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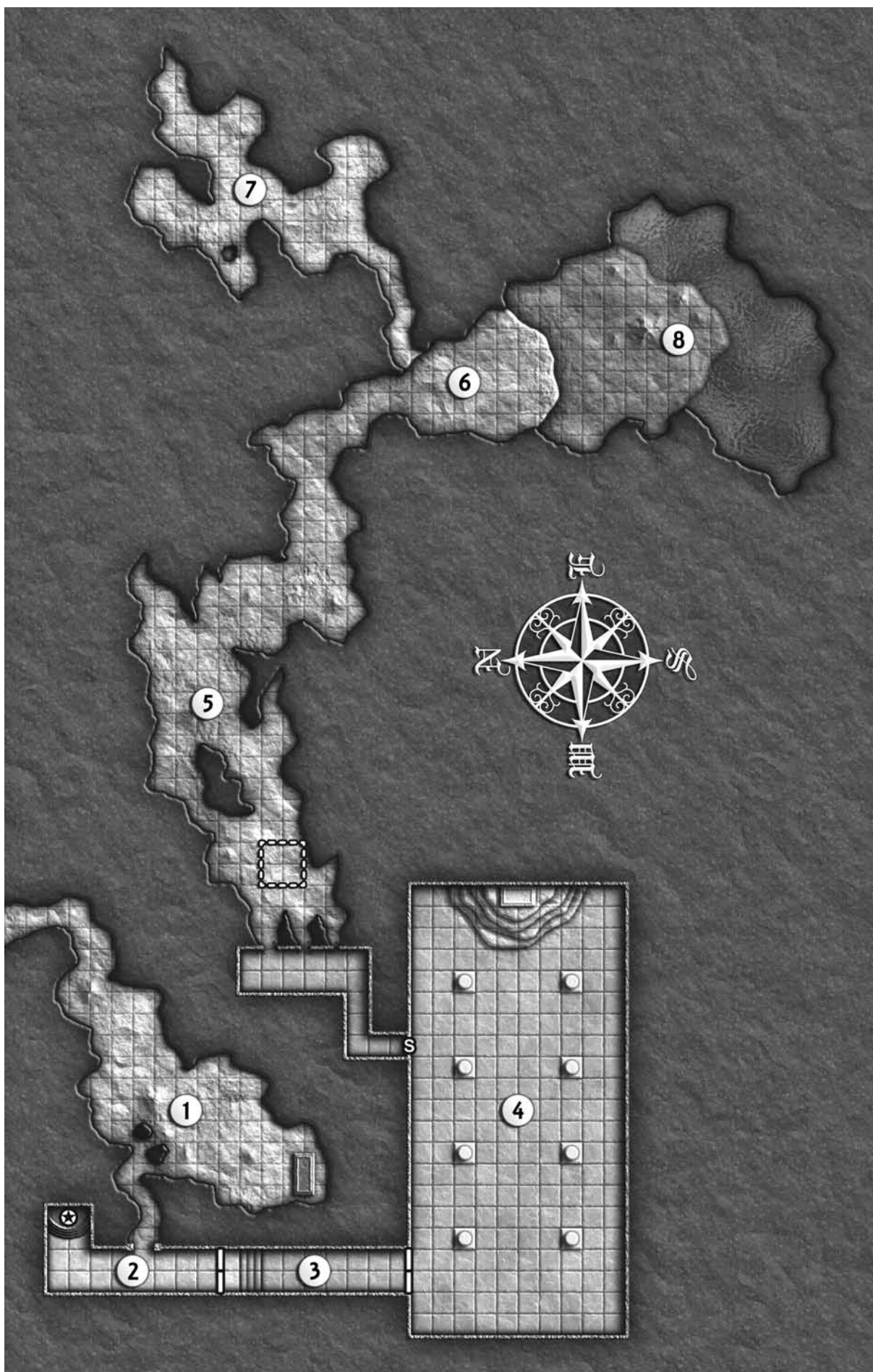
SEPULCHER OF THE MOUNTAIN GOD

by Paul Wolfe



COMPATIBLE WITH

**DCC
RPG**



Sepulcher of the Mountain God

A Level 1 Adventure Locale for 8-10 characters

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All products in the Adventure Locale line present one or more dungeons that can be quickly picked up and used for a session of the Dungeon Crawl Classics Role Playing Game.

Background

In ancient days, two tribes dominated the land: the Yuuto and the Omeri. The Yuuto, a tribe of mountain people, were fierce and savage warriors – raging through the more civilized Omeri lands in a constant state of war and rapine. With them, the Yuuto brought their savage god, Ira (pronounced eer-AH). In these legendary times, the Omeri finally rose up against the Yuuto invaders, drove them back into their mountain homes, and then destroyed the Yuuto utterly. Worship of Ira, the Mountain God, survived into the modern age in the obscure mountain hamlets and backwater lowland villages of his other worshippers. In addition, Ira is the god of giants, deep dwelling dwarves, and other mountain dwelling humanoids.

Through the ages of man, Ira has ever been locked in a struggle with Gelihedres, the demonic god of the lower worlds. The King of Darkness, as he is called, counts the squirming masses of deep cave systems as his servants. Though the power of both gods has waned over the millennia, they are still locked in a cosmic struggle of Law over Chaos—of the deeper darkness over the stony roots of the majestic mountains.

More recently, the mountain village of Inira fell under the sword of raiders and bandits. The village's

priest of Ira, Bashkim, lost his home, his wife and children. Consumed by the pain of his loss, Bashkim called out to his god for succor. The Mountain God offered him only stony silence. Bashkim immediately renounced his god and then sought out ways to hurt both Ira and his worshippers. In an ancient tomb, Bashkim discovered foul knowledge that, if properly used, would severely weaken the Mountain God's power. Though Bashkim took Gelihedres as a patron, he seeks merely to enact his own vengeance upon the Mountain God, whom he feels is directly responsible for the death of his family. He has come to the sepulcher, stolen the artifact Alceon and the skull of Ira's legendary champion. Deep below the sepulcher, he prepares to enact his vengeance.

For the Judge

Braving the hidden tomb of an ancient tribal king, the adventurers become embroiled in a quest directly from Ira, the Mountain God – find the Skull of Vyache and his magic club, Alceon, that were stolen by Bashkim and the twisted minions of Gelihedres.

This adventure locale is meant to be a brief expedition dropped into an existing campaign. The powerful magic items and knowledge discovered within the sepulcher of the Mountain God may serve as a jumping off point for a larger campaign. Below are some suggested hooks to get the party moving toward the sepulcher:

- The party cleric may be directed here by the clergy of his or her church or directly by the cleric's deity (possibly as a result of a Deity Disapproval roll) to investigate the increased activity of cultists to Gelihedres.
- Rumors about the legendary treasure of warrior, Aven-Kruz, or the legendary club of Vyache, Alceon, may draw warriors and thieves.
- An ill-fated adventurer met his demise in area 9 of the sepulcher. His disappearance could cause relatives and friends to hire adventurers to find out what happened to him.
- Wizards may uncover information about the ancient cosmic battle between Gelihedres and Ira. Histories concerning the Omeri and Yuuto may contain notes and/or clues about Aven-Kruz, Vyache and Alceon, or the buried shrine to Gelihedres (areas 12 and 13).

General Layout

The Sepulcher of the Mountain God dungeon spans two maps. The upper area which contains the sepulcher and connected tunnels is found on page 2 of this adventure. The map of the lower levels which is home to the craymites and the temple of Gelihedres is found on page 13.

None of the areas described as natural cave possess any sources of light beyond the odd tuft of iridescent fungus. Adventurers who wish to see in the areas of natural stone will need to rely on infravision, torches or magical light sources.

Area Descriptions

1. Tomb of Aven-Kruz: *A brush-choked cave mouth reveals a dry passage crowded with curtains and columns of flowstone. The passage opens to a wide natural cavern where a group of skeletal corpses lie in stately repose. A larger, decorated corpse lies on a black stone bier at the back of the chamber. Wind whistles strangely here, as if the cavern is breathing.*

The markings on the biers are Yuuto in origin; Aven-Kruz was a chieftain that united several Yuuto clans against Omeri invaders. In his later years, Aven-Kruz was overthrown and spent his last days building and protecting the shrine to Ira (area 2). He and his servants died in this cave. If the characters come within 30 feet of the tribesmen or their chieftain, they will animate as undead and attack the characters assuming they are more Omeri invaders.

Zombie Tribesmen (8): Init +0; Atk claw +2 melee (1d4+2); AC 12; HD: 1d12; hp: 8 each; MV 20'; Act 1d20; SP always attack last; SV Fort +2, Ref +2, Will +0; AL C

Aven-Kruz, Feral Undead Chieftain: Init +4; Atk claw +2 melee (1d4+1), bite +2 melee (1d4); AC 16; HD 2d12; hp 13; MV 40'; Act 1d20, 1d14; SP Dread (Will DC 12); SV Fort +2, Ref +2, Will +0, AL C

Dread: The undead form of Aven-Kruz is hellish to behold – a skeletal form clad in tatters of its own skin, shrunken muscles and organs. His eyes burn with a demonic blue light. Those that fail the save flee the cave by the most direct route (even at the risk of taking attacks while withdrawing). If prevented from fleeing, the victim cowers – defending him or herself, but unable to do much more. The effect lasts for 1d5 rounds.

If the character dispatch the undead warriors and search the chieftain's bier they discover the following treasures of his ancient rule:

- A heavy steel mace has flanges plated with a silver alloy that is untouched by rust and age. Upon its handle is the symbol of a mountain with magma-like root extensions (a holy symbol of Ira the Mountain God) and along its shaft is the image of a wolf under an outstretched wing (the sigil of Aven-Kruz) [2-handed, 2d6 damage, requires STR 16 to wield]. (50 gp)
- A breastplate made of interlinked bones. The bones are large like that of a sabre-toothed cat or a mammoth. Although the armor feels sturdy the bones have begun to crack with age. [AC +3, light armor, shatters on a critical hit to wearer.] (25 gp).
- A cape made of multi-colored feathers. The cape was once magical, but the glamor has worn off over time. What little magic remains in the garment has kept it from rotten over the ages. The cloak is also useful in discovering the rites of the Mountain God (see area 2 for additional effects) (20 gp)
- A clay urn sits atop the bier. It is filled with a mixed assortment of triangular and square bronze coins. The coins are marked with images of Yuuto chieftans from ages long ago. (10 sp worth. To a collector or historian of Yuuto artifacts they may be worth as much as 80 gp)

A short passage into the sepulcher is concealed by flowstone curtains and a collection of stalagmites. A concentrated search of the room reveals a narrow opening into the passage. Dwarves and elves notice the passage on a successful Luck check just by passing the area.

2. Shrine of the Mountain: *The dusty passage reveals a small chamber carved from the living rock. An obsidian and basalt shrine decorated with a crude hooded idol crowds the space. At the southern end of the passage is a door of blue-tinged metal.*

The idol (about three feet tall) and shrine are dedicated to the Mountain God, Ira (religious knowledge DC 12). Examining the shrine reveals a crude bowl carved into the flat surface of the stone block. The symbol of Ira (a mountain with magma-like roots)

is carved into the bottom of the bowl. The symbol in the bowl is partially obscured by flakes of dried blood. If the cape of multi-colored feathers (from area 1) is brought near the shrine, the holy symbol of Ira begins to pulse with a reddish-orange glow illuminating secret writing on the wall over the shrine. This writing outlines a binding ritual to the Mountain God known as the Chant of Stone (in the Yuuto language).

At the DM's option, the Chant of Stone could act as a Patron Bond spell for wizards and/or a benediction for clerics seeking to enter into Ira's service. It can be translated either by a Comprehend Languages or a Read Magic spell. Additionally, if a character speaks the dwarven language, he or she can make an Intelligence check DC 8 to determine the gist of the message, and how the ritual can be enacted.

Uttering the Chant of Stone over a quantity of blood in the bowl (4 hp worth) enchants the blood, which then may be painted over the metal door to open it (requires about 2 hp worth of blood). Additionally, anointing a worshipper or servant of Ira with the blood (1 hp worth) grants a +4 Stamina bonus for 1d4 days. This portion of the ritual functions once a year, though the enchanted blood can be kept in a sealed flask for up to a week.

The metal door foils all attempts to pass it by mundane means— even attempting to dig into the rock around the door eventually causes the digging tools to break. Flakes of blood can be detected on the lintel and jambs upon closer inspection. The enchanted blood from the ritual above is the only way to open the door short of other creative magical means.

3. Unused Passage: *This dusty passage slopes down to a set of bronze double doors with brass fittings. The doors depict a world-spanning mountain on which lounges a giant of horrific countenance. At the base of the mountain carving a man is depicted with a strange horned helmet raising an iron-shod club, as if in triumph. Two plain brass rings are secured to each door.*

Pulling the doors with any force causes them to fall forward, utterly crushing all within the 10 foot x20 foot space (Find DC 14, Damage: utterly crushed, Reflex DC 14 to avoid). Behind the bronze doors are plain unlocked wooden doors.

The bronze doors are attached to a set of iron chains. After several hours, the chains retract, drawing the doors back into their upright position.

4. Sepulcher of the Mountain: *Stone pillars carved to look like bestial giants march off into the darkness. Moving into this large room, the light reveals a stone structure carved to look like a mountain. A robed figure reposes at its pinnacle. The face and shoulders of a foul giant is carved into the wall over the figure. The walls of the room, the pillars and the carving of the giant are striated with glittering veins of silver. The sepulcher is silent; ominously so.*

Of the eight pillars, the two closest to the altar are blank of all carvings and silver. If the bier, pillars, veins in the wall and/or statue are touched, four stone guardians step out of these blank pillars, and fight until destroyed. Once defeated, each stone guardian falls to dust. The guardians reform after an hour and continue to attack unless presented with the holy symbol of Ira. The stone guardians will not attack any creature anointed with blood from the Chant of Stone.

Stone Guardians of Ira (4): Init -2; Atk fist +4 melee 1d6+1; AC 13; HD 2d8+2, hp 11 each; MV 20'; Act 1d20; SP immune to piercing/slashing attacks; SV Fort +4, Ref -2, Will +0, AL N)

Appearance: Stone Guardians of Ira appear to be misshapen giant-like beings composed of stone. Their arms are overly large and their bodies are decorated with tribal tattoos in reddish-brown of hematite.

Searching the room reveals the husks of three vaguely humanoid crustacean creatures. The creatures, known as craymites, have a hard exoskeleton covering their small frame. Their dark beady eyes sit high on their face and their mouths or mandibles are hidden by a mass of tendrils and antenna. Despite their inhuman form their hands are fully human-like. These dead craymites were servants of Gelihedres.

The craymites raided the sepulcher for the artifacts of Ira with Bashkim and his cultists. The ex-priest of Ira enacted a ritual to avoid the curse, and then had his craymite minions steal the skull of Vyache. Although they avoided the curse, not all the craymites could avoid the crushing fists of the Stone Guardians.



A group of hapless adventurers fall victim to the stone guardians of Ira

At the top of the mountain altar lays the headless skeletal remains of Vyache. The skeleton is dressed in ancient robes marked with the symbols of a great mountain with magma roots. If characters disturb the remains, the party suffers the Curse of the Mountain God (see right). The robe falls to dust where touched, though the skeleton clutches a golden-hued gemstone (75 gp) to its chest. Additionally, the skeleton wears a silver holy symbol of Ira.

The secret door in this room is behind a stone panel depicting Vyache defeating the hordes of Gelihedres – amorphous blobs shooting fire from their stalked eyes – with a large iron-shod club (Search DC15).

The secret passage beyond has been breached by the burrowing of the craymites. The back portion of this passage contains a second stone panel divided into various scenes depicting Vyache furthering the glory of Ira. In the center of the panel is a carved out space in the shape of a club. This is where Alceon, the magical club of Vyache, once rested before being stolen by the servants of Gelihedres.

Curse of the Mountain God

Disturbing the priest's remains or touching the carving on the back wall opens a conduit to Ira's realm. A fiery reddish-orange light shines down on the carving, and though it is stationary, the carving appears to shift and move in the flickering fiery light. Everyone in the room must make a Will save (DC 20) or be prostrated with fear and awe. Those that fail the save are affected by the Mountain God's curse. The words of Ira are sent directly into the minds of the cursed and deals 1 point of Personality damage.

"You have invaded my sanctum and defiled the final rest of Vyache, my most trusted champion. For this desecration, I now require reparations!"

There is a thundering sound of an erupting volcano.

"Beneath my temple lies the nest of Gelihedres, foul King of Darkness. His vile children have defiled my sanctum and stolen the skull of Vyache and his mighty weapon. Return both or you will never again find rest on the surface of my world!"

After delivering the curse, the fiery light dies.

Mechanically

The Curse of the Mountain God drains 1 Luck permanently every day from each character that is not actively pursuing the thieves of Alceon and the skull of Vyache. This Luck is not recovered normally by those of the Thief and Halfling classes. If the party recovers the stolen artifacts, the effects of the curse are reversed, as described below. The DM can decide what “actively pursuing” entails, but could include gathering supplies, recruiting, resting and the like.

Should Alceon not be returned to its rightful place, the party suffers the Curse of the Mountain God permanently. As a character’s Luck approaches 0, he or she suffers ever more dangerous calamities, until the character is literally faced with random situations of painful death several times a day.

This is a geas-like effect. If you as a Judge do not like this kind of mechanical penalty, simply leave the curse up to the player’s imagination.

Returning to the Sepulcher

When the characters return Alceon and the skull of Vyache to their rightful places, the Curse of the Mountain God is reversed – the character gains a Luck point each day until reaching his or her maximum (at the time of the curse). Each Lawful or Neutral character also receives a blessing from the Mountain God. These can be personalized by the DM, or simply award each character +1 Luck. Depending on the results of the adventure, clerics that enter into Ira’s service may be given yet another quest that includes bearing Alceon for a short time. The magical club should only be awarded permanently to those of who demonstrate peerless and unquestioning service to the Mountain God.

5. Digging: Jagged passages burrowed through the rock open into a large natural passage. The air here is damp and cool.

This passage was partially dug by the craymites when they broke into Vyache’s tomb. They left a trap to deter pursuit. A hole in the ceiling is covered over with dried mud and a tripwire is positioned across the width of the chamber. Anyone moving over the wire dumps tons of stone onto everyone within the 10 foot x 10 foot square marked on the map with dotted lines (Find Traps DC 12; Ref DC 12 for half damage; 3d6 damage).

6. Cliff’s Edge: The passage ends at a sheer cliff. Tens of feet below, water reflects dully and the air is heavy, damp and cool.

Here the passage collapsed into a sinkhole where water undermined the cavern. The floor of room 8 is 60 feet below and the cliff is damp and slippery (Climb DC15). Thirty feet up the northeastern wall of this chamber is a small passage that is difficult to spot from the floor (DC 22). Eight craymites wait in ambush here, leaping onto anyone near the cliff’s edge with the intention of knocking the victim over and then leaping down into the pool.

Craymite (8): Init +2; Atk bite +2 melee 1d6; AC 12; HD 2d6, hp 7 each; MV 20’, Leap 50’, Swim 20’; Act 1d20; SP Leaping attack; SV Fort +1, Ref +4, Will +1, AL C

Leaping Attack: When a craymite is able to leap with an attack, it gains a d3 Deed Die like that of a Warrior. This die adds its bonus to both the attack and damage rolls, and, if it comes up “3” on a successful hit, the character struck is bowled over and knocked prone.

A craymite is a creature about 3 foot tall that resembles a humanoid crawfish without claws (their legs end in small grasping claws that are ineffectual in combat). The creatures have strong back legs that allow them to leap great distances.

Craymites speak their own language (a form of Undercommon). Anyone that speaks Undercommon can make a DC 10 INT check to understand them well enough during questioning. Under duress they will brag that Gelihedres lives deep in the earth where he plots the demise of all those of the “light.” They do know that the “loud stick” is not currently

in the King of Darkness' hands, but is being held by a mutinous priest called "False." They can also lead party members to the shaft in area 7 that leads down to level 2.

7. Ambuscade: *This passage is small, cramped and muddy. After twenty feet or so, it opens into several low natural chambers stinking of dead fish.*

Craymites use this passage as a temporary lair when intruders are detected. Halflings can move through these passages at regular speed, dwarves at ½ speed. Humans and elves must crawl (1/4 speed). Other than the eight craymites encountered above, this chamber contains mud nests and a few dead cave fish. The shaft in the back corner drops 180 feet to room 9 on level 2. A waterlogged rope is tied to a thick iron spike driven into the rock. The rope is 190 feet long and perfectly serviceable. The shaft is a natural crack in the stone, though of fairly regular width, and can be free-climbed by thieves or rope-climbed by anyone.

8. Sinkhole: *This chamber is very cold and damp. A large pool of water laps at the stone shore.*

A clear, cold pool of water dominates this room. It is the primary highway for Gelihedres' servants between the upper and lower worlds. Other than herds of scuttling cave crawfish and schools of blind fish, there is nothing else here. The water is deathly cold, however – anyone staying submerged for more than a turn must make a Fort save DC 13 per round (+1 DC per round) or lose 1 Stamina. Unless the characters can breathe underwater, the path to the lower worlds are not reachable at this time. If the characters have the means and wish to explore the lower world that development is left up to the Judge.

Warren of the Craymites

The flooded warren of the craymites can be reached by climbing down the shaft in area 7 (landing the characters in room 9). The darker grey areas are filled with cold water to a depth of 8 to 12 feet deep, while the lighter grey areas are filled with water to about 1 to 2 feet deep. In the lighter areas, movement is one-half speed for humans and elf characters and one-quarter speed for dwarf and halfling characters – running and charging are not possible. Deeper areas require everyone to swim – deeper water is also incredibly cold (see room 8 above).

Fifteen craymites dwell in the warrens (areas 9-11), only rarely entering the holy chamber (12). While in their warrens, craymites' movement and combat abilities are unaffected by the water; they swim at 20 feet per round, as well as use the craggy walls as perches to leap onto enemies.

Craymite (up to 15): Init +2; Atk bite +2 melee 1d6; AC 12; HD 2d6, hp 7 each; MV 20', Leap 50', Swim 20'; Act 1d20; SP Leaping attack; SV Fort +1, Ref +4, Will +1, AL C

Leaping Attack: When a craymite is able to leap with an attack, it gains a d3 Deed Die like that of a Warrior. This die adds its bonus to both the attack and damage rolls, and, if it comes up "3" on a successful hit, the character struck is bowled over and knocked prone.

Purple Duck Note: *The map for rooms 9-17 that comprise the warrens and carved chambers is located on page 13 of this product.*

9. Bottom of the Well: *The shaft ends about seven feet above a brackish and stinking body of water. This natural chamber is completely flooded and flooded passages branch off from it northeast, southeast and west. Two waterlogged bodies float near the northeast passage.*

Any disturbance of the water has a 20% chance (cumulative) per round of attracting 1d5 craymites. The water is foul smelling and murky but otherwise harmless. Bashkim and his cultists (area 13-17) passed through here. They managed to fight their way through the craymites, though two of Bashkim's adherents fell. The corpses are clad only in loincloths, but their arms are covered in complex tattoos. Someone with religious knowledge can determine that these tattoos are ritual markings dedicated to Gelihedres (DC 15)

Craymite (up 5 at a time): Init +2; Atk bite +2 melee 1d6; AC 12; HD 2d6, hp 7 each; MV 20', Leap 50', Swim 20'; Act 1d20; SP Leaping attack; SV Fort +1, Ref +4, Will +1, AL C

Leaping Attack: When a craymite is able to leap with an attack, it gains a d3 Deed Die like that of a Warrior. This die adds its bonus to both the attack and damage rolls, and, if it comes up "3" on a successful hit, the character struck is bowled over and knocked prone.

Searching in this area uncovers 3d30 cp, 2d20 sp, and 2d10 gp per round (for 5 rounds). Additionally, a DC 15 Search reveals a hapless thief entrapped 8 feet up the southern wall. The rock formation can easily be broken away to reveal the thief's corpse nearly petrified alongside his ruined leather backpack which contains a small pouch of 12 gp, a rusted set of thieves' tools (checks at -1), spoiled rations, and a rotted rope. On the thief's belt is a rusted but serviceable dagger.

10. Brood Chambers: *The flooded natural passage widens into a dead-end chamber. Piles of mud, some in peaked "nests" and others in circular pens, poke up from the murky water.*

These chambers serve as living quarters and nurseries for the craymites. The chambers contain mud nests of crawfish, coral full of cave fish, and nursery ponds full of craymite spawn. At any given time there are 2d5 craymites here. As described in room 7, above, these craymites know of the rebel priest called False, and they know that he passed into the "Holy Chamber." If hard pressed, they can reveal the secret underwater passage to 13. Each of these chambers contain what little treasure the creatures have scavenged – 2d12 sp and 1d6 gp and 1d3 gems of 10-50 gp value each (30% chance).

Craymite (up to 10): Init +2; Atk bite +2 melee 1d6; AC 12; HD 2d6, hp 7 each; MV 20', Leap 50', Swim 20'; Act 1d20; SP Leaping attack; SV Fort +1, Ref +4, Will +1, AL C

Leaping Attack: When a craymite is able to leap with an attack, it gains a d3 Deed Die like that of a Warrior. This die adds its bonus to both the attack and damage rolls, and, if it comes up "3" on a successful hit, the character struck is bowled over and knocked prone.

11. Passage of the Holy: *This flooded passage ends in a dead end. At the far end, it appears that the water is much deeper and clearer than the rest of the warren.*

The passage drops off to a 30 feet deep pool. The chamber is unguarded, though the deeper water is brutally cold (see room 8). Fifteen feet under the water here is a passage to room 12. A second, hidden passage branches off to room 13 (Searching for this passage requires 1 full round, at least). In addition to the cold conditions, the swimmer must

make a Strength check (DC 13) each round to swim through the passage (to 12 or 13). Reaching either chamber only takes 2 rounds, but each failed check adds a round to the swim. When the swimmer has been under water for three rounds, he or she must make a Stamina check DC 10 or begin to drown. Each round thereafter the Stamina DC increases by 2. A drowning character loses 1d6 Stamina per round. Lost Stamina recovers quickly once the swimmer can breathe again.

12. The Holy Chamber: *This dark vaulted chamber is flooded with cool, clear water. The main part of the chamber appears to be waist deep, but the water deepens on the far side of the room. Other than the lapping of the water, the room is silent.*

The holy chamber is revered by the craymites as a temple to Gelihedres. The eastern pool gives way to a shallow antechamber (12-b) facing a deep clear pool (12-c). The pool is circled by narrow walkway (Dex DC 14 to stay on this slippery surface) dropping off into the abyssal pool (12-d), that leads to Gelihedres hellish underwater sea.

12-a. The Entry Pool: This leads to the underwater passage back to 11 (and the hidden branch to 13). Note: The mud demons will follow parties into 13, though they flee from anyone wielding Alceon.

12-b. The Antechamber: The antechamber is a shallow area where the craymites gather to pay homage to their deity. The water here is only 1-2' deep. Disturbing the water here awakens the guardians of this chamber (see below).

12-c. The Central Pool: The central deep pool covers a sculpture of Gelihedres – about 15 feet under water. Between the stalked eyes is a rusted iron plaque about 3 feet wide and 4 feet long inscribed with a benediction to Gelihedres. The body of a mud demon floats in this pool – killed by Bashkim and his minions.

Purple Duck Note: *The benediction to the King of Darkness can be used as either a Patron Bond spell or as a clue to entering into Gelihedres' service. This is left up to the Judge.*

12-d. The Abyssal Pool: *The Abyssal Pool is unfathomably deep and cold.*

The abyssal pool is home to two mud demons, who are the guardians of the Holy Chamber. The mud

demons will rise from the deep pool to attack any non-craymite creature that enters this area. Traditionally, they would also allow safe passage for other followers of Gelihedres but their encounter with Bashkim has altered their outlook on strangers, even strangers who worship the same patron.

Mud Demon (2): Init +3; Atk weapon +3 melee – lashing tentacles (1d8+2); AC 15; HD 3d8, hp: 14 each; MV 30, swim 40; Act 1d20/1d20; SP Eye blast (Ref DC 15 or blinded for 1d3 turns; -3 to save for those with infravision); 20% miss chance to those that succeed the save, unless they do not need sight to fight; half damage from non-silver weapons; SV Fort +3, Ref +3, Will +2, AL C

The mud demons of Gelihedres are 8 feet tall misshapen blobs composed of what appears to be living mud. Innumerable eyestalks rise from their headless torsos, each with a golden eye the size of a fist. They flow quickly over watery surfaces and use their two barbed tentacles to kill and capture prey. When destroyed, several of the eyes harden into clear yellow gems of varying quality like a citrine (2d4 gems 10-60 gp each)

Purple Duck Note: *Characters may recognize these as similar to the gem held by the corpse of Vyache in room 4.*

Carved Chambers

This area was constructed by an older human cult to Gelihedres, but has long since been abandoned. It is now occupied by Bashkim and his adherents. The ex-priest of Ira seeks to destroy the Mountain God's hold on the underworld by a foul ritual involving the corpse of a giant's child plus Vyache's skull and magical club.

13. Reflecting Pool: *The passage opens into a worked stone chamber with a long stone pool. A passage exits the room from the northeast corner. Other than the smell of cold water, a faint sweet but pungent smell can also be detected.*

The walls of this room are plain, though on each is a carving of the holy symbol of Gelihedres – a cluster of eyestalks emerging from a sphere. A naphtha-based fire trap guards the exit from this room (Find Traps DC 13; Reflex DC 15; 1d8 damage + 1d4 damage per round for 3 rounds. Fire cannot be extinguished with water but a character that used an Action Die to make the save puts out the fire).

14. Apartments: *This room stinks of unwashed bodies and is crowded with sleeping mats and crude personal belongings. Twelve people rise from their positions around the room, their skins with carved in eldritch and vile symbols.*

The door to this chamber is locked. One of the cultists passes into room 15 to warn the acolytes. Amongst the personal junk the party can collect 2d20 cp, 3d8 sp, and a golden symbol of Gelihedres (40 gp). The skin carvings are similar to those on the corpses in room 9.

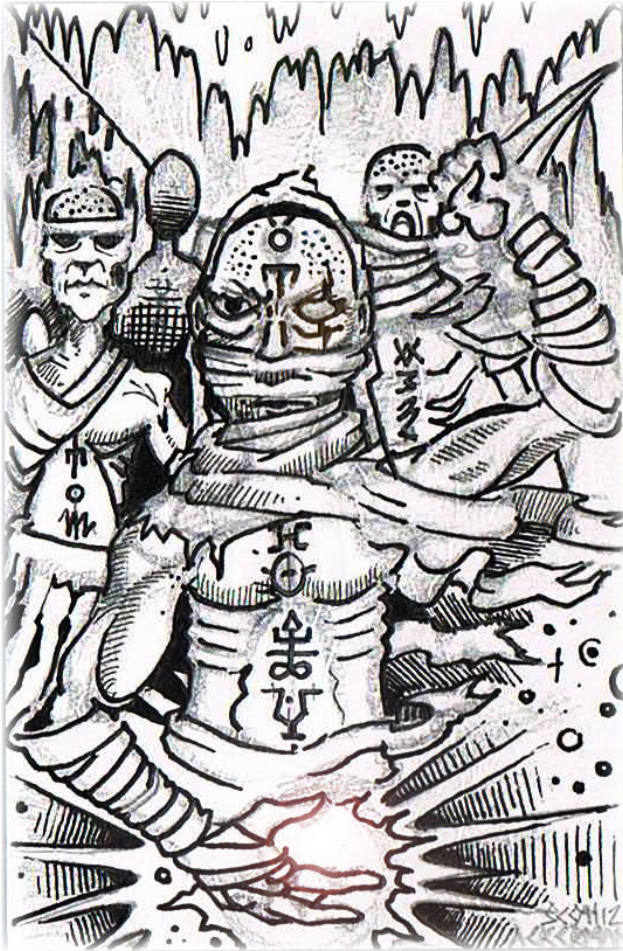
Cultists (12): Init +1; Atk scimitar +1 melee (1d6+1), javelin +1 ranged (1d4); AC 12; HD 1d6, hp:4 each; MV 30'; Act 1d20; SP Gang-up — +1 to hit per combatant over 2 on a single opponent; SV Fort +2, Ref +2, Will +0, AL C

15. Holy Men: *This room stinks of unwashed bodies and several beds line the back wall. A central fire pit fills the room with smoke, though a natural chimney seems to vent the majority of it. Six men in loincloths rise from various positions around the room, each with the vile symbol of Gelihedres carved into his chest.*

Six acolytes of Gelihedres live here. If alerted, five will support the battle with spells, while one will open the secret door to warn Bashkim and his guards of the intruders. Among their belongings are 2d100 sp, 1d24 gp, and a small bag of 4d20 gems worth a total of 150 gp.

Acolytes (6): Init -1; Atk club +1 melee (1d4), or spell (Spell Check +2); AC 12; HD 2d8, hp 10 each; MV 30; Act 1d20; SP King's Embrace (see below); SV Fort +1, Ref +0, Will +2, AL C – NOTE: Can be turned by clerics of Law. Spell check modifier equal to HD.

King's Embrace: (Spell Check DC 14) Upon a successful Spell Check, a muddy tentacle emerges from the carving on an acolyte's chest. This tentacle attacks at +2 (independent of the acolyte's normal attack) and wraps around the victim's throat causing 1d4 Stamina damage per round. The tentacle remains for 3d3 rounds. Each round the victim can attempt to escape by beating a DC 15 STR check.



16. Empty Chamber: *This room is bare and empty, though the symbols of Gelihedres dominate each wall.*

There is nothing in this room. At one time, this room was used as additional quarters for the acolytes of Gelihedres but as their numbers fell the acolytes decided to abandon this room and move into smaller quarters for protection.

17. Ritual Room: *A tall, dusky-skinned man with white hair stands over the beheaded body of a young giant. The corpse lies within a silver sigil carved into the stone floor and a human skull sits near the giant's severed neck. At its right hand lies a large wooden club adorned with dull iron spikes.*

Bashkim is deep in his ritual when alerted to the party's presence – crouched over the flayed body of a giant's child within an arcane circle. The skull is Vyache's and the club is Alceon. Bashkim will only interrupt the ritual if directly attacked – and if disrupted, he'll snatch up his prizes and dive into the well at the back of the room. The well falls hundreds of feet into the deep underworld.

The guards immediately move to attack anyone in the room – but do not leave to pursue or engage the party elsewhere. Bashkim's concubine, Adalee, is a charmed priestess of Ira who has now so sullied her connection to the god that she is essentially powerless. She fights to protect her master, but any sign that the party works for her former deity allows her a Will check (DC 18) – which breaks the charm.

Adalee: Init -2; Atk dagger -2 melee (1d4-1), AC: 11; HD 1d8, hp 4; MV 20'; Act 1d20; SV Fort -1, Ref -2, Will -4, AL N

Guards (4): Init +2; Atk spear +d3 melee (1d8+d3), or longsword +d3 melee (1d8+d3); AC: 16 ; HD 1d12, hp: 7 each; MV 20'; Act 1d20; SP Crit as Level 1 Fighter; Called Shot; SV Fort +1, Ref +2, Will +0, AL C

Called Shot: If one of the guards rolls a 3 on his Deed die, the opponent must make a FORT save DC = damage dealt, or be shaken for 1 round (-2 to all d20 rolls).

Bashkim: Init +3; Atk dagger +1 (1d4) or spells; AC: 14 ; HD 4d4, hp: 11; MV 30'; Act 1d20/1d14; SP spells; SV Fort +2, Ref +1, Will +3, AL C

Spells: (+6 spell check) – Charm (1 creature), Decay (as Emirikol's Entropic Maelstrom), Invisibility (self only), Invoke Patron (summons 2d4 craymites (14-17), 1 mud demon (18-25), or an avatar of Gelihedres (26+); Featherfall

Purple Duck Note: On a natural 1 Spell Check, the ground turns to mud under Bashkim and he is trapped and sinking – He grabs Alceon and the skull the next round and sinks below the surface two rounds later – off to the realm of his new master.

If Bashkim successfully summons an Avatar of Gelihedres, the corpse of the giant's child transforms into the Avatar. The Avatar attacks everyone in the room except for Bashkim.

Avatar of Gelihedres: Init +4; Atk tongue +6 melee (1d7 damage and dragged to its mouth) or bite +6 melee (4d6); AC 22; HD 6d8, hp 42; MV 50', swim 80'; Act 1d20+1d16; SP Eye blast (Ref DC 18 or blinded permanently – -6 to save for those with infravision); 20% miss chance to those that succeed the save, unless they do not need sight to fight; half damage from all non-silver weapons; SV Fort +8, Ref -2, Will +10, AL C

The Avatar resembles a mud demon, though it is larger (20 feet tall) and lacks tentacles. Instead it shoots a barbed tongue from its wide mouth that latches onto victims. This tentacle has Strength of 18 and drags trapped victims into the Avatar's mouth the next round (automatic hit with a bite). If destroyed, the Avatar melts away leaving a fist-sized yellow citrine worth 400 gp.

Bashkim and the acolytes do not have any treasure on them beyond their equipment and the magical two-handed club. Deep down, Bashkim knew that his path would only lead to his death.

Alceon: Called Ira's Fist, Alceon is a magical two-handed club +1 (1d10+1 damage). In the hands of a devotee of the Mountain God, the club can emit a powerful crack of thunder. All creatures of Chaos (including characters of the Chaotic alignment) within a 100' radius must make a Fortitude save DC 13. Those that pass the check fall prone, but are otherwise unharmed. Those that fail are deafened permanently and stunned for 1d4 rounds. This power can be used once per day.

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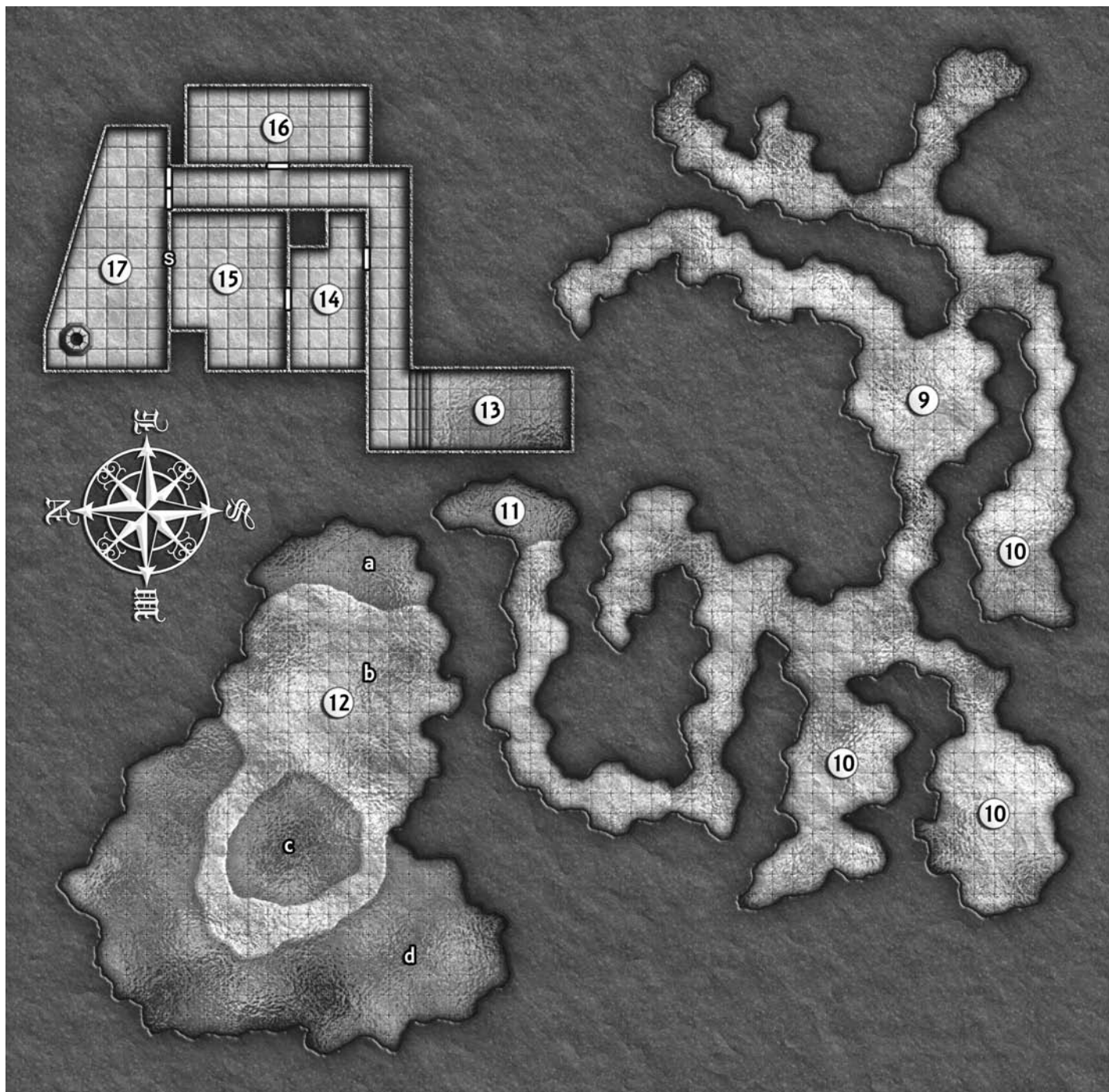
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Purple Duck Games Note: *Thank you for picking up the second release in our adventure locale line. It was a blast to work with Paul, Daniel, Scott and the playtesters to bring this adventure to you.*

More adventure locales are in development and we hope to see you again. If you have any questions do not hesitate to email me at gedakm@gmail.com.

