



The Eyes of the Icon of St Largo have been stolen and taken to a formerly abandoned hellhole deep in Graven-Tosk known as Devil's Tomb. They will see that which is hidden. **Retrieve them!**

THE MADMAN

- Former graverobber, mad with spore fever. Naked and unarmed. Cannot remember his name. Scared to death of The Angelic Choir.
- Tries to stop anyone from entering the tomb. Will first beg, then bite.

PIT TO HELL

- Bottomless chasm leading straight to the fiery torture-realms of Hell. Fall and die.
- Narrow bridge across.
- Greenish bronze door, locked with heavy chains. *GO TO NECH*, written with blood.

TRAITOR'S DEN

- Muddy, cramped cave. A severed arm is nailed to the wall.
- Belphebuk** killed a fellow drowned and this cell is her punishment.
- She is hungry and spiteful. Seeks revenge. Wants to see the Plant of Life destroyed. Knows where it is hidden.

ANGELIC CHOIR

- Vines cover these stairs. On the walls grow bulbous flowers with angel faces. They sing haunting, wordless songs (test Presence DR10 or loudly sing along for a minute).
- Spores float in the air.

GOBLINS

- Three goblins violently arguing over a two-handed sword. It is incredibly sharp (d10+1).
- Vines and angel-faced flowers everywhere. Spores fill the air.
- The back room has collapsed into the pit to Hell. The Icon's Eyes will see an opening leading further in on the other side.
- A rickety wooden door leads to a chamber where the goblins shit.

THE DROWNED

- Amphibian creatures exiled from their poisoned, dried out lake.
- 10 individuals present. 4 more soon back from a raid.
- They worship The Plant of Life and its angelic children.
- This level is flooded. The water comes from the collapsed corridor and flow toward a waterfall down the pit to hell.

DROWNED ALTAR

- Circular granite slab.
- A dead Drowned is placed upon it, covered in blue leaves and vines.
- Thrice daily they mourn him.

DROWNED LAIR

- Fleshy cocoons where the Drowned sleep.
- Stolen goods soaked in water: ruined food, simple tools, ragged clothes.

DROWNED HOARD

- Mud covered jumble of shiny objects. Coins, cutlery, chains, nails and horseshoes. A search will yield (d4)
 - 20+2d10 silver
 - Two shortswords
 - A silver effigy of a three headed basilisk
 - A ten foot copper rod
- The Icon's Eyes are also here. Looking through them will reveal all invisible and hidden things.

THE PLANT OF LIFE

- The passage here is only visible if viewed through the Icon's Eyes.
- Spores and vines fill this room.
- Giant, pulsing cactus** in every color. Tendrils grow from its top, swaying in the spore-filled air.
- Anyone in the vicinity must pass a DR12 Agility or be grabbed by a tendril. Then test DR14 Strength or be dragged into the plant's mouth, taking d6 damage per round until the Strength test is passed or the tendril chopped off.
- The Plant has 30 HP and upon death, all the vines turn into black metal and the angelic faces into skulls.
- Big: Impossible to miss.