, ML N/A, AL C, XP 13

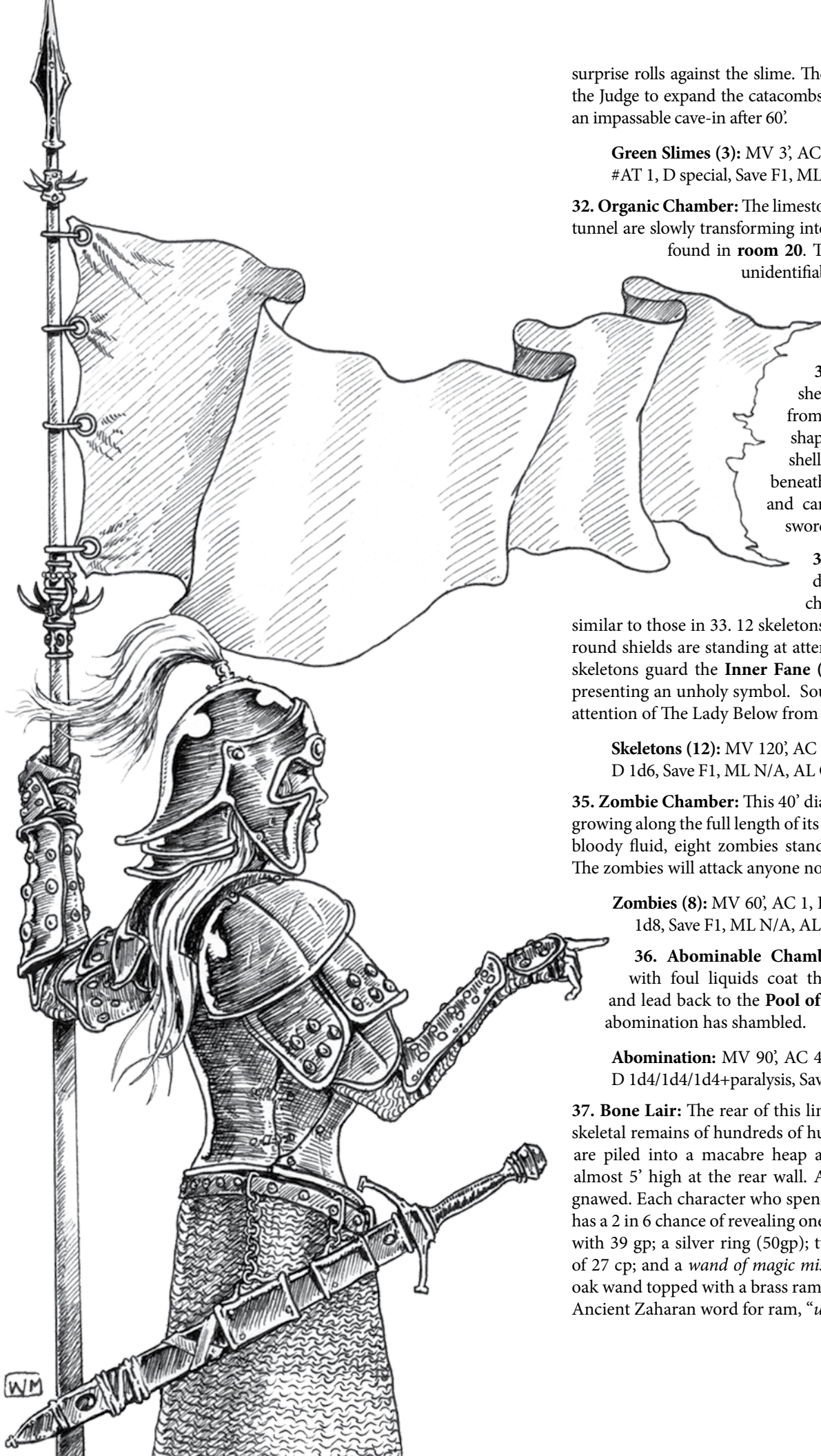
35. Zombie Chamber: This 40' diameter cavern has fleshy tendrils growing along the full length of its walls. While the walls pulse with bloody fluid, eight zombies stand motionlessly facing southeast. The zombies will attack anyone not presenting an unholy symbol.

Zombies (8): MV 60', AC 1, HD 2*, hp 9 each, #AT 1, D 1d8, Save F1, ML N/A, AL C, XP 29

36. Abominable Chamber: Fleshy tendrils that pulse with foul liquids coat the walls of this limestone cave and lead back to the **Pool of the Blood (25)**, from where an abomination has shambled.

Abomination: MV 90', AC 4, HD 3+1**, hp 12, #AT 3, D 1d4/1d4/1d4+paralysis, Save D4, ML+2, AL C, XP 135

37. Bone Lair: The rear of this limestone cavern is filled with the skeletal remains of hundreds of humans and beastmen. The bones are piled into a macabre heap about 20' in diameter, reaching almost 5' high at the rear wall. All of the bones are broken and gnawed. Each character who spends a turn searching the chamber has a 2 in 6 chance of revealing one of the following: a rotted pouch with 39 gp; a silver ring (50gp); two gold teeth (1gp each); a pile of 27 cp; and a *wand of magic missiles* with 13 charges (a smooth oak wand topped with a brass ram's head; its command word is the Ancient Zaharan word for ram, "udu").



38. The Inner Fane: The Stone of Sakkara (see *Appendix II, New Magic Items*, p. 67) sits atop an altar of bone that rises from an image of a massive serpent eating its own tail carved onto a dais in the center of this 70' wide, egg-shaped cavern. Veins and fleshy "roots" grow around and through the bones of this altar, knitting them together in a blasphemous whole. The tendrils spread across the floor, past a ring of burning braziers stationed around the altar, and grow up into the ceiling 25' overhead.

The Lady Below spends most of her time here conducting sacrifices. At any time, there will be 1d3 naked prisoners bound to the altar by the fleshy "roots" that permeate it. If any of the adventurers have still-missing family members (see p. 4 and 50), these family members will be found here, awaiting sacrifice. If she knows (or thinks) the adventurers have come for the prisoners, she will use them as hostages to demand a surrender, possibly using charm person to turn one or two against any would-be rescuers.

If Zakiti is warned of intruders by one of the catechists from **room 22**, or hears battle in **rooms 34** or **35**, she will cast *necromantic potency* on herself (gaining 1d10+5 temporary hit points for 5 hours), then gather whatever undead servants remain to her (from **23**, **34**, and **35**), and move to deal with the intruders. If Zakiti's minions have all been defeated, however, she will seize the Stone and attempt to flee the cavern complex by means of the escape tunnel (**27**), wizard locking its secret door behind her as she departs.

If she does confront the party, Zakiti will first cast *charm person* on the party's strongest fighter, attempting to sow discord. She will thereafter wade into the fray, using any remaining spell slots to arcane strike in melee. If reduced to ½ hp, she will attempt surrender if the party appears willing to accept it, even hinting that there is a bounty on her head if taken alive. (This is false, but once taken to a constable, she will be safe from angry PCs. The Lady has allies powerfully placed within the Auran Empire, and she knows her release will be arranged in the future.) If she feels the party will simply kill her, or destroy the Stone, she will fight to the death.

Because of the presence of the chaotic altar and the Stone, this room is a blighted **sinkhole of evil**. Chaotic spellcasters who cast reversed (evil) divine spells or necromantic spells in a blighted sinkhole calculate the spell effects as if the casters were two class levels higher than their actual level of experience. Divine spellcasters of lawful alignment turn undead as if four class levels lower. Destroying the Stone, physically smashing the altar, and then casting *bless* or pouring holy water on the broken remains will remove the sinkhole. Cleansing this sinkhole earns Lawful characters 200XP each. See p. 251 of *ACKS* for more information on blighted sinkholes

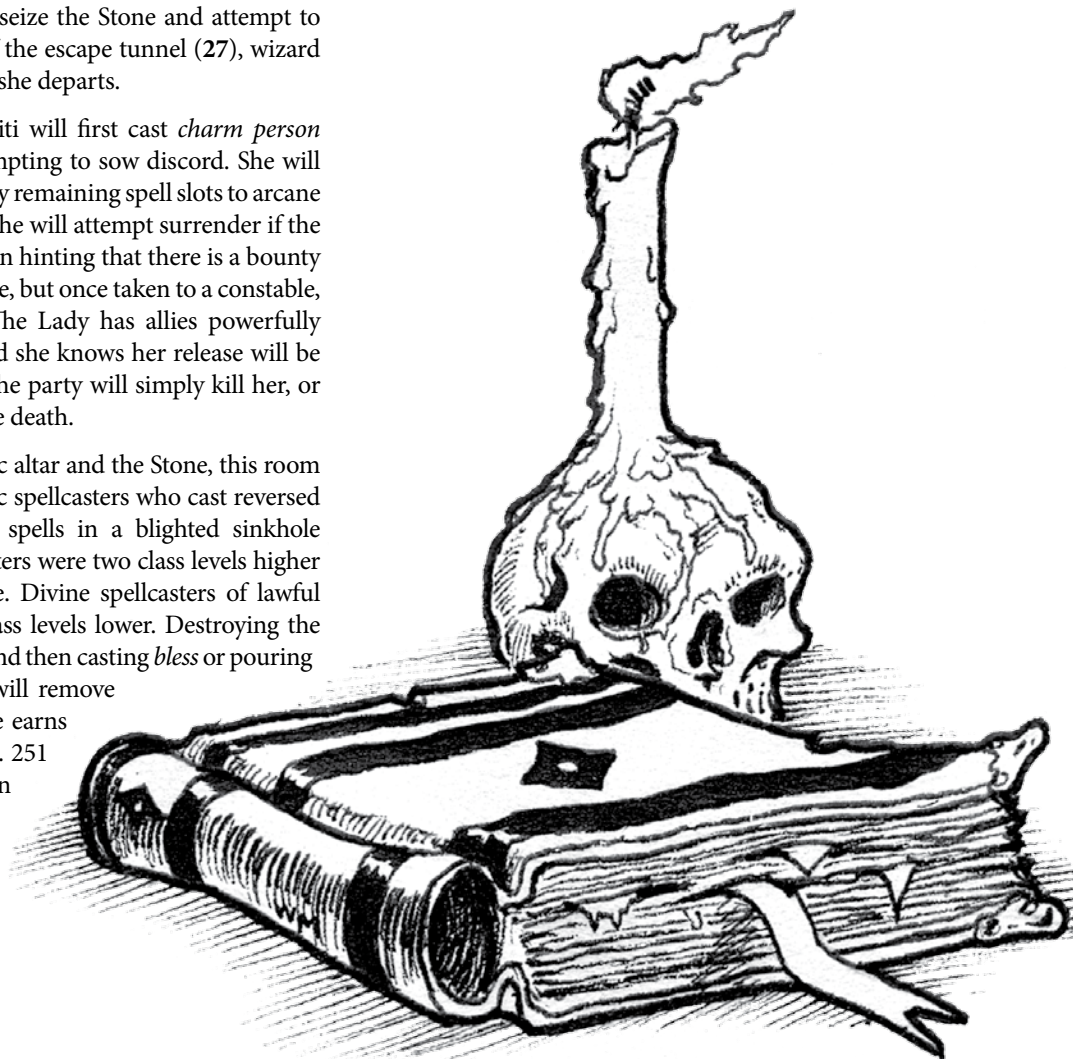
NOTE:

In case of necromantic emergency, be advised that an intact human skeleton occupies 2.5 cubic feet. Therefore a bone pile 10' in radius with an average height of 3' has a volume of 628 cubic feet – room for 251.2 skeletons.

39. The Resting Chamber: The Lady Below has made this cavern her bed chamber. She has had a well-made sleeping couch brought from the surface, along with a small three-legged table and a folding stool with purple upholstery. At the foot of her sleeping couch sits a locked chest with a poison needle trap (characters who trigger the trap must make a saving throw versus poison or die).

The chest holds her spell book, an iron-bound tome with pages of flayed human skin containing the spells *charm person*, *choking grip*, *detect magic*, *protection from good*, *deathless minion*, *necromantic potency*, and *wizard lock*. The chest also holds her personal wealth, including 1,500sp; 1,000gp; 200pp; two black sapphires (500gp each); and one black diamond (1,000gp). Secreted amidst the coins is a freshly-

drafted letter written in Ancient Zaharan. The letter is addressed to a "Lord of Secrets" and details the Lady's discovery and use of the Stone so far. She offers herself and the Stone's power, in service to the Lord's "dark mission". Whether the party desires to pursue this Lord of Secrets, and what its ultimate goals are, is up to them and the Judge's discretion. Details on the Lord of Secrets are beyond the scope of this module, and left for the Judge to expand upon later.



THE LADY BELOW

Zakiti, The Lady Below, is a pure-blooded Zaharan ruinguard of exceptional beauty. She has finely chiseled features with high cheekbones and a long, high nose. Her skin is dusky, her hair is long, straight, and black, and her eyes deep set and cat-like. Her cold smile betrays her ruthlessness and black heart. Her affect is sensual yet predatory, like a lioness toying with her prey.

Zakiti was secretly raised in the city of Aura by a chthonic cult that counts some of the highest nobility of the Auran Empire among its members. The cult is led by a dark master known as the Lord of Secrets, and its long-term goal is to resurrect the glories of ancient Zahar, either by corrupting the Empire from within, or by finding and awakening Zahar's slumbering undead sorcerer-kings. Several years ago, Zakiti was sent to the Borderlands to explore its numerous Zaharan ruins in the hopes of making discoveries useful to the cult's mission. The Stone certainly qualifies as such, and Zakiti ought to have already alerted the Lord of Secrets about her discovery. But under the Stone's malign influence, Zakiti has come to believe that she has been personally "chosen" by the Chthonic gods to restore Zahar, so the letter in her chambers remains unsent. If Zakiti survives a defeat by the adventurers, she will likely return to her cult and gather allies to wreak vengeance upon the party.

Characteristics: Zaharan Ruinguard 5; Str 15, Int 16, Wis 8, Dex 11, Con 13, Cha 14; MV 90', AC 7 (*plate +1*), hp 24, #AT 1 or spells, D 1d10+4 (*great axe +1*), Save F5 (+2), ML+2, AL C, XP 660; Spells: 2 1st, 1 2nd; Special: dark blessing (+2 to all saves), quickening (as combat reflexes), weapon focus: axes (double damage with axes on an attack throw of natural 20), arcane striking (sacrifice a spell slot upon hit to inflict +1d6 damage per level of the spell), death healing (sacrifice cleave and a spell slot to heal 1d6hp per level of spell sacrificed after dropping a target), infravision 60'; Proficiencies: Black Lore of Zahar (cast necromantic spells as 5th level mage, control undead as 3rd level cleric), Kin-Slaying (+1 to hit humans, elves, dwarves, gnomes, etc.), Seduction, Theology, Knowledge (history), Survival, Weapon Focus (axes).

Spells: Zakiti can cast arcane spells as a 3rd level mage. She has the following spells in her repertoire:

1st Level: *charm person*, *choking grip*, *detect magic*, *protection from good*

2nd Level: *deathless minion*, *necromantic potency*, *wizard lock*

Special: As a ruinguard, Zakiti enjoys a **dark blessing** which provides a +2 bonus to all saving throws. In addition, she benefits from a **preternatural quickening** which grants her a +1 bonus to surprise rolls and initiative rolls. She possesses a weapon focus with axes.

When she successfully strikes a target with a melee attack, she can expend one of her daily spell slots to make an **arcane strike**, increasing her damage by 1d6 per level of the spell slot expended. When she successfully slays a sentient creature with a melee attack, she can, in lieu of cleaving, expend a spell slot to **death heal** herself 1d6 points

per level of the spell slot expended, to a maximum value equal to the slain victim's maximum (starting) hit points. If she has sufficient spell slots, she can combine death healing and arcane striking.

Due to her background and training as a ruinguard, Zakiti speaks four bonus languages: Ancient Zaharan, Goblin, Orc, and Kemeshi.

As a true Zaharan, she also possesses certain inhuman benefits and drawbacks from their near-extinct bloodline. Chief among these are the **ancient pacts** of service and obedience by which the lords of Zahar ensorcelled the dark powers of the world. Some creatures still remember these pacts and will aid Zaharans when commanded. Zakiti gains a +2 bonus to reaction rolls when encountering intelligent chaotic monsters. Intelligent chaotic monsters suffer a -2 penalty to saving throws against any charm spells cast by her. Secondly, she is **inexorable** in the face of horrors that terrify normal men, and immune to all natural and magical fear effects. Finally, her **dark charisma** inspires others to follow her. Any chaotic characters or monsters in her service gain a +1 bonus to their morale score whenever

she personally leads them. The bonus stacks with any modifiers from Zakiti's Charisma or proficiencies.

Note that Zakiti has been 'blessed' with cat eyes by the Stone, granting her **infravision** up to 60' away.

Equipment: Zakiti wears *plate armor +1* (black-lacquered plates with red and gold trim over mail) and a *ring of fire resistance* (an obsidian ring set with tiny bloodstones), and carries a *great axe +1* (a long steel shaft topped with a crescent-shaped blade of purplish-black hepatizon) and four vials of military oil. An unholy symbol of Sakkara (a serpent devouring its own tail) hangs from her neck.

NOTE:

The ruinguards were an order of militant sorcerer-knights ordained by Sebek, last of the Zaharan sorcerer-kings. The Zaharan ruinguard class is introduced in the Player's Companion. We have provided sufficient information below for the Judge to run Zakiti even if he lacks the book.



FURTHER ADVENTURERS IN THE BORDERLANDS

Adventurers who defeat the Lady Below will be richly rewarded. Not only will they have whatever spoils they have retrieved from the dungeon, they will receive the promised 2,000gp reward from the legate, and will be in possession of the Stone of Sakkara or its fragments. The long-term ramifications of using and keeping the Stone and/or its fragments are discussed in *Appendix II, New Magical Items*, p. 67.

For parties who seek further adventure in the borderlands the following points of interest, marked on the Regional Map, may serve as the seeds of further challenges. See the upcoming gazetteer, *Borders of the Empire*, for a complete map of the borderlands region, along with its domains, monstrous lairs, and other points of interest.

Sinkhole of Evil (0411): Concealed within a shadowy dale of wild ash and twisted oak trees lie the ruins of a Zaharan shrine. Of the once-proud marble structure, all that remains is a black colossus of an ancient warrior-king standing on a stone tile floor. A gaping hole punctures the stone tiles just in front of the colossus, from which an evil miasma emanates. (In the original Auran Empire campaign, **hex 0411** contained *The Foetid Pit beneath the Abandoned Shrine*, a one-page dungeon by Sean Morris from the **2009 One-Page Dungeon Compendium**.)

Shrine of the White Lady (1404): Hidden in a secluded forest clearing is an ivy-covered shrine of white marble, sacred to Demara, the White Lady, built by the elves when they ruled Southern Argollë. The shrine is guarded by a unicorn (20 hp) who protects it from the monsters of the Viaspen Forest. Within the shrine is a pool of crystal clear water. The waters of the pool carry a fey magic. Any Lawful character who drinks from it is relieved of one side effect from tampering with mortality; in exchange for this boon, the character receives a geas to destroy Chaotic creatures in Southern Argollë. The pool's waters work but once in a character's lifetime.

Ruined Imperial Fortress (1707): This keep was constructed by the Imperial legions during the Argollëan War centuries ago to guard the east bank of the Krysivor River. The domain that the fortress protected has long since slipped from Imperial rule, and the fortress itself has largely fallen into ruin. It has lately been re-occupied by a tribe of bugbears led by a crusty war-chief.

Watchtower at Eammon Mór (1714): A ruined elven watchtower of white granite rises from Eammon Mór, a mighty tor that dwarfs the surrounding woody hills. Built after the elven victory in the Beastmen Wars (219 BE) to watch for invaders from the Dark Wall, the watchtower was abandoned when the elves lost control of Southern Argollë to the Aurans (166 IY). Today the watchtower and the bunkers beneath it have fallen under control of an ogre warlord who commands a warband of some 170 beastmen.

Ruined Monastery (2205): Nestled among the rocky hills here are the ruins of a Zaharan monastery. Most of the buildings have collapsed into rubble, but the underground complex below the ruins is intact and inhabited by beastmen and chthonic cultists. (In the original Auran Empire campaign, **hex 2205** contained *The Ancient Academy*,

a one-page dungeon by Robertson Games from the **2009 One-Page Dungeon Compendium**, now available on DriveThruRPG.)

The Dark Wall: The rolling hills here give way to a range of steep, rocky cliffs which mark the western edge of the high plateau from where the sorcerer-kings of Zahar ruled their empire. The cliffs are formed of black basalt, into which erosion has carved jagged defiles and stone ridges, giving the cliffs the forbidding appearance of an enormous parapeted wall. This impression is furthered by the hundreds of rock-cut fortresses, temples, and tombs that the Thrassians and Zaharans excavated across the cliff-faces. Some of these are shallow, extending only dozens of feet into the cliffs, but others stretch for miles, where they connect to other structures on the Dark Wall, to ruins on the plateau above, and to abyssal vaults far below. While many of the rock-cut structures have been pillaged and abandoned, others have found monstrous new occupants, and some have never been fully explored. What ancient secrets lie unplumbed within?



APPENDIX I - NEW MONSTERS

ABOMINATION

% In Lair: 45%
Dungeon Enc: Pod (1d3) / Writhing (1d6)
Wilderness Enc: Mass (1d3 Writhing) / Swarm (1d6 Masses)
Alignment: Chaotic
Movement: 90' (30')
Armor Class: 4
Hit Dice: 3+1**
Attacks: 3
Damage: 1d4/1d4/1d4 + paralysis
Save: D4
Morale: +2
Treasure Type: I (per Writhing)
XP: 135

Abominations are twisted horrors crafted by the darkest of chaos magic. They resemble wet bags of loose, shifting flesh in the rough shape of the creature they were spawned from. Their skins are constantly changing, growing and absorbing tentacles, mouths, eyes and faces. The creatures have the intelligence of canny animals at best, but in general will not attack unthreatening Chaotic creatures. Creatures of Chaotic alignment gain a +2 to all reaction rolls with abominations.

Abominations can see with infravision to 120'. Though abominations are living creatures, their minds and organs are so unnatural as to render them immune to charm, hold, and sleep spells and effects. They save as Dwarves due to their preternatural ability to adapt to threats, though they count as enchanted creatures for purposes of spells. They grow stingers on their limbs and inflict a paralytic poison to any creature they hit. Any successful hit requires the target to succeed in a saving throw versus Paralysis or become paralyzed for 1d3 turns.

Abominations travel in groups called pods. Several pods make up a writhing, several writhings constitute a mass, and several masses make up a swarm. Each abomination writhing will be led by a large abomination with 4+1 HD, 20 hit points, and a +1 bonus to all damage rolls. Each abomination mass will be led by a giant abomination with 5+1 HD, 25 hit points, and a +2 bonus to all damage rolls. An abomination swarm will congregate around a terrible brood mother with 7+1 HD, 35 hit points, and a +3 bonus to damage rolls. A brood mother can give birth to more abominations even in the absence of the Stone or a birthing pool, producing an additional pod each week until destroyed. 80% of these will grow into abominations of the usual strength, while 15% will be large, 4% will be giant, and 1% will become brood mothers.



APPENDIX II - NEW MAGIC ITEMS

THE STONE OF SAKKARA

The Stone of Sakkara is a Chaotic artifact created from a large fragment of the Tablet of Destiny. It appears as a smooth, blood red gemstone and is currently the size of a man's heart. Strange runes seem to have somehow been carved within the Stone.

The Stone's resilience and size is based upon how much power it has accumulated. At its weakest, the Stone has 5 hit points and is about the size of a twenty-sided die. At the height of its power, it has 1,000 hit points and is about the size of a human torso. Each month, the Stone demands a minimum blood sacrifice of creatures with XP equal to ten times the Stone's current hit points ($10 \times \text{hp}$). Failure to meet this minimum will cause the Stone to lose 5 hit points at the month's end, to a minimum of 5 hit points. Conversely, if the stone receives twice the required sacrifice or more, its hit points will increase by 5. The stone currently has 20 hit points and is the size of an adult human's heart. Any Chaotic character who makes at least one blood sacrifice to the Stone gains its favor for the month. Whoever makes the most blood sacrifices is considered its owner.

EXAMPLE: Since the Stone has 20 hit points at the start of the month, the minimum blood sacrifice required to sustain it is 200XP. If it receives less than 200XP in blood sacrifices, the Stone will drop to 15 hit points at the month's end. If the Stone receives 400XP or more in blood sacrifices during the month it will increase to 25hp.

Those that the Stone favors gain improved chances of success in necromantic or transformation rituals. The more hit points the Stone has accumulated, the more assistance it provides. At 20hp, it grants a +1 to all such magic research rolls and reduces the time and cost required by $\frac{1}{4}$. At 100hp, it grants a +2 bonus and reduces the time and cost required by $\frac{1}{2}$. At 500hp, it grants a +3 bonus and reduces the time and cost required by $\frac{2}{3}$. At 1,000hp, it grants a +4 bonus and reduces the time and cost required by $\frac{3}{4}$. In addition the Stone's owner can automatically control any abominations he sees, as though through a charm monster spell, and can control undead as a 6th level chaotic cleric (characters already able to control undead do so as if two levels higher).

The Stone's power over the surrounding area increases with its hit points as well. While the Stone is active (i.e. above 5 hit points), it taints 4,186 cubic feet around itself per hit point each day (e.g. one 10' radius sphere per hp per day). The taint spreads like a noxious, invisible cloud through air, water, and topsoil. It never extends more than 30' into the air above a surface, mostly spreading laterally. If it has nowhere else to go, the taint begins to work its way through rock but at a much slower rate of 1 cubic foot per hit point per day. The taint cannot spread more than 24 miles from the Stone.

NOTE:

The Stone awoke approximately two years ago. Zakiti began actively sacrificing to it about three months thereafter. The Stone reached 10hp a little over a year ago, 15hp three months ago, and 20hp last month, when Zakiti sacrificed 300XP of creatures (60 normal humans of 5XP each). It has tainted (4,186 cubic feet/hp/day) $[(270 \text{ days} \times 10\text{hp}) + (90 \text{ days} \times 15\text{hp}) + (30 \text{ days} \times 10\text{hp})]$ 18,209,100 cubic feet. The catacombs encompass a 440' $\times$ 380' $\times$ 30' region (5 million cubic feet) so the Stone has tainted the entirety of Level 2 and begun to seep into adjoining rock...

Animals of less than one hit die living within a tainted region will, after a week, swarm together and merge into single masses that become the first abominations in the area (adding the animals hit dice/hit points together until they reach the normal hit dice for an abomination).

After a month, any water within the tainted region will cause mutations when drunk as described previously. The priests of the temple had to rely on constantly importing their water supply and purify food and water spells, one of the reasons the stone had to be kept isolated even in a society dedicated to Chaos.

After six months of a region remaining tainted, and every six months thereafter, a small 'tree' will form in a tainted body of water. At this point, the pool can be used to create abominations at the rate of one a month. After an abomination is created, the water will simply be stagnant and non-potable, but will not create mutations. Attempts at creating more will simply drown the victim. Fronds also grow out of the tainted water, vein-like growths that spread across the tainted area at the rate of one foot in all directions per month.

After a year of a region remaining tainted, a large tree will have formed from the fronds in a tainted body of water, in addition to smaller trees growing in other available tainted water supplies. At this point, any number of abominations can be created beneath the large tree's undulating fronds by submerging and holding a creature

under the water long enough for the complete change to occur. At this point, 0-level humans who stay in the area for more than a week must save versus death or succumb to the transformation even if they never touch or go near the tainted water. Fronds now grow at the rate of five feet per month, and in some places, tainted surfaces will grow chitin-like surfaces on them.

An abomination can be used as part of the 'source material' for transformation rituals by a Chaotic spell caster, who gain a +1 bonus to research throws when doing so. A Chaotic caster can also use a tainted birthing pool as a 'vat' for his transformation experiments, and gains a +2 to research throws when doing so. At the Judge's discretion, certain potions that cause changes in the body of their drinkers may also benefit from this bonus. Any successful ritual will exhaust a small pool for a month, but have no effect on a larger pool with a large tree growing in it. These modifiers are cumulative, and add to the bonus that the Stone itself grants.

The Stone is dimly sentient (Int 8, Ego 12+1 per 100 hit points, AL C). It can detect the presence of Chaotic creatures within 100 miles. Once per week it can send a telepathic message to a creature it detects. The creature will have a dream or vision of the Stone, and sense the direction and approximate range to it. Upon being messaged by or seeing the gem, Chaotic creatures must save versus Spells. Failure indicates they will seek out the Stone and protect it with their lives. They are not bound to remain in its physical location, however, and can leave its presence so long as they think the Stone is safe.

Every year, if the Stone is 'pleased' by its owner, it will 'bless' them with a mostly beneficial mutation. (This is why Zakiti can now see in the dark.) If the Stone is displeased (usually only if the owner has not

sacrificed more than the minimum number of XP to it), it will inflict a more negative and disfiguring mutation (such as eye stalks).

If the stone remains in one place for more than a year, the area where it rests becomes a shadowed sinkhole of evil as though it were an altar worth 100gp per hit point.

Despite its current hit points, the Stone requires a person of great strength (16+) wielding a heavy implement, or someone using a magic weapon, to damage it. Any damage to the Stone will cause it to call all abominations within 100' times its current hit points to its presence and they will move at full speed to defend it. Should someone inflict enough damage to reduce it to 0 hp, it will shatter into three identical fragments. The Stone's corruption will disperse into a crimson cloud that fades in moments...but not before attempting to corrupt the Stone's destroyers. Whoever struck the blow must save versus Death or be transformed into an abomination. Characters within 5' of the Stone when it is destroyed must save versus Death or suffer a mutation on the *Abominable Mutations Table* (see p. 58).

If the Stone is shattered, the area will revert to normal after a year has passed, unless Lawful priests consecrate the area with holy water and bless spells, in which case the taint will leave immediately and the area will recover in 1d3 months.

After the Stone is shattered, three pure fragments of the *Tablet of Destiny* will remain. Each fragment is a special component worth 1,500gp that can be used for any ritual spell. (Fragments are essentially "frozen" divine power.) Fragments of the Tablet are considered sacred by most Lawful-aligned divine casters, and their religious strictures will command them to turn over the fragments to their order. A party that turns over the fragments should receive a bonus of 10,000XP to be divided amongst the participating adventurers. The fragments could also be sold for ten times their component value due to their rarity, but this risks attracting the attention of thieves, cultists, and rivals.



APPENDIX III - NEW EQUIPMENT

New Equipment	Cost
Ballista, Light Repeating (75lb)	200gp
Light Ballista Shot, Crude (1lb)	1cp
Light Ballista Shot, Ballistic (1lb)	1gp
Craftsman's tools (any)	25gp
Craftsman's workshop (any)	350gp
Crutch	1gp
Flag, Pennant (3' 1')	3gp
Flag, Banner (6' 2')	12gp
Holy Book	20gp
Journal	10gp
Laborers' Tools	9gp
Mess Kit	3gp
Portable Medicine Chest	25gp
Prosthesis, Arm	25gp
Prosthesis, Hand	5gp
Prosthesis, Foot	3gp
Prosthesis, Leg	15gp
Surgical Saw, Large	10gp
Surgical Saw, Small	3gp
Tent, Small (2 men)	3gp

Ballista, Repeating: A repeating ballista is an advanced tension-powered siege weapon that uses a mechanical chain drive to automatically reload its javelin-like bolts into the firing slot after each shot is fired. Historical examples include the Greek polybolos and Roman repeating ballista. The magazine for the repeating ballista holds 20 bolts. Because of its complexity, a repeating ballista is prone to malfunctions. A malfunction occurs whenever the crew's attack throw is an unmodified 1. A malfunction takes 1 turn for a siege engineer to repair, during which time the ballista cannot be fired.

Craftsman's Tools: Craftsman's tools include the various implements used by tradesman in their craft. Craftsman's tools are required to make Craft proficiency throws. Each craft has its own specific type of craftsman's tools. Craftsman's tools weigh 1 stone.

Craftsman's Workshop: A craftsman's workshop has a full complement of craftsman's tools and furnishings sufficient to allow up to 8 craftsmen to work together. A master craftsman must have access to a craftsman's workshop in order to increase the productivity of journeymen and apprentices. Each craft has its own specific type of craftsman's workshop. When set up, a workshop takes up 20' × 20' space.

Crutch: A shoulder-height padded staff used by characters with missing or maimed legs who lack prostheses. A crutch has an encumbrance of 1 stone (10lb).

Flag: Symbols and signaling devices used by armies. Pennants are 2' wide by 2' long and are carried as insignia by company-sized units or individual heroes. A pennant with pole weighs ¼ stone. Banners are 6' long by 2' wide, and are carried as insignia by battalion- or regiment-sized units. A banner with pole weighs 1 stone. If a unit is not provided with a flag of the appropriate size, its morale score is

reduced by 1. Loss of a unit's flag reduces its morale score by 1 and counts as a calamity.

Holy Book: A holy book is a parchment, papyrus, or vellum codex or scroll of religious writings. Access to a holy book grants a +1 bonus on Theology proficiency throws. Historical examples include the Egyptian *Book of the Dead*, the Hebrew *Torah*, the Ancient Greek *Theogony*, and the *Tao Te Ching*.

Journal: A journal is a folded parchment or papyrus notebook used for writing ship's logs, maps, illustrations, and book-keeping entries. A journal has 50 pages and is considerably less sturdy than a spell book. A historical example is the Roman pugillares membrane.

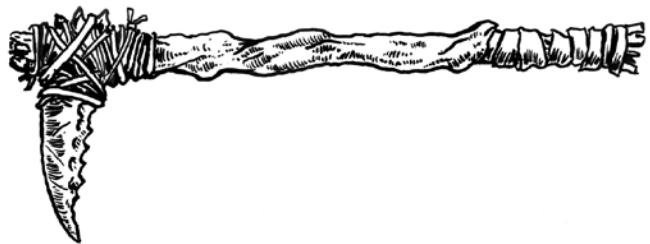
Laborer's Tools: A collection of tools useful to the unskilled laborer, including an axe, mattock, saw, shovel, and sickle. Laborer's tools are required for troops to assist in construction projects. Laborer's tools weigh 1 stone (10lb).

Mess Kit: A collection of portable eating and cooking utensils designed for troops on extended military campaigns. An Auran legionnaire's mess kit includes a mess tin, cooking pot, skewer, and dagger.

Portable Medicine Chest: These lidded bronze boxes are divided into various compartments. These contain an assortment of surgical implements, including a bone chisel, bone drill, bone lever, bladder sound, ear scoop, catheter, clyster, couple of sponges, forceps, notched probe (for extracting arrowheads), pair of surgical scissors, roll of linen badges, roll of flax thread, set of blunt and sharp hooks, set of scalpels, spatula probe, speculum, and tile cautery. Additional compartments can hold up to 1 stone of healing herbs, potions, or poisons. Access to a portable medicine chest grants a +1 bonus on Healing proficiency checks to neutralize poison, cure disease, or cure wounds. A portable medicine chest weighs 2 stone.

Surgical Saw: Sharp, sturdy saws are used to saw through bone and tissue when amputation of the limbs is required. Use of a surgical saw gives a bonus on Healing proficiency throws to cure mortally, grievously, or critically wounded characters suffering from one of these permanent wounds. The bonus is +2 from a small saw and +4 from a large saw. See **Mortal Wounds** in *ACKS* for more information. A large surgical saw weighs 1 stone (10lb).

Tent: Made of animal skin, stitched together over a frame and staked with ropes, a small tent is 6' × 4' and can sleep two men. A small tent weighs 2 stone.



APPENDIX IV - PRE-GENERATED CHARACTERS

In this section we present eight pre-generated characters for use in playing *The Sinister Stone of Sakkara*. These characters were created by backers who supported the Adventurer Conqueror King System and ACKS *Player's Companion* Kickstarters. These characters can be:

- » A complete party of adventurers, the *Claws of the Lioness*, that your players can use to immediately begin exploring the adventure;
- » A rival adventuring party which is competing with the player characters in seeking Legate Valerian's quest reward; and/or Henchmen candidates that can be recruited by your adventurers.
- » Each character is fully detailed in terms of game statistics, along with just enough additional information—personalities, goals, etc.—to be usable without much preparation while at the same time providing the Judge with plenty of flexibility to develop them as he wishes.

THE CLAWS OF THE LIONESS

The Claws of the Lioness are a brand-new adventuring party founded by the charismatic bladedancer Ranya of Migaila Shrine in order to strike against the beastmen. *The Claws* have no experience adventuring together, and their members have disparate backgrounds and motives which may compromise their effectiveness. That said, Ranya has recruited a formidable and well-balanced party, and if *The Claws of the Lioness* are successful in their current quest, she hopes to lead them on further adventures in the Borderlands.

RANYA OF MIGAILA SHRINE

Level 1 Lawful Bladedancer (Blade-Initiate) created by Jed McClure

AC 4, Move 120' (40'), HP 5, ATK Pair of swords (8+, 1d6-1)

Ability Scores: STR 7 (–1), INT 9, WIS 17 (+2), DEX 13 (+1), CON 7 (–1), CHA 16 (+2)

Saving Throws: Petrification/Paralysis 13+, Poison/Death 10+, Blast/Breath 16+, Staff/Wands 13+, Spells 15+

Class Powers: Graceful fighting (+1 AC, +1 initiative), turn undead

Proficiencies: Adventuring, Performance (dance), Weapon Finesse

Languages: Common

Equipment: Holy symbol (9-pointed star of Ianna), pair of gracefully-curved swords, polished leather armor, bladedancer's head dress (20gp value), golden silk cloak, white chiton, high leather boots, backpack, 1 week of iron rations (2 4/6 stone)

Background: Ranya was trained from a young age at the Migaila Shrine in Arganos, Southern Argollë, to be a bladedancer of Ianna, goddess of love and war. Having finally been initiated into the ranks of the bladedancers, she has been stationed at Türos Tem to provide aid to her Blade-Mistress's old comrade-in-arms Ulrand Valerian. In order to better accomplish this task, the enterprising Ranya has assembled a party of like-minded adventurers, the Claws of the Lioness.

Description: Ranya is a classical Auran beauty with proud, high cheek-boned features, light tan skin, long dark brown hair, and glittering blue eyes. Her 5'9" frame is so lithe as to seem almost fragile, but she moves with a supple dancer's grace. Ranya is exceptionally courageous and strong-willed, and takes joy in proving herself in battle to the glory of her goddess.

GIRDANUS TARVO

Level 1 Lawful Fighter (Man-at-Arms) created by Jonathan Steinhauer

AC 8, Move 60' (20'), HP 9, ATK Spear or sword (8+, 1d6+3) or thrown spear (9+, 1d6+1)

Ability Scores: STR 16 (+2), INT 9, WIS 9, DEX 14 (+1), CON 13 (+1), CHA 9

Saving Throws: Petrification/Paralysis 15+, Poison/Death 14+, Blast/Breath 16+, Staff/Wands 16+, Spells 17+

Class Powers: +1 damage

Proficiencies: Adventuring, Fighting Style (weapon and shield), Manual of Arms

Languages: Common

Equipment: Spear; sword; dagger; shield; legionary-issue banded plate armor; armiger's tunic and pants; low leather boots; long red cloak; backpack with thick wool blanket, 2 weeks of rations, 50' rope, tinder box, 6 torches, water skin, and 10gp (8 3/6 stone)

Character	Class/ Level	AL	AC	HP	STR	INT	WIS	DEX	CON	CHA
Ranya of Migaila Shrine	Bladedancer 1	L	4	5	7	9	17	13	7	16
Girdanus Tarvo	Fighter 1	L	8	9	16	9	9	14	13	9
Yrsa Raghildottir	Antiquarian Witch 1	L	0	4	7	9	13	10	10	13
Zaidu the Wanderer	Bard 1	N	4	7	12	10	7	16	10	13
Maon Fomharlannog	Elven Spellsword 1	L	5	7	14	16	9	10	13	13
Sorcha the Raveneer	Elven Ranger 1	L	7/8	8	9	10	9	18	16	9
Virgil Bombor	Dwarven Machinist 1	N	5	6	10	13	10	13	10	5
Reggio Emilio	Gnomish Trickster 1	N	2	5	10	15	8	11	15	17

Background: Born on a freehold near Siadanos, in Southern Argollë, Girdanus Tarvo joined the Auran Army as a young man, following in the footsteps of his older brother before him. During his seven years as a legionary, Tarvo saw his brother and most of his friends die due to the cupidity of its ruling class. He recently returned to his homeland in the Borderlands to find his last-remaining kinsfolk (a pair of older cousins and a nephew) were kidnapped during the most recent beastmen raids. He has sworn on the tomb of his ancestors to rescue his family members or avenge them. Girdanus initially joined the Claws of the Lioness to save his family, but now welcomes it for the camaraderie he has lacked since leaving the legion.

Description: Girdanus stands 5'10" and weighs 200lbs, and has light olive skin, wavy dark brown hair and deep-set brown eyes. He makes decisions only slowly, but once done, acts resolutely, and takes his word seriously. His time as a legionary has left him with a mistrust of the aristocracy, however, and he will only follow someone of high birth if they have first proven their own mettle.

YRSA RAGHILDDOTTIR

Level 1 Lawful Antiquarian Witch (Initiate) created by Florian Hübner

AC 0, Move 120' (40'), HP 4, ATK Staff (11+, 1d6-1)

Ability Scores: STR 7 (-1), INT 9, WIS 13 (+1), DEX 10, CON 10, CHA 13 (+1)

Saving Throws: Petrification/Paralysis 13+, Poison/Death 10+, Blast/Breath 16+, Staff/Wands 13+, Spells 15+

Class Powers: Divine spellcasting (1 1st/day)

Proficiencies: Adventuring, Healing 3

Languages: Common

Equipment: Holy symbol (rune-covered copper tiara); slender oak staff; freeholder's dress; leather belt; leather shoes; backpack with 1lb birthwort, 2lb comfrey, 1lb goldenrod, 1lb woundwort, 5 scented wax candles, flask of holy water, 2 weeks of iron rations, 7gp (2 4/6 stone)

Background: Yrsa left her home of Jutland last fall on a merchant ship calling on ports all across the Ammas Aurë. She disembarked at the port city of Arganos, Southern Argollë, a month ago along with another passenger (the bard, Zaidu) and headed with him to the Borderlands with the hopes of exploring its legendary ruins for antiquarian secrets. Since arriving in the Borderlands, she has been dreaming of a bloody red heart beating ceaselessly in a pool of darkness, a vision which she implicitly knows is somehow related to the beastmen raids that have been affecting the area. Yrsa joined the Claws in the hopes that their upcoming expedition against the beastmen might reveal the secret of these dreams.

Description: Yrsa has a wild, fiery head of curls that rarely sees a comb, only partially tamed by a rune-covered copper tiara. Her skin is pale and sprinkled with a few freckles. Her freeholder's dress seems decent enough, but her blouse is missing the upper-most button. She is a highly skilled healer but quick to anger if someone

dares to interfere with her work by pleading for help where none is warranted in her eyes. Her vows to preserve human life even extend to bandits and other wicked folk, while her fascination with amputations might leave her companions a few digits short.

ZAIDU THE WANDERER

Level 1 Neutral Bard (Reciter) created by Cain Gillespie

AC 4, Move 120' (40'), HP 6, ATK Short sword and silver dagger (9+, 1d6) or crossbow (8+, 1d6)

Ability Scores: STR 12, INT 10, WIS 7 (-1), DEX 16 (+2), CON 10, CHA 13 (+1)

Class Powers: Inspire courage (1/day), loremastery 18+, arcane dabbling 18+

Saving Throws: Petrification/Paralysis 13+, Poison/Death 13+, Blast/Breath 16+, Staff/Wands 14+, Spells 15+

Proficiencies: Adventuring, Magical Music, Performance (singing) 2

Languages: Common

Equipment: Crossbow; case with 20 bolts; short sword; silver dagger; well-maintained leather armor; freeholder's tunic and pants; sturdy low boots; backpack with 2 weeks of iron rations and 2gp (3 5/6 stone)

Background: The son of a Kushtu mercenary who settled in Celdorea, Zaidu grew up hearing tales of his father's exploits in the fabled Ivory Kingdoms. When he reached manhood, Zaidu decided to seek adventure in the fabled southern lands for himself. To his surprise, he was captured by Jutland sea-raiders while only half-way across the Ammas Aurë. Zaidu likely would've been sold as a pleasure slave had he not fortuitously managed to charm the ship captain just as they were disembarking the witch Yrsa at Arganos, Southern Argollë. Zaidu realized that the gods had given him a chance to explore fabled eastern lands even his father had not seen, and accompanied Yrsa south to the Borderlands to see what challenges it has in store.

Description: Though he speaks Common with a Celdorean accent, Zaidu has the dark brown skin, wooly hair, and broad nose characteristic of the southern peoples. He has a formidable black beard and a reckless smile that reveals a small gap between his front teeth. Zaidu enjoys coaxing charity out of stingy rich people with his magical music, though he is careful to always pay a tithe on such earnings to thank the gods for his amazing voice.

MAON FOMHARLANNOG

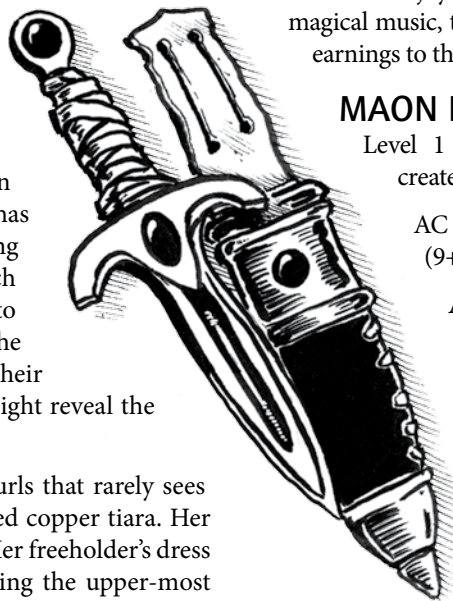
Level 1 Lawful Elven Spellsword (Arcanist-Guardian) created by Jeff Binder

AC 5, Move 60' (20'), HP 7, ATK Two-handed sword (9+, 1d10+2) or composite bow (10+, 1d6+1)

Ability Scores: STR 14 (+1), INT 16 (+2), WIS 9, DEX 10, CON 13 (+1), CHA 13 (+1)

Saving Throws: Petrification/Paralysis 14+, Poison/Death 14+, Blast/Breath 16+, Staff/Wands 16+, Spells 16+

Class Powers: +1 damage, arcane spellcasting (1 1st/day), attunement to nature (+1 bonus to surprise in wilderness), keen eyes (detect secret doors 8+ actively or 14+ casually), connection to nature (immune to paralysis)



Proficiencies: Adventuring, Diplomacy, Mystic Aura, Seduction, Tracking

Languages: Common, Ancient Zaharan, Classical Auran, Elven, Gnoll, Hobgoblin, Orc

Equipment: Embossed spellbook (with *charm person*, *sleep*, and *unseen servant*); elven composite bow; quiver with 20 arrows; two-handed sword with greenish blade and elaborate hilt resembling twisting ivy; banded plate armor; sea-green hooded cloak; traveler's tunic and pants; leather belt; low boots; backpack with 2 weeks of iron rations, shaved cinnamon and mint, and 1gp (7 5/6 stone)

Background: Maon hails from an elven fastness in the Istrith Forest which lies to the northeast of the Viaspen. His great-aunt Mornya, the lady of the fastness, has dispatched him (along with the ranger Sorcha) to uncover the source of her unsettling dreams, which she believes are somehow connected to the horrific beastmen raids that have terrorized the mannish settlements in recent months. Maon and Sorcha have joined the Claws of the Lioness to better achieve this purpose. Maon knows it is the beginning of a marvelous tale of high adventure the poets will sing of for centuries.

Description: Maon is tall for an elf, standing just under 6' in height, handsome and muscular, with smooth, aristocratic features, shoulder-length hair the hue of light-spun gold, and bright turquoise eyes. While devoted to his sovereign, he is also a young elf in a new land, and brimming with excited determination to taste the sweet bounty offered only to those exploring new places and encountering new people.

VIRGIL BOMBOR

Level 1 Neutral Dwarven Machinist (Apprentice) created by Jason Smith

AC 5, Move 60' (20'), HP 6, ATK Warhammer (10+, 1d8) or crossbow (9+, 1d6)

Ability Scores: STR 10, INT 13 (+1), WIS 10, DEX 13 (+1), CON 10, CHA 5 (-2)

Saving Throws: Petrification/Paralysis 14+, Poison/Death 14+, Blast/Breath 16+, Staff/Wands 16+, Spells 16+

Class Powers: Design/build/repair automatons 14+, find/remove traps 15+, open locks 15+, sensitivity to rock and stone (+1 bonus to surprise in wilderness), detect false walls/hidden construction 14+

Proficiencies: Adventuring, Bargaining, Craft (weaponsmithing) 3, Personal Automaton, Siege Engineering

Languages: Common, Dwarven, Goblin, Gnome, Kobold, Orc

Equipment: Mechanical hawk (AC 0, Move 60' fly, HD 1*, hp 4, #AT 1, Dmg 1d3, ML N/A, AL N); crossbow; case with 20 bolts; war hammer; chainmail armor; military cloak; wool tunic and pants; leather belt; low boots; backpack with tinderbox, 12 torches, flask of military oil, machinist's tools, weaponsmith's tools, 1 week of iron rations, and 1gp (8 1/6 stone)

Background: Virgil hails from the dwarven vault of Azen Radokh, west of Siadanos, where unwise ventures have left the once-proud Bombor family in terrible debt. Young Virgil fled his home only hours before he was to be indentured into servitude by his father's creditors. Now he hopes that adventures in the mannish realms might yield treasure enough to return to Azen Radokh, flee his family from debt-

slavery, and re-purchase his family's foreclosed workshops. Though Virgil thinks well of Ranya, the pragmatic dwarf's membership in the Claws is motivated mostly by the promise of rich reward from Legate Valerian.

Description: Virgil is a stout 4'4" and 180lbs., with the large round head, prominent brows, broad nose, and strong chin characteristic of Meniri dwarves. He has thick dark hair and beard, stern green eyes, and skin the color of freshly-tanned suede. He finds men and elves to be shockingly inefficient and lazy, and frustratingly unwilling to accept the generous advice he frequently offers them on how they could improve in task performance. (A picture of Virgil and his mechanical hawk can be found on p.18 of the *ACKS Player's Companion*.)

REGGIO EMILIO

Level 1 Neutral Gnomish Trickster (Scamp) created by Daniel Trujillo

AC 2, Move 120' (40'), HP 5, ATK Short sword (10+, 1d6) or sling (10+, 1d4)

Ability Scores: STR 10, INT 15 (+1), WIS 8 (-1), DEX 11, CON 15 (+1), CHA 17 (+2)

Saving Throws: Petrification/Paralysis 15+, Poison/Death 14+, Blast/Breath 16+, Staff/Wands 16+, Spells 17+

Class Powers: Ambush (+4 attack, x2 damage), prestidigitation 17+, faerie fire (1/hour), ventriloquism (1/hour), mirror image (1/8 hours), phantasmal force (1/8 hours), chimerical force (1/day), illusion resistance (+4 save v. magical illusions), innate illusion mastery (effects at +2 levels, opponents -2 save, +2 levels for illusion research), nose for potions 11+, infravision 90', speak with animals

Proficiencies: Adventuring, Beast Friendship, Diplomacy, Mimicry

Languages: Common, Draconic, Gnomish, Dwarven, Elven, Goblin, Kobold

Equipment: Short sword; sling with 30 bullets; leather armor; freeholder's tunic and pants; leather cap; high leather boots; leather belt; backpack with 2 flasks of military oil, 1 week of iron rations, and 50' rope; small pouch with deck of cards, wax candle, and 8gp (3 2/6 stone)

Background: Reggio Emilio's family had wandered the Borderlands for generations, travelling from village to village, peddling, cajoling, and stealing from dwarf, elf, and man alike. This happy tradition came to a bloody end a month ago during a beastman ambush along the road to Siadanos. Young Reggio has since fallen in with the Claws of the Lioness in order to strike back against the beastmen, but the odd fellowship has quickly become a surrogate family for the orphaned gnome.

Description: Reggio stands 3' tall and weighs about 75lbs, with dark tan skin and long tawny hair spilling from his leather cap. Unlike most gnomes, he keeps his face clean-shaven, displaying handsome features and bright blue eyes that would not be out of place on an elven courtier. Ever charming, he enjoys displaying his wide repertoire of animal noises for his friends and is quick with a quip during challenging circumstances, a jocular poise he maintains to hides his grief from his new companions.

SORCHA THE RAVEN

Level 1 Lawful Elven Ranger (Archer) created by Newton Grant

AC 7/8, Move 90' (30'), HP 8, ATK Spear (10+, 1d8), sword and shield (10+, 1d6), or composite bow (6+, 1d6+1)

Ability Scores: STR 9, INT 10, WIS 9, DEX 18 (+3), CON 16 (+2), CHA 9

Saving Throws: Petrification/Paralysis 14+, Poison/Death 14+, Blast/Breath 16+, Staff/Wands 16+, Spells 16+

Class Powers: Accuracy (+1 attack throws with missile weapons), precise shooting (shoot into melee at -4), difficult to spot (hide on 3+ in the wilderness, 14+ in dungeon), tracking 11+, friends of the birds and beasts (+2 reaction rolls, identify flora and fauna 11+), animal reflexes (+1 initiative, +1 bonus to surprise), attunement to nature (+1 bonus to surprise in wilderness), keen eyes (detect secret doors 8+ actively or 14+ casually), connection to nature (immune to paralysis)

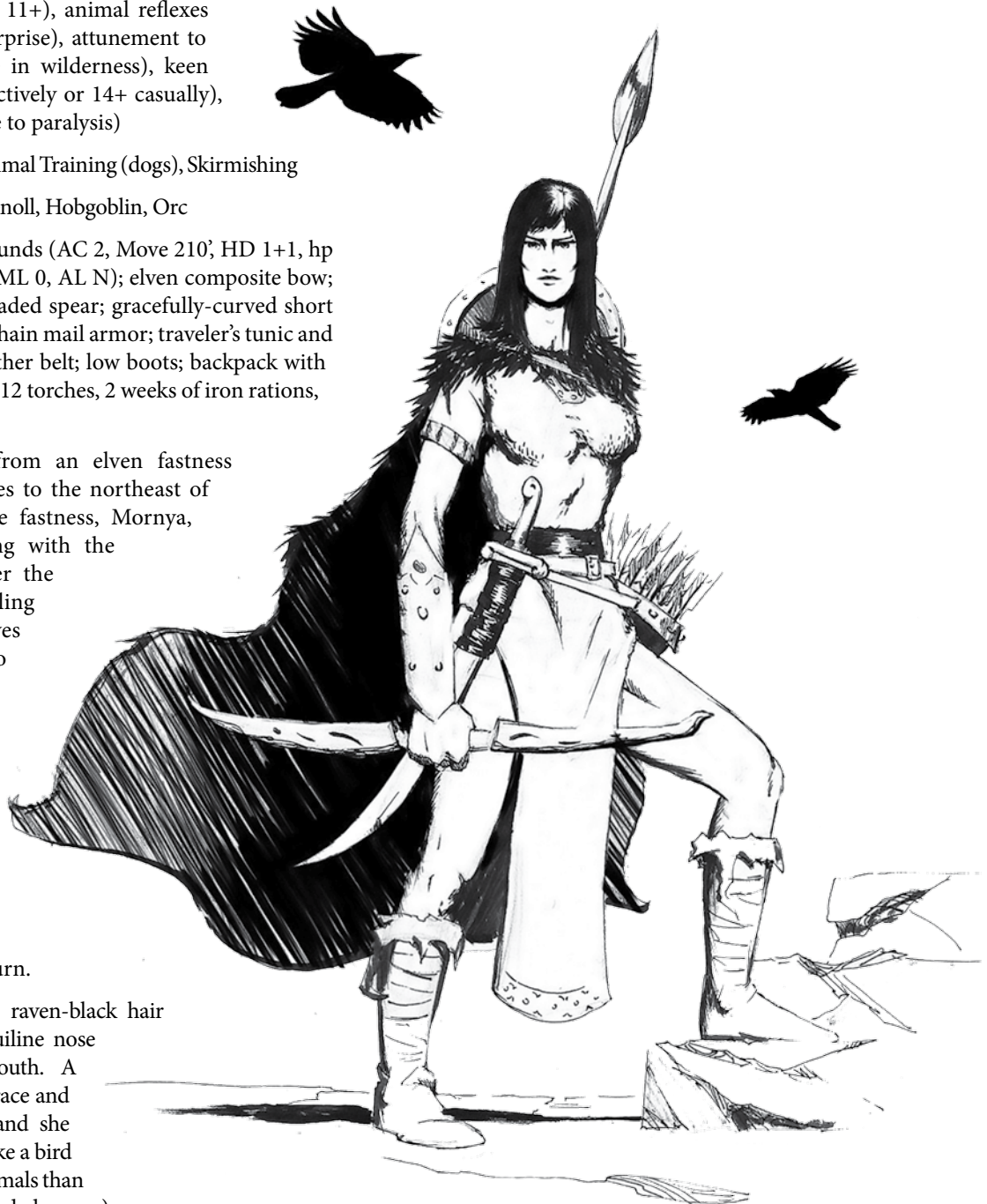
Proficiencies: Adventuring, Animal Training (dogs), Skirmishing

Languages: Common, Elven, Gnoll, Hobgoblin, Orc

Equipment: 2 trained windhounds (AC 2, Move 210', HD 1+1, hp 6, 4, #AT 1, Dmg 1d4, SV F1, ML 0, AL N); elven composite bow; quiver with 20 arrows; leaf-headed spear; gracefully-curved short sword; round wooden shield; chain mail armor; traveler's tunic and pants; raven-feather cloak; leather belt; low boots; backpack with 1lb garlic, 50' rope, tinderbox, 12 torches, 2 weeks of iron rations, and 22gp (6 3/6 stone)

Background: Sorcha hails from an elven fastness in the Istrith Forest which lies to the northeast of the Viaspen. The lady of the fastness, Mornya, has dispatched Sorcha (along with the spellsword Maon) to uncover the source of Mornya's unsettling dreams, which the lady believes are somehow connected to the horrific beastmen raids that have terrorized the mannish settlements in recent months. Sorcha and Maon have joined the Claws of the Lioness to better achieve this purpose. Sorcha knows it will be a blood-drenched quest from which not all of them will return.

Description: Sorcha has long, raven-black hair and sky-grey eyes with an aquiline nose perched over a grim-set mouth. A willowy 5'5" and 105lbs., her grace and reflexes are almost uncanny, and she glides through the wilderness like a bird in flight. She relates better to animals than other elves (or, worse, men and dwarves), and takes little interest in the poetry and high culture of her kind, though she does have a laconic sense of humor.



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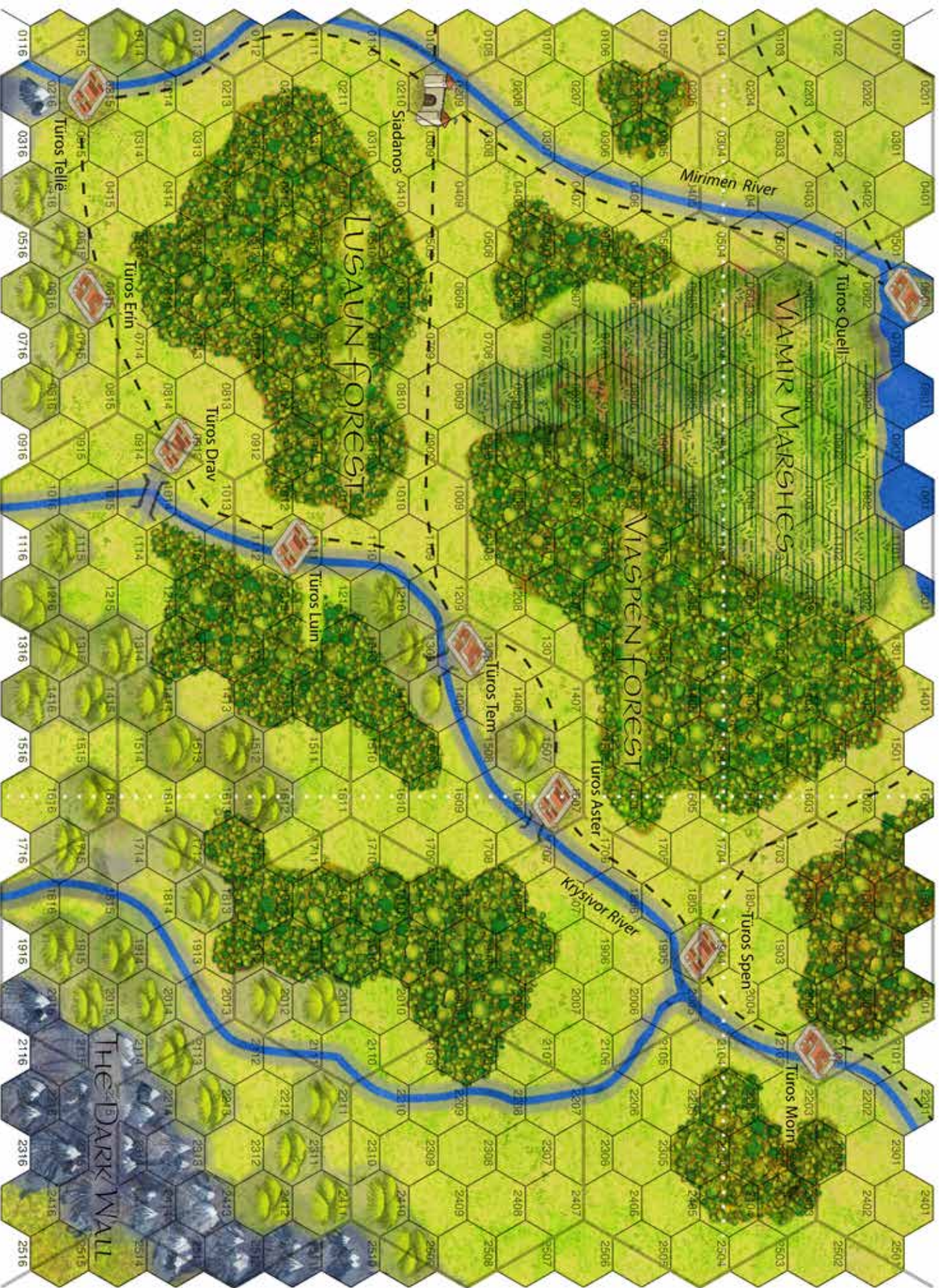
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THE SINISTER STONE OF SAKKARA

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