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TOMB OF THE IRON GOD



A JORDOBA ADVENTURE

by Matt Finch

TOMB OF THE IRON GOD

A SWORDS & WIZARDRY ADVENTURE FOR 4-5 CHARACTERS LEVEL 1 OR 2

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THE WEIRDLING WORLD OF
JORDOBA

INTRODUCTION

TOMB OF THE IRON GOD IS A *SWORDS & WIZARDRY* (OE) ADVENTURE, SET IN THE WEIRDLING WORLD OF JORDOBA, ALTHOUGH IT CAN BE PLACED IN ANY FANTASY SETTING. THE TOMB LIES IN THE FOOTHILLS OF THE ATROPOS MOUNTAINS, A THREE-DAY RIDE FROM THE CITY OF JORDOBA. MORE INFORMATION ON THE WORLD OF JORDOBA, INCLUDING THE PLAYERS GUIDE, MAY BE FOUND AT UNCLE MATT'S RPG STUDIO ON ONEBOOKSHELF HERE: [HTTPS://WWW.DRIVETHRURPG.COM/BROWSE/PUB/12826/UNCLE-MATTS-RPG-STUDIO](https://www.drivethrurpg.com/browse/pub/12826/uncle-matts-rpg-studio).

MY YOUTUBE CHANNEL, WHERE YOU CAN SEE AN ALL-STAR CAST OF PLAYERS ADVENTURING IN JORDOBA, CAN BE FOUND HERE: [HTTPS://WWW.YOUTUBE.COM/CHANNEL/UCWQ6CSVDLKLOOQ8VSMSXP5Q](https://www.youtube.com/channel/UCWQ6CSVDLKLOOQ8VSMSXP5Q)

THERE ARE TWO GROUPS OF ADVENTURERS - THE 5TH EDITION GROUP IS THE "HEROES" OF JORDOBA, AND THE ORIGINAL RULES GROUP (*SWORDS & WIZARDRY*) IS CALLED THE "SWORDS" OF JORDOBA.

TOMB OF THE IRON GOD IS DESIGNED FOR FOUR OR FIVE CHARACTERS OF 1ST OR 2ND LEVEL.

IMAGINE THE HELL OUT OF IT!

"UNCLE" MATT FINCH



OVERVIEW

FOR CENTURIES, NEARBY HILLFOLK HAVE BROUGHT THEIR DEAD TO THE TOMB OF THE IRON GOD, A LARGELY-FORGOTTEN MINOR DEITY OF THE UNDERWORLD WHO GUARDS THE SPIRITS AND BODIES OF THE DEAD. A COMMUNITY OF MONKS HAS MAINTAINED AN ANCIENT TEMPLE ABOVE THE GOD'S SACRED UNDERGROUND CATACOMBS SINCE BEFORE RECORDED HISTORY, PERFORMING FUNERAL RITES AND BRINGING BODIES BELOW TO REST IN THE IRON GOD'S PROTECTION.



THE PRIESTS OF THE IRON GOD PREPARED AND PROTECTED THE DEAD

HOWEVER, THE MONKS OF THE TEMPLE BECAME CORRUPT AND VENAL, AND UNDER THE LEADERSHIP

OF ONE MONK, ARDARUS, THEY BEGAN ACCUMULATING TREASURE AND SECRETLY RAISING AN ARMY OF UNDEAD TO TAKE CONTROL OF THE VILLAGES SURROUNDING THE MONASTERY. ABOUT A MONTH BEFORE THE ADVENTURE BEGINS, THE HIGH PRIEST, WHO REMAINED LOYAL TO THE IRON GOD'S TRUE COMMANDS, DENOUNCED THE RENEGADE MONKS AND ORDERED THEM TO BRING ARDARUS BEFORE THE STATUE OF THE IRON GOD FOR JUDGMENT. FURIOUS, ARDARUS TOOK AND IMPRISONED HIM, SEIZING CONTROL OF THE TEMPLE TO DECLARE HIMSELF HIGH PRIEST. BUT ON THE VERY NIGHT THE HIGH PRIEST DIED OF STARVATION, THE IRON GOD VISITED A TERRIBLE VENGEANCE UPON THESE DISLOYAL SERVITORS. LIGHTNING STRUCK FROM THE HEAVENS, LIGHTING THE DARK SKIES FOR HOURS AS EVERY BUILDING OF THE TEMPLE COMPLEX WAS BLASTED FROM EXISTENCE. THE RENEGADE MONKS WERE TRANSFORMED INTO STATUES OF LIVING IRON, STILL CONSCIOUS BUT TRAPPED IN THEIR ALMOST-IMMOBILE BODIES FOR ALL ETERNITY. THE SUBTERRANEAN CATACOMBS UNDER THE TEMPLE STILL REMAIN, FILLED WITH THE TREASURES ACCUMULATED BY THE AVARICIOUS MONKS. THE GOD, ALSO, REMAINS LIVING WITHIN HIS GREAT IDOL IN THE SACRED CATACOMBS WHERE HE GUARDS THE DEAD ENTRUSTED TO HIM. ONE OTHER BEING REMAINS AS WELL, AN IMMORTAL EVIL IMPRISONED A THOUSAND YEARS AGO BY THE GOD HIMSELF - THE EATER OF THE DEAD.

STARTING THE ADVENTURE

THE ADVENTURE CAN BEGIN IN ANY LARGE SETTLEMENT NEAR A RANGE OF HILLS, BUT IN THE WEIRDLING WORLD OF JORDOBA IT IS LOCATED NEAR THE CITY OF JORDOBA ITSELF. UNLESS YOU CHOOSE OTHERWISE, THE SITUATION IS BROUGHT TO THE CHARACTERS' ATTENTION BY THE PRIESTS OF ANUBICTOS, A JACKAL-HEADED GOD WHO PROTECTS THE SOULS OF THE DEAD. WHATEVER THE CONNECTION BETWEEN THE CHARACTERS AND THE TEMPLE, THEY ARE SUMMONED TO THE TEMPLE FOR A MEETING. VERY FEW PEOPLE WOULD IGNORE SUCH A SUMMONS FROM THE PRIESTS OF THE DEATH GOD, EVEN IF THEY HAD NO INTENTION OF OBLIGING THE TEMPLE IN WHATEVER IT MIGHT BE REQUESTING.

READ OR PARAPHRASE THE FOLLOWING -

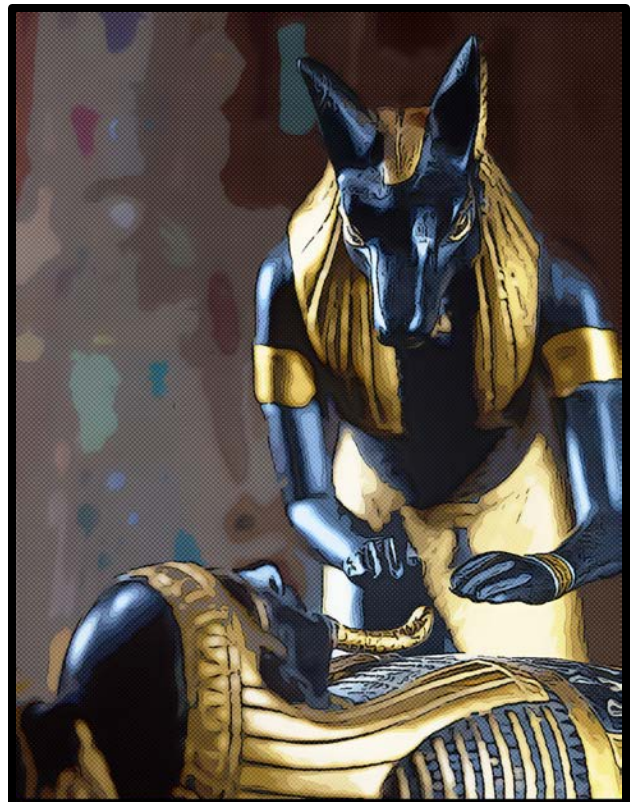
THE TEMPLE OF ANUBICTOS IS HUSHED AND CURTAINED WITH SHADOW -A PLACE DEDICATED TO THE REPOSE OF THE DEAD. THE STONE WALLS OF THE ENTRANCE CHAMBER ARE PAINTED WITH IMAGES OF THE JACKAL-HEADED GOD, VARIOUS PATTERNS OF FUNERAL PROCESSIONS, AND A PICTORIAL SCRIPT THAT IS PRESUMABLY THE SECRET LANGUAGE OF THE PRIESTHOOD. A LARGE, REALISTICALLY-PAINTED STATUE OF THE GOD STANDS IN THE PLACE OF HONOR, WITH A SACRIFICIAL ALTAR BEFORE IT. THE ALTAR IS COVERED IN FLOWERS, BOWLS OF GRAIN, AND AN EARTHENWARE BOWL HOLDING COINS OF VARIOUS DENOMINATIONS - ALL SACRIFICES MADE TO THE DEITY BY WORSHIPPERS WHO WANDER IN AND OUT OF THE TEMPLE'S PUBLIC AREA. ONE OF THE PRIESTS, DARK-ROBED AND WEARING A FACE-MASK OF SILVER AND LAPIS LAZULI IS OBVIOUSLY WAITING FOR SOMEONE, AND WHEN YOU ENTER HE - OR PERHAPS SHE, SINCE THE MASK OBSCURES THE FACE - GESTURES YOU OVER.

THE PRIESTHOOD OF ANUBICTOS IN JORDOBA MAINTAINS A FRIENDLY RELATIONSHIP WITH THE PRIESTHOOD OF THE IRON GOD, A LESSER DIVINE ENTITY THAT, LIKE ANUBICTOS, PROTECTS THE DEAD. THEY HAVE RECEIVED DIRE OMENS ABOUT THIS ALLIED TEMPLE AND BELIEVE THAT ANUBICTOS WANTS THEM TO FIND OUT, AND POSSIBLY FIX, WHATEVER MAY HAVE HAPPENED THERE.

THE PRIEST DOES NOT DISCLOSE A NAME, BECAUSE THEY ARE ACTING IN A PARTICULAR OFFICIAL CAPACITY HERE AS THE TEMPLE'S PUBLIC VOICE - WHILE SERVING IN THIS ROLE, THE PRIEST HAS NO PERSONAL NAME UNTIL THE WEEKLY ROTATION OF ASSIGNMENTS

"WE, THE PRIESTHOOD OF ANUBICTOS, HAVE A REQUEST FOR YOU. WE HAVE HEARD FROM TRAVELERS AND OMENS THAT THE TEMPLE OF A LESSER DEATH GOD, LOCATED IN THE MOUNTAIN FOOTHILLS NEAR THE CITY, HAS BEEN DESTROYED BY SOME UNKNOWN FORCE. THIS IS AN ALLIED TEMPLE, TO A BEING CALLED THE IRON GOD, AND OUR HIGH PRIESTS WANT TO FIND OUT WHAT HAPPENED THERE. IT IS ONLY THREE DAYS' TRAVEL TO THE TEMPLE, AND YOU WILL, OF COURSE, BE WELL PAID FOR YOUR EFFORTS.

**THE BASIC MISSION TO READ
OR PARAPHRASE**



THE TEMPLE OF ANUBICTOS

CHANGES. THE PRIEST TELLS THE CHARACTERS TO CALL THEM "FINAL BREATH," OR JUST "BREATH" IF THE CHARACTERS PREFER. IF THE CHARACTERS RETURN LATER, "FINAL BREATH" MIGHT BE A DIFFERENT PERSON ENTIRELY, DEPENDING ON WHO IS FULFILLING THE FUNCTION OF GIVING THE TEMPLE'S INSTRUCTIONS THAT DAY.

TRAVELING TO THE TEMPLE

THE FIRST TWO DAYS OF TRAVEL TAKE THE CHARACTERS DOWN AN EXISTING ROAD THAT LEADS SOUTH TOWARD THE SALTMOSS ISLANDS AND THE RAYAWOON PLAIN BEYOND, SKIRTING THE EDGE OF THE FOOTHILLS. THEY WILL BE COVERING GROUND QUICKLY IN THIS PHASE OF THE JOURNEY, MANAGING A PACE OF 8 MILES EACH DAY. THEY CAN STAY IN AN INN ON THE SECOND NIGHT; THERE IS ONE LOCATED VERY NEAR TO THE PLACE WHERE A SIDE TRAIL BREAKS FROM THE MAIN ROAD INTO THE FOOTHILLS. THE THIRD DAY OF TRAVEL WILL BE SPENT CLIMBING A RUGGED TRAIL UP INTO THE FOOTHILLS OF THE ATROPOS MOUNTAINS. THIS IS AN EXHAUSTING CLIMB, AND THE ENTIRE DAY IS SPENT TRAVELING ONLY 4 MILES.

AT TWILIGHT YOU REACH THE ROCKWORM INN, WHICH IS LOCATED ONLY A HALF MILE FROM THE POINT WHERE YOUR PATH BREAKS FROM THE MAIN ROAD AND CLIMBS INTO THE FOOTHILLS OF THE ATROPOS MOUNTAINS. IT IS A CONVENIENT PLACE TO REST FOR THE NIGHT AND ALSO, PROBABLY, TO GATHER SOME INFORMATION ABOUT THE TEMPLE OF THE IRON GOD SINCE IT IS ONLY A DAY'S DISTANCE TO THE TEMPLE FROM HERE. NO DOUBT WHATEVER STORY IS BEING TOLD BY THE HILLFOLK WILL HAVE REACHED THIS FAR.

THE ROCKWORM INN

THE ROCKWORM INN IS A STURDY-LOOKING COURTYARD OF BUILDINGS, MADE OF BRICK COVERED WITH A HEAVY COATING OF WHITEWASHED PLASTER, LIKE MOST OF THE BUILDINGS NEAR JORDOBA. IT LOOKS WELL-KEPT, WITH A FEW WALL-PAINTINGS DECORATING THE OUTER PERIMETER AND A SMALL BLUE DOME ON THE ROOF OF THE MAIN BUILDING. THERE IS A WOODEN FIGHTING-RAMPART AROUND THE WALLS, INDICATING THAT THE AREA ISN'T ENTIRELY FREE OF DANGER, BUT THE HEAVY GATE INTO THE COURTYARD STANDS OPEN FOR TRAVELERS TO ENTER.

ROOMS ARE AVAILABLE FOR 2 GP PER ROOM PER NIGHT, HORSES ARE ACCOMMODATED IN THE STABLE AS PART OF THE PRICE, AND A BASIC MEAL IS PROVIDED IN THE INN'S COMMON ROOM AT NO ADDITIONAL CHARGE. MOST OF THE INN'S PATRONS ARE IN THE COMMON ROOM, WHICH IS WELL-LIT BY CANDLES AND SHINES A WELCOMING YELLOW LIGHT FROM ITS WINDOWS INTO THE COURTYARD.

IF THE CHARACTERS ASK AROUND,
READ THEM THE FOLLOWING
RESULT OF GENERAL GOSSIP.

YOU HEAR SEVERAL RUMORS AND SOME DEFINITE INFORMATION ABOUT THE IRON GOD'S TEMPLE IN THE HILLS. ABOUT TWO MONTHS AGO, LIGHTNING FILLED THE SKIES OVER THE REMOTE MONASTERY. ACCORDING TO THE RURAL HILL-PEOPLE WHO LIVE NEAR THE AREA, ALL THE BUILDINGS OF THE TEMPLE WERE DESTROYED IN ONE NIGHT BY HUNDREDS OF BOLTS OF LIGHTNING. THEY BELIEVE THE IRON GOD DESTROYED HIS OWN MONKS AS A PUNISHMENT FOR THEIR GREED. ALL OF THEM AGREE THAT HERETICAL MONKS HAD BEEN ACCUMULATING GREAT TREASURES IN THE UNDERGROUND CATACOMBS INSTEAD OF MAINTAINING THE SPARTAN LIFE THEY USED TO FOLLOW. SO FAR, NO ONE HAS DARED TO EXPLORE THE CATACOMBS, SO THE MONKS' ILL-GOTTEN TREASURES MUST STILL BE THERE, RIPE FOR THE TAKING.

ASSUMING THE PLAYERS MAKE SOME EFFORT TO GATHER INFORMATION ABOUT THE PLACE THEY'RE GOING TO EXPLORE AND POSSIBLY LOOT, THEY SHOULD AUTOMATICALLY LEARN ALL THE FIRST THREE RUMORS (AND THE FOURTH, IF YOU'RE USING THE TOMBS AS THE SEED OF A LARGER DUNGEON COMPLEX). RUMORS 5-11 ARE MORE DIFFICULT TO LEARN.

EACH CHARACTER WHO SPECIFICALLY ASKES AROUND WILL LEARN ONE THESE LESS-ACCESSIBLE FACTS/RUMORS (DETERMINE RANDOMLY).

SPECIFIC RUMORS

- 1) THE TOMBS CONTAIN SACRED CATACOMBS, WHICH ARE DEADLY TO THIS WHO ENTER WITHOUT THE PROPER REVERENCE AND RITUALS. (TRUE)
- 2) THE UNDERGROUND HALLS OF THE PRIESTS WERE USED TO EMBALM AND PURIFY CORPSES BEFORE CONSIGNING THEM TO THE CATACOMBS BELOW. (TRUE)
- 3) DO NOT ATTACK THE GUARDIAN IN DARKNESS. (TRUE)
- 4) THE TOMBS WERE BUILT IN THE UPPERMOST LEVEL OF A MORE ANCIENT UNDERGROUND TUNNEL SYSTEM. (FALSE, UNLESS YOU CHOOSE TO BUILD MORE LEVELS ONTO THE DUNGEON.)
- 5) THE HILL-FOLK HAVE RECENTLY SEEN BABOON-LIKE CREATURES NEAR THE RUINS, EVIL THINGS CALLED BARGHOONS. (TRUE)
- 6) IT IS DEATH TO BATHE IN THE FOUNTAIN OF THE PRIESTS. (TRUE, IF YOU'VE GOT THE WRONG ALIGNMENT.)
- 7) BATHING IN THE FOUNTAIN OF THE PRIESTS GRANTS PROTECTION AGAINST THE UNDEAD. (TRUE, IF YOU'VE GOT THE RIGHT ALIGNMENT.)
- 8) IRON ALLIES AWAIT THOSE WHO CARRY THE THREE SIGNS. (TRUE)
- 9) THE IRON GOD STILL LIVES WITHIN THE TOMBS. (TRUE)
- 10) THOSE WHO STAND BEFORE THE GOD AS NATURE MADE THEM SHALL RECEIVE A BOON. (FALSE)

ARRIVAL AT THE TOMBS

AFTER AN EXHAUSTING DAY OF TRAVEL, YOU REACH THE LOCATION OF THE IRON GOD'S TEMPLE. IT IS MARKED ONLY BY THE IRON STATUE OF A WARRIOR, 8 FEET TALL, STANDING AT THE EDGE OF A SHATTERED FIELD OF RUINED BUILDINGS, BLACKENED AND STREWN WITH RUBBLE. APPARENTLY THIS IS ALL THAT REMAINS OF THE ABOVEGROUND TEMPLE BUILDINGS. ALL THE ABOVEGROUND TEMPLE BUILDINGS ARE REDUCED TO RUINS BY DIVINE LIGHTNING, UNLESS YOU CHOOSE TO MAP A FEW SURVIVING STRUCTURES. THE STATUE IS NOT MAGICAL AND DOES NOTHING - IT IS NOT ONE OF THE "CHANGED" PRIESTS THAT THE CHARACTERS WILL ENCOUNTER IN THE TEMPLE'S SUBTERRANEAN COMPLEX. IF THE CHARACTERS APPROACH THE STATUE, THEY WILL SEE THAT IT GUARDS THE STAIRS LEADING DOWN TO THE TOMBS, A BROAD STAIRCASE 10 FT WIDE, DESCENDING INTO THE DARKNESS BELOW.



THE TOMBS

THERE ARE THREE SECTIONS OF THE TOMBS. FIRST IS THE OUTER HALLS OF THE FIRST LEVEL, WHERE THE MONKS LIVED, STUDIED, CONDUCTED LAST RITES FOR DECEASED VILLAGERS, AND CEREMONIALLY EMBALMED THE BODIES OF THE DEAD. THE SECOND AREA IS THE INNER TEMPLE - THE SACRED CATACOMBS ON THE FIRST LEVEL. THESE CATACOMBS ARE HIGHLY SACRED TO THE IRON GOD, FOR THEY CONTAIN THE IDOL IN WHICH THE GOD DWELLS, AND THE CHAMBER WHERE HE IMPRISONED HIS ENEMY, THE EATER OF THE DEAD, IN STONE. THE THIRD AREA OF THE TOMB IS THE SACRED CATACOMBS OF THE SECOND LEVEL. THESE ARE THE SERPENTINE PASSAGEWAYS OF THE ACTUAL TOMBS, WHERE DEAD BODIES HAVE BEEN INTERRED FOR CENTURIES. IN ANY OF THE SACRED CATACOMBS, ON BOTH THE FIRST AND SECOND LEVELS, IT IS IMPORTANT FOR THE ADVENTURERS TO WEAR A SACRED GARMENT, THE "HOODS OF REVERENCE," OR THE CHARACTERS SUFFER HALLUCINATIONS - AND EVEN EVENTUALLY DIE - IF THEY REMAIN TOO LONG WITHOUT THIS PROTECTION.

THE IRON PRIESTS: ALL THE RENEGADE PRIESTS IN THE TOMBS WERE TURNED INTO IRON STATUES BY THE GOD, BUT THEY RETAIN THEIR SOULS, TRAPPED IN AN IRON BODY. THE FACES OF THESE STATUES MOVE ALMOST TOO SLOWLY TO SEE THE MOVEMENT (LIKE THE MINUTE HAND OF A WATCH - YOU DON'T NOTICE THE MOVEMENT UNLESS YOU LOOK AGAIN LATER ON). ALL THE STATUES WEAR EXPRESSIONS OF PAIN AND HORROR. THEY APPEAR IN THE TEXT IN VARIOUS PLACES THROUGH THE DUNGEON - WHEREVER THEY HAPPENED TO BE WHEN THE GOD'S VENGEANCE STRUCK.

ARDARUS THE RENEGADE MONK CORRUPTED HIS BRETHREN INTO DARK AND SELFISH HERESIES -



FIRST LEVEL

MONASTERY (AREAS 1-26)

AREAS 1-26 WERE THE MONASTIC PART OF THE COMPLEX, USED FOR ROUTINE PRAYERS, SLEEPING, AND STUDYING. WITH THE EXCEPTION OF AREA 1, WHICH WAS OPEN TO ANY VISITING WORSHIPPERS AND USED FOR FUNERAL SERVICES, THIS AREA WAS FORBIDDEN TO ALL BUT THE MONKS, WHO SPENT MUCH OF THEIR DAY IN THE ABOVEGROUND TEMPLE AREA (NOW DESTROYED). THE AREA IS NOW OCCUPIED BY AN ENTERPRISING BAND OF BARGHOONS, WHO ARE IN THE PROCESS OF LOOTING THE CATACOMBS. PIT TRAPS SHOWN ON THE MAP ARE 10FT DEEP.

WANDERING MONSTERS

EVERY HOUR THE CHARACTERS ARE IN THE DUNGEON, CHECK FOR WANDERING MONSTERS (1 IN 6 CHANCE). IF AN ENCOUNTER IS INDICATED, ROLL 1D3 ON THE TABLE BELOW. THE TABLE ALSO INCLUDES THE TOTAL NUMBER OF CREATURES OF THIS TYPE THAT CAN BE ENCOUNTERED. IF THE PARTY HAS KILLED ALL OF A CERTAIN TYPE, TREAT THAT RESULT AS NO ENCOUNTER. WANDERING MONSTERS KILLED BY THE ADVENTURERS ARE NOT SUBTRACTED FROM THE KEYED ENCOUNTERS; ONLY FROM THE TOTALS SHOWN HERE.

NOTE: ANY SOUND OF COMBAT IN THE DUNGEON (INCLUDING COMBAT AGAINST WANDERING MONSTERS) HAS A 1 IN 10 CHANCE TO CALL WANDERING MONSTERS. IT IS POSSIBLE TO HAVE ONE ENCOUNTER

CAUSE A SECOND ONE OR EVEN A THIRD ONE IF THE DICE REALLY FALL THE WRONG WAY.

- 1) 1D2 **BARGHOONS** (15)
- 2) 1D3 **GIANT RATS** (40)
- 3) 1D2 **GIANT CENTIPEDES** (10)

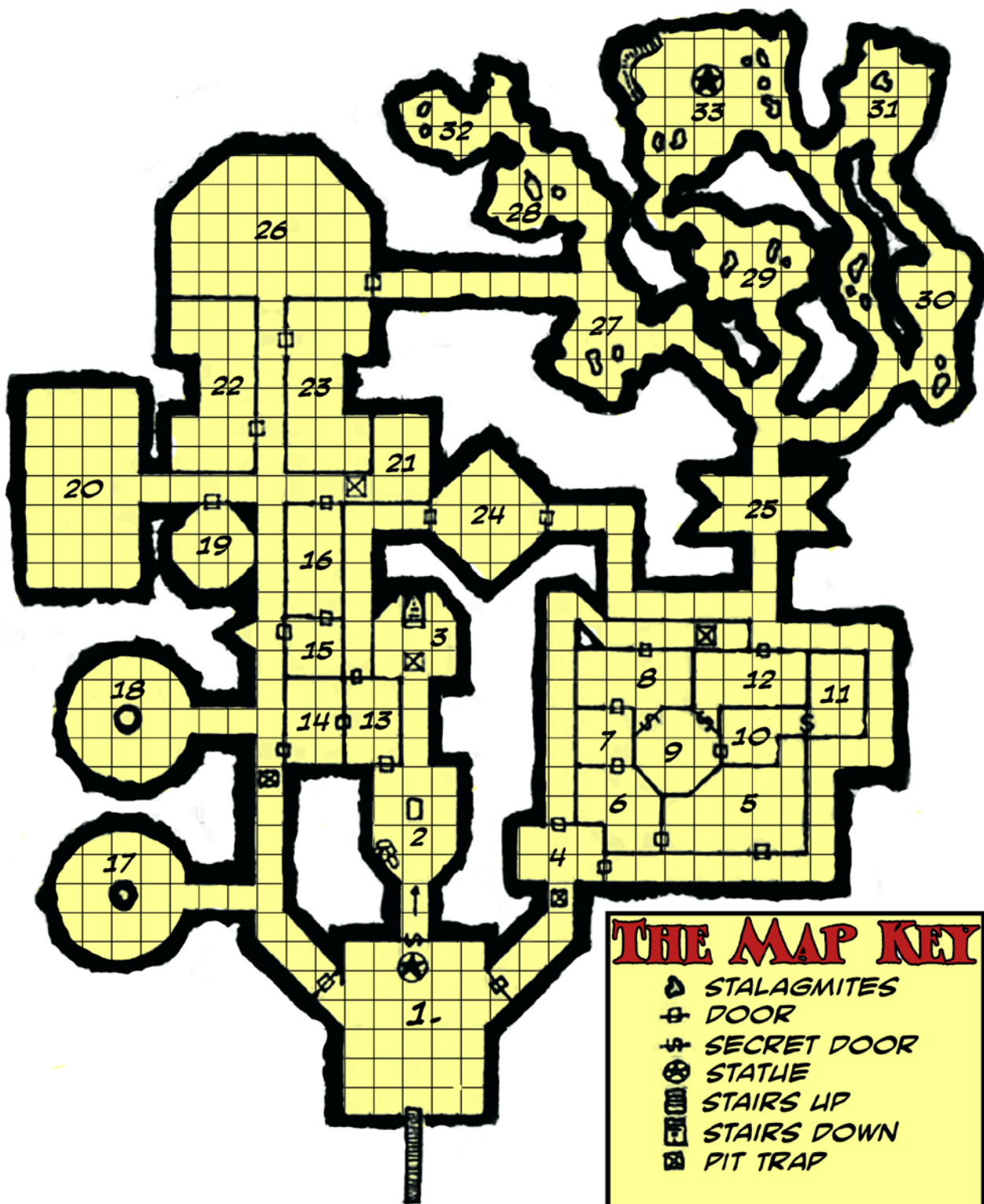
GENERAL FEATURES

THE MONASTERY HAS BEEN RECENTLY OCCUPIED, SO MOST OF THE FURNITURE IS IN GOOD CONDITION (UNLESS DAMAGED BY THE BARGHOONS THAT HAVE TAKEN OVER IN THE ABSENCE OF THE PRIESTS). THE PRIESTS AT LEAST THEORETICALLY LIVED A SPARTAN LIFESTYLE, SO THE WALLS ARE MOSTLY BARE STONE. THE BLOCKS OF STONE WERE ORIGINALLY MORTARED IN PLACE, BUT THE TOMBS AND PRIEST-COMPLEX ARE SO ANCIENT THAT MOST OF THE MORTAR HAS ERODED AWAY, LEAVING DEEP CRACKS BETWEEN THE WORN STONES.

1. ENTRANCE HALL

THIS IS A GREAT, DARK CHAMBER DOMINATED BY A HUGE, IRON STATUE OF THE IRON GOD. THE STATUE HOLDS A MASSIVE JAR, TIPPED DOWNWARD SO THAT THE OPENING IS ALMOST (BUT NOT QUITE) LEVEL WITH THE FLOOR. THE MUMMIFIED HEAD OF A BABOON SITS ON THE FLOOR IN THE CENTER OF THE ROOM.

THIS HALL WAS THE ONLY ROOM WHERE NON-MONKS WERE ALLOWED ACCESS. IT WAS USED FOR FUNERAL SERVICES IN WHICH A BODY



FIRST LEVEL

WAS SLID DOWN INTO THE PROTECTIVE JAR OF THE IRON GOD (A CHUTE THAT SLIDES THE BODY TO THE EMBALMING CHAMBER, AREA 2). THIS IS THE SECRET DOOR MARKED ON THE MAP. THE PRIESTS WOULD ENTER IN A PROCESSION FROM THE SIDE DOORS TO CONDUCT THE SERVICES AND THEN CONSIGN THE BODY TO THE IRON GOD'S PROTECTION.

WHEN THE CHARACTERS ENTER THE ROOM, THE MUMMIFIED HEAD SUDDENLY HISSES: "BEGONE, TOMB ROBBERS, OR YOU WILL ALL FIND YOUR FATE. DEATH AWAITS YOU." THIS PIECE OF VODOO MAGIC IS THE WORK OF THE BARGHOON MANDRILL-SHAMAN (AREA 23), AN ATTEMPT TO FRIGHTEN AWAY OTHER WOULD-BE TOMB ROBBERS.

INSPECTION OF THE HEAD REVEALS TWO INTERESTING FACTS. THE SKIN IS MARKED WITH PINPRICKS IN A SHAMANIC PATTERN, AND THE BONE NEEDLE USED TO SEW THE SKIN HAS BEEN LEFT IN THE LAST STITCH. THESE CLUES MIGHT INDICATE TO AN INTELLIGENT GROUP OF PLAYERS THAT THE HEAD IS NOT A WARNING FROM THE IRON GOD, BUT FROM OTHER INTERLOPERS WHO USE SHAMANIC MAGIC AND TOOLS NOT MADE OF IRON. ALLOW ANY CLERIC OR DRUID A 50% CHANCE TO MAKE THIS DEDUCTION.

INSPECTION OF THE ROOM DISCLOSES A FEW THINGS. (1) EPITAPHS FOR THOUSANDS OF PEOPLE ARE INSCRIBED ON THE WALLS IN SPIDERY SCRATCHES UNDER THE DUST. SOME OF THE INCISIONS ARE CLEARLY THE WORK OF A PROFESSIONAL CARVER,

OTHERS ARE IN A BARELY LEGIBLE SCRAWL, AND SOME ARE IN LANGUAGES SO OLD THAT THEY'VE BEEN FORGOTTEN. (2) THE FLOOR OF THE CHAMBER IS WORN AND UNEVEN (COUNTLESS KNEES AND FEET). (3) THE MOVEMENT OF SOME STRANGE, NON-HUMAN CREATURES HAS DISTURBED THE DUST OF THE FLOOR.

2. EMBALMING CHAMBER

A LARGE STONE SLAB OCCUPIES THE MIDDLE OF THIS ROOM, CARVEN WITH MANY RUNES, SYMBOLS, AND LANGUAGES. STONE SHELVES ARE BUILT INTO THE WALLS, AND THREE LARGE IRON CAULDRONS SIT BESIDE THE SLAB, DUSTED WITH A LIGHT COVERING OF RUST. IN THE CORNER OF THE ROOM STANDS A PILE OF WHAT LOOK LIKE BIG WICKER TRAYS SIX FEET LONG AND THREE FEET OR SO WIDE.

THE TUNNEL THROUGH THE IRON GOD'S JAR IN AREA 1 LEADS TO THIS ROOM, WHERE BODIES WERE EMBALMED AFTER FUNERAL SERVICES. A BODY (OR A CHARACTER) SLIDING THROUGH THE TUNNEL LANDS ON THE FLOOR NEAR THE SLAB. WHEN USED FOR FUNERALS, ONE OF THE LARGE BASKET-TRAYS WAS PLACED AT THE BOTTOM OF THE CHUTE TO CATCH THE BODY.

THE SYMBOLS AND WRITING ON THE SLAB ARE ALL RELIGIOUS PHRASES AND PRAYERS TO THE IRON GOD. SOME OF THESE HAVE BEEN CHISELED AWAY AND REPLACED WITH NEW WRITING ABOUT ALLOWING THE PRIESTHOOD TO KEEP CERTAIN OFFERINGS.

3. STAIRS TO CATACOMBS

THIS ROOM CONTAINS STAIRS LEADING DOWN INTO THE DARK. WORDS ARE CARVED IN STONE OVER THE ARCHWAY.

MONSTER: A **GRAY OOZE** LURKS ON THE CEILING NEAR THE STAIRS, ALMOST INDISTINGUISHABLE FROM THE STONES.

GRAY OOZE: HD 3+3; HP 17; AC 7 [12]; ATK 1 STRIKE (2D6); SAVE 14; MOVE 1; XP 240; SPECIAL: METAL MUST SAVE OR BE ROTTED AWAY, MONSTER IS ONLY VULNERABLE TO CUTTING OR PIERCING DAMAGE

THE STAIRS LEAD DOWN TO AREA 34 ON LEVEL 2. OVER THE STAIRS, A SOLEMN WARNING IS CARVED: "IN THE NAME OF THE IRON GOD, BEWARE, YOU WHO ENTER THE SACRED CATACOMBS OF THE DEAD, WHICH THE IRON GOD WATCHES OVER. BE YOU NOT DRAPED IN RESPECT, AND DO YOU NOT SPEAK YOUR NAME FOR THE SCRIBE OF THE DEAD, YOU SHALL SUFFER THE WRATH OF THE CATACOMBS."

NOTE: ANYONE ENTERING THE CATACOMBS WITHOUT WEARING A SPECIAL DEVOTIONAL HOOD AND SPEAKING THEIR NAME MUST MAKE A SAVING THROW OR BEGIN HALLUCINATING LATER ON WITHIN THE CATACOMBS. THE ROOM DOESN'T CONTAIN ANY OF THESE HOODS: THEY ARE KEPT IN AREAS 25 AND 26. IF THE CHARACTERS DON'T HEED (OR DON'T FIGURE OUT) THE WARNING ABOUT BEING "DRAPED IN RESPECT," THEY MAY END UP IN

TROUBLE WHEN THE HALLUCINATIONS START. HALLUCINATIONS IN THE SACRED CATACOMBS ARE ALL ABOUT BLOOD, DEATH, RUST, AND IRON, AND YOU WILL GENERALLY HAVE TO INVENT THEM AS YOU SEE FIT. HOWEVER, THEIR GENERAL EFFECT IS THIS: FOR ANY SAVING THROW, CHECK, OR COMBAT, A CHARACTER HAS A 25% CHANCE TO SUFFER FROM HALLUCINATIONS AT THE CRITICAL MOMENT, AND THE DIE ROLLS WILL BE MADE WITH DISADVANTAGE (THIS WILL APPLY TO THE CHARACTER IN AN ENTIRE COMBAT, IF THE 25% CHANCE INDICATES HALLUCINATIONS).

TREASURE

ONE OF THE STAIRS HAS A LIFTING FLAGSTONE, REVEALING A SECRET HIDING PLACE BENEATH. THE CACHE CONTAINS A BAG WITH 82 GP, A BROOCH SET WITH SMALL JEWELS (300 GP), AN AXE (1 GP), AND A SPOOL OF 20 FEET OF GOLD WIRE (50 GP).



THE HIGH PRIEST CONFRONTED AND DENOUNCED THE HERETICS

4. ROBIN CHAMBER

THIS ROOM CONTAINS SEVERAL MOLDY ROBES HANGING FROM IRON HOOKS ON THE WALLS.

A ROBE HIDDEN UNDER THE REST HAS 10 SEED PEARLS IN AN INSIDE POCKET, NOT YET FOUND BY THE BARGHOONS, WORTH 1 GP EACH. THE PEARLS ARE CONTAINED IN A SMALL IRON BOX, 3 INCHES SQUARE, WHICH HAS A LATCH AND IS INSCRIBED WITH A RUNE. THE RUNE IS SIMPLY THE MARK OF THE OWNER, AND CANNOT BE DECIPHERED SINCE IT HAS NO INTRINSIC MEANING.

5. EMPTY ROOM

THIS IS APPARENTLY AN EMPTY ROOM.

SEARCHING THE ROOM RESULTS IN A DISAPPOINTING HALL OF 6 FORKS, 5 SPOONS, AND A RUSTING DAGGER ALL PILED IN ONE CORNER, ALL WORTHLESS.

6. BARGHOON LAIR

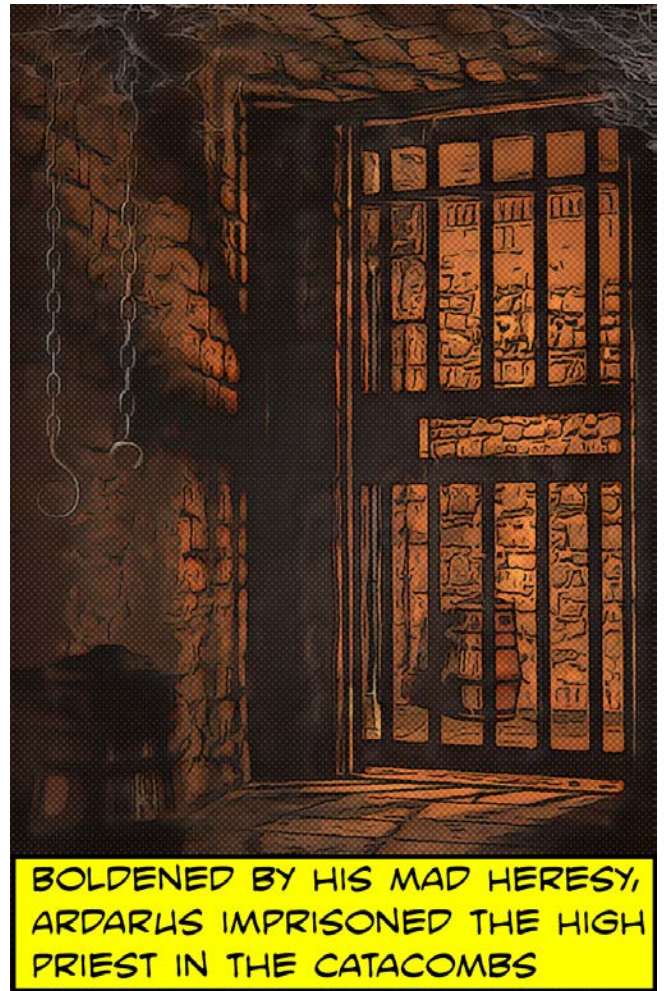
NINE BABOON-LIKE CREATURES IN THIS ROOM ARE PLAYING A GAME, POKING A FRANTIC TABBY CAT WITH WHITE STICKS (BONES), AS THE CAT DASHES AROUND THE ROOM TRYING TO ESCAPE. THE TORMENTORS HAVE SPIKED CLUBS HANGING FROM THEIR BELTS, AND POORLY-MADE WOODEN SHIELDS STRAPPED TO THEIR BACKS.

THESE 9 **BARGHOONS**, TOGETHER WITH THE ONES IN AREA 7, ARE AN OUTPOST OF THE LARGER BARGHOON BAND LAIRING IN AREA

23. NOISE IN THIS ROOM WILL ALERT THE BARGHOONS IN AREA 7, WHO WILL CIRCLE AROUND THE CORRIDORS TO ATTACK FROM BEHIND.

TREASURE

THESE BARGHOONS HAVE MANAGED TO LOOT A SILVER GOBLET (20 GP), AN INTRICATE GOLD NECKLACE (200 GP), 62 GP IN COINS, AND A *POTION OF FLYING*. THE GLASS BOTTLE CONTAINING THE FLYING POTION HAS A SMALL CRACK IN THE SIDE, WHICH IS ENCRUSTED WITH A NASTY-LOOKING BLUE MINERAL DEPOSIT, BUT THIS CHEMICAL REACTION HAS NOT AFFECTED THE POTION'S EFFECTS.



BOLDENED BY HIS MAD HERESY, ARDARUS IMPRISONED THE HIGH PRIEST IN THE CATACOMBS

7. BARGHOON LAIR

THERE ARE 6 BABOON-PEOPLE IN THIS ROOM, ARMED WITH ANCIENT-LOOKING SWORDS AND ARMOR AND FESTOONED WITH TRINKETS OBVIOUSLY LOOTED FROM GRAVES. ONE OF THE BARGHOONS IS A HULKING BEAST, LARGER THAN A HUMAN.

THESE **BARGHOONS** ARE PART OF A CLAN-OUTPOST ALONG WITH THE ONES IN AREA 6. THE LARGE BARGHOON IS A CLAN LEADER.

BARGHOONS (5): HD 1D6+1 HIT POINTS; AC 6 [13]; ATK 1 SPIKED CLUB (1D6) OR JAVELIN (1D6); SAVE 18; MOVE 12; XP 10; SPECIAL: WHEN 2+ BARGHOONS ATTACK ONE TARGET, THEY ARE ALL AT +1 TO HIT, AND AT +2 IF LED BY A CLAN LEADER.

BARGHOON CLAN-LEADER (1): HD 2; AC 6 [13]; ATK 1 SPIKED CLUB (1D6) OR JAVELIN (1D6); SAVE 16; MOVE 12; XP 120; SPECIAL: WHEN 2+ BARGHOONS ATTACK ONE TARGET AND ONE IS A CLAN-LEADER, THEY ARE ALL AT +2 TO HIT.

TREASURE

TEN POUNDS OF GRAVE-TRINKETS (87 GP), A FAKE POTION IN A BOTTLE, 2 GARNETS (25 GP EACH), A JADE PENDANT (50GP), 16 GP, 710 SP.

8. EMPTY ROOM

THERE ARE SEVERAL SMALL CARPETS ON THE FLOOR OF THIS ROOM, BUT THEY ARE FRAYED AND FOLLED.

THE 5 CARPETS WEIGH 10 POUNDS EACH AND ARE UTTERLY

WORTHLESS.

9. SECRET ROOM

THIS ROOM IS HUNG WITH UNDISTURBED TAPESTRIES, DUSTY AND FRAYED, BUT FINELY CRAFTED.

TREASURE

THE 3 TAPESTRIES WEIGH 60 POUNDS EACH. THEY ARE WORTH 25 GP, 100 GP, AND 50 GP.

10. SECRET ROOM

THERE ARE SOME VALUABLE-LOOKING CARPETS ON THE FLOOR OF THIS ROOM, BUT YOUR ATTENTION IS IMMEDIATELY DISTRACTED BY THE GIANT RATS.

THERE ARE 3 **GIANT RATS** IN THE ROOM. ANYONE LOOKING AROUND WILL NOTICE A LARGE CRACK IN THE FLOOR THAT LEADS TO NARROW RAT-TUNNELS AND EVENTUALLY AN EXIT FROM THE TOMB AREA. IT IS IMPOSSIBLE FOR ANYTHING LARGER THAN A TINY CREATURE TO FOLLOW THEM (GIANT RATS CAN SQUEEZE INTO VERY SMALL AREAS). INSPECTION OF THE CARPETS REVEALS THAT THE CARPET NEAR THE SECRET DOOR IS LESS DUSTY AND A BIT MORE WORN THAN THE OTHERS.

GIANT RAT: HD 1D4 HIT POINTS; AC 7 [12]; ATK 1 BITE (1D3); MOVE 12; SAVE 18; AL N; CL/XP A/5; SPECIAL: 5% ARE DISEASED (SAVE AVOIDS)

TREASURE

THE 5 CARPETS ARE WORTH 20 GP EACH, AND EACH WEIGHS 10 POUNDS.

11. SECRET ROOM

THREE TREASURE CHESTS ARE STACKED ONE ON TOP OF THE OTHER AGAINST THE WALL OF THIS OTHERWISE EMPTY ROOM.

IF ANYONE MOVES THE TREASURE CHESTS, THEY WILL FIND THAT THE CHESTS CONCEAL A SMEARED HANDPRINT OF OLD, DRIED BLOOD ON THE WALL BEHIND THEM. THIS IS A REMNANT FROM A THIEF MANY YEARS AGO, AND AN EXAMPLE OF HOW EVEN THE BEST HOUSEKEEPERS WILL SOMETIMES JUST CONCEAL A MESS RATHER THAN CLEAN IT UP. THERE IS NOTHING SPECIAL ABOUT THE PRINT, OTHER THAN THE FACT IT IS PARTICULARLY AND UNUSUALLY REVEALING. ANYONE WITH AN INTELLIGENCE OF 13+ WHO LOOKS AT THE HANDPRINT WILL SUDDENLY DISCERN A WEALTH OF DETAIL, A TRULY SHERLOCK HOLMESIAN PERFORMANCE OF OBSERVATION AND REASONING. THE PERSON WHO CREATED THE BLOODY PRINT WAS MALE, LEFT-HANDED, SERVED IN A WAR BUT NOT AS A SOLDIER, BECAME A DRUNKARD IN LATER LIFE AND DESCENDED INTO A LIFE OF THIEVERY. HE HAD AN ON-AND-OFF RELATIONSHIP WITH SOMEONE, AND PROBABLY HAD RED HAIR (THE CHARACTER MAKING THE CHECK ISN'T CERTAIN ABOUT THE RED HAIR, ASSIGNING ABOUT A 75% CHANCE TO THAT PART). THE CHARACTER WILL BE ABLE TO EXPLAIN ALL THE SUBTLE CLUES LEADING TO THESE CONCLUSIONS, AND THE REST OF THE PARTY WILL NO DOUBT BE ASTONISHED.

TREASURE

- CHEST #1: THE CHEST IS LOCKED. IT CONTAINS 2,259SP AND A ROUGHLY-CARVED PIECE OF OBSIDIAN (10GP).
- CHEST #2: UNLOCKED, THIS CHEST CONTAINS A BEAUTIFULLY FASHIONED IRON BRACELET (30GP), 41GP AND 1,181SP.
- CHEST #3: THIS CHEST IS LOCKED. THE CHEST CONTAINS 3,920SP AND 56GP.

THE CHESTS CAN BE SMASHED OPEN WITH ANY BLUNT WEAPON, ALTHOUGH EACH OF THEM IS WORTH 5GP UNDEAMAGED (THEY WEIGH 5 POUNDS EACH BUT ARE QUITE BULKY). SMASHING ANY OF THEM OPEN IS NOISY ENOUGH TO CAUSE AN IMMEDIATE CHECK FOR WANDERING MONSTERS.

12. VISION ROOM

THIS IS AN EMPTY ROOM, THE FLOOR COVERED IN A DEEP LAYER OF DUST.

UNDER THE DUST ON THE FLOOR THERE IS A PATTERN OF CONCENTRIC CIRCLES, INLAID WITH IRON INTO THE STONE FLOOR. THE CENTER CIRCLE IS ONLY ABOUT 2FT IN DIAMETER, SET IN THE EXACT MIDDLE OF THE ROOM. THE FIRST PERSON TO STAND IN THE CENTRAL CIRCLE IS SUDDENLY THROWN INTO A TRANCE, FLOATING UPWARD AND CROSSING THEIR LEGS INTO A LOTUS POSITION AS THEY COME INTO DIRECT COMMUNICATION WITH THE IRON GOD. IN THEIR MIND'S EYE, THE CHARACTER "SEES" A GREAT CAVERN WHERE THERE IS A STATUE

OF THE IRON GOD AND ROUGHLY HEWN STAIRS LEADING DOWNWARD (THIS IS THE CAVERN IN AREA 33). THE STATUE'S HEAD TURNS AND SPEAKS TO THE CHARACTER, MENTALLY COMMUNICATING THAT HE (THE IRON GOD) HAS CHOSEN TO PUNISH HIS OWN MONKS FOR THEIR AVARICE AND FOR VIOLATING HIS LAWS AGAINST EXPERIMENTING WITH THE POWERS OF UNDEATH. HE OFFERS A QUEST TO THE CHARACTER, THE TASK OF CLEARING OUT THE TWO LEVELS OF THE UNDERGROUND COMPLEX; AND HE IS WILLING TO GRANT A GIFT TO ASSIST THE CHARACTER WITH THE TASK. THE GOD WILL NOT DEIGN TO DESCRIBE THE GIFT - HE IS, AFTER, A GOD, AND NOT TO BE HAGGLED WITH LIKE A MERCHANT. IF THE CHARACTER ACCEPTS, THEY ARE PLACED UNDER A **GEAS** - AS PER THE SPELL - TO CLEAR OUT THE SACRED CATACOMBS. AS A BENEFIT GRANTED BY THE GOD TO THIS CHARACTER, AN IRON +1 WEAPON (OF WHATEVER SORT THE CHARACTER NORMALLY USES) FORMS IN THEIR HAND, AND THEN THE VISION ENDS. ONLY ONE CHARACTER CAN RECEIVE THE VISION, GIFT, AND **GEAS**.

WHETHER OR NOT THE CHARACTER ACCEPTS THE **GEAS**, THEY GAIN A CERTAIN INSIGHT INTO THE IRON GOD'S MIND, AND KNOW INSTINCTIVELY THAT ONLY ONE TREASURE (A PARTICULAR CACHE OF SILVER COINS) IS FORBIDDEN TO TAKE - THE OTHER RICHES IN THE TOMB DO NOT BELONG HERE, AND ARE VESTIGES OF A CORRUPT PRIESTHOOD - THE CHARACTERS ARE WELCOME TO REMOVE THEM.

13. EMBALMING STOREHOUSE

THIS ROOM HAS A CLUTTER OF SUPPLIES PILED AGAINST THE WEST WALL: FIVE BARRELS, TWO BOXES, AND WHAT APPEARS TO BE A LARGE SPOOL OF THREAD.

THESE ARE ALL EMBALMING SUPPLIES, INCLUDING:

- 3 LARGE BARRELS OF NORMAL EMBALMING FLUIDS
- 2 BARRELS OF STAGNANT WATER
- 1 BOX OF ALUM POWDER (5 GP)
- 1 BOX OF SURGICAL INSTRUMENTS (10 GP)
- A LONG SPOOL OF CATGUT THREAD

14. EMPTY ROOM

THIS ROOM CONTAINS SEVERAL SMASHED BARRELS AND WOODEN BOXES.

THE ROOM IS OTHERWISE EMPTY.

15. RAT NEST

THIS ROOM CONTAINS 5 LARGE INTACT BARRELS, AND 3 EMPTY, SMASHED BARRELS. GIANT RATS SWARM TOWARD THE DOOR WHEN IT OPENS.

THE **GIANT RATS** IN THIS ROOM ARE VERY AGGRESSIVE AND WILL NOT RETREAT FROM COMBAT.

GIANT RATS (8): HD 1D4 HIT POINTS; AC 7 [12]; ATK 1 BITE (1D3); SAVE 18; MOVE 12; CL/XP A/5;

SPECIAL: 5% CHANCE THAT A RAT IS DISEASED

TREASURE

THERE IS NOTHING OF VALUE IN THE ROOM - THE INTACT BARRELS CONTAIN MOLDERING WHEAT FLOUR THE RATS HAVEN'T GOTTEN TO YET.

16. EMPTY ROOM

THE FLOOR OF THIS ROOM IS STREWN WITH DRIED AND FRESH DUNG.

THE PELLETS ARE ABOUT THE SIZE ONE WOULD EXPECT FROM GIANT RATS (THE ONES IN AREA 15).

17. FOUNTAIN OF PURIFICATION

A LARGE AND ORNATE FOUNTAIN IN THIS ROOM REEKS WITH THE SMELL OF STAGNANT WATER.

BATHING IN THE FOUNTAIN AT THE CENTER OF THIS ROOM PROTECTS AGAINST UNDEAD (-1 TO HIT THE CHARACTER FOR 1 DAY) UNLESS THE CHARACTER IS A CHAOTIC OR EVIL TYPE, IN WHICH CASE THEY MUST MAKE A SAVING THROW OR DIE. THE FOUNTAIN WORKS ONE PER DAY PER PERSON.

18. MEDITATION CHAMBER

THERE IS A LARGE, DRY FOUNTAIN HERE, AND THE WALLS ARE DECORATED WITH PATTERNS INLAID WITH IRON. TWO HUMAN-SIZE IRON STATUES OF PRIESTS WEARING CEREMONIAL ROBES STAND IN THE ROOM.

THE "STATUES" OF TWO PRIESTS ARE IN HERE, CAUGHT BY THE IRON GOD'S VENGEFUL CURSE. THE WALLS ARE PATTERNED WITH IRON INLAID INTO THE STONE. ANYONE CONCENTRATING ON PATTERNS FOR 2 TURNS OR MORE FALLS INTO A TRANCE FOR 3D6 TURNS. AFTER THE TRANCE, THE CHARACTER GAINS +1 TO HIT WHICH LASTS FOR 10 TURNS. THERE IS A LARGE STONE BASIN IN THE MIDDLE OF THE ROOM WITH A THREE-INCH DIAMETER HOLE IN THE CENTER, DISAPPEARING DOWN BELOW THE FLOOR LEVEL (THIS IS A DRY FOUNTAIN).

19. CHAMBER OF ARDARUS, RENEGADE HIGH PRIEST

THE IRON STATUE OF A MAN STANDS IN THIS ROOM, WEARING ELABORATE PRIEST'S ROBES AND LOOKING UPWARD WITH AN EXPRESSION OF FEAR. THE ROOM WAS OBVIOUSLY ONCE LUXURIOUS, BUT THE FURNITURE IS NOW SMASHED TO PIECES. THE ONLY SURVIVING APPOINTMENTS OF THE ROOM ARE TWO INTRICATE METAL CANDLE-STANDS, EACH 5 FEET TALL.

IF ANYONE ENTERS THE ROOM, THE STATUE BEGINS TO MOVE, SWINGING ITS HEAVY FISTS TO ATTACK. THIS WAS THE LEADER OF THE HERETICAL MONKS, RESPONSIBLE FOR THE TEMPLE'S FALL FROM FAVOR AND THE IRON GOD'S RETRIBUTION. UNLIKE THE OTHER MONKS WHO WERE TRANSFORMED INTO LIVING IRON, ARDARUS IS CAPABLE OF MOVEMENT AND WILL ATTACK.

THE ARDARUS STATUE: HD 4; HP 20; AC 2 [17]; ATK 1 FIST (1D8); SAVE 13; MOVE 6; XP 120; SPECIAL: IMMUNE TO SLEEP AND CHARM.

TREASURE

THE 2 CANDLE-STANDS ARE WORKS OF ART, AND WORTH 200GP EACH (THEY ALSO WEIGH 10 POUNDS EACH AND ARE QUITE CUMBERSOME).

20. STOREROOM

THIS ROOM CONTAINS TEN WOODEN CRATES NEATLY ARRANGED IN 2 STACKS OF 5 CRATES EACH.

- CRATE #1: 20 FLASKS OF SPECIAL EMBALMING FLUID. IF A FLASK IS SHATTERED, THE CONTENTS BLAST INTO A FREEZING MIST THAT CAUSES 1D6 HIT POINTS OF DAMAGE TO ANYONE WITHIN 10 FT OF IT.
- CRATE #2: SOILED AND TATTERED CEREMONIAL GARMENTS COVER ORNSTAZ'S DARK BOOK (SEE APPENDIX B). THE GARMENTS (3 ROBES, 2 PAIRS OF GLOVES, 4 WOVEN BELTS, AND 2 HOLY SYMBOLS OF THE IRON GOD) DO NOT INCLUDE ANY OF THE CEREMONIAL HOODS NEEDED TO ENTER THE SACRED CATACOMBS.
- CRATE #3: BENT AND RUSTED SCRAP METAL, ALL IRON. MOST OF THE IMPLEMENTS ARE FARMING TOOLS INCLUDING A COMPLETE PLOW BLADE.
- CRATE #4: TANNED HIDES (WEIGHT 200 POUNDS, VALUE 20GP).
- CRATE #5: 3 FLASKS OF SPECIAL EMBALMING FLUID (SEE ABOVE), 1 POTION OF PLANT-SPEAKING (SAME EFFECT AND DURATION AS THE SPEAK WITH PLANTS SPELL), 1 FLASK OF POISON (+3 SAVING THROW OR DIE), 10 FLASKS OF WATER, 1 FLASK OF HONEY, A CENSER, A BROKEN IRON HOLY SYMBOL.
- CRATE #6: 1 BOX CONTAINING CLAY, STONE, AND WOOD IDOLS OF VARIOUS OTHER GODS WORSHIPPED IN THE VICINITY.
- CRATE #7: DRIED FISH (EDIBLE FOR 40 DAYS).

- CRATE #8: DRIED FRUIT (EDIBLE FOR 40 DAYS).
- CRATE #9: 400 WOODEN STICKS, ALL ABOUT THE SIZE OF A MAGIC WAND, WITH A FEW CHUNKS OF COAL.
- CRATE #10: SACKS OF WHEAT.

21. PRISON

THE ROOM CONTAINS A LARGE IRON CAGE, WITH A SKELETON INSIDE WEARING ELABORATE PRIEST'S ROBES. NEAR THE CAGE IS AN IRON STATUE OF A MAN IN PRIEST'S ROBES.

THE STATUE'S FACE IS CONTORTED IN TERROR. AS WITH THE OTHER PRIEST STATUES IN THE DUNGEON, IF THE CHARACTERS WATCH IT CLOSELY THE FACIAL FEATURES CAN BE SEEN TO MOVE VERY SLIGHTLY AS TIME PASSES. THE SKELETON IN THE CAGE IS ALL THAT REMAINS OF THE HIGH PRIEST WHO DENOUNCED ARDARUS FOR HERESY.

22. SLEEPING CHAMBERS

THIS ROOM CONTAINS SEVERAL DILAPIDATED BEDS, SOME BROKEN APART.

ONE BED HAS A SCRAP OF PARCHMENT UNDER THE MATTRESS, WHICH WILL BE SPOTTED IF THE CHARACTERS CHECK UNDER THE BEDS. THE PARCHMENT READS AS FOLLOWS - "ARDARUS PLACED THE HIGH PRIEST INTO THE CAGE THIS MORNING FOR OPPOSING HIS NEW DOCTRINES. IF I WERE YOU, I WOULD GO TO ARDARUS AFTER

DEVOTIONS, TELL HIM YOU'VE CHANGED YOUR MIND AND NOW YOU BELIEVE THE PRIESTHOOD IS ALLOWED TO ACCUMULATE WEALTH FROM TRIBUTE. OTHERWISE YOU MIGHT END UP ONE OF THE NEW UNDEAD IN THE CATACOMBS."



WITH THE PRIESTS GONE, A CLAN OF EVIL BARGHOONS SEIZED THE RUINS TO PLUNDER THEM AT WILL

23. MAIN BARGHOON LAIR

THIS FOUL-SMELLING ROOM CONTAINS SEVERAL STRAW PALLETS AND A COOK POT SITTING ON A PILE OF COLD ASHES. BABOON-LIKE CREATURES RISE TO THEIR FEET, BRANDISHING WEAPONS.

THIS IS THE LAIR OF THE BARGHOONS WHO MOVED IN TO USE THE TEMPLE CELLARS AS A LAIR. THERE ARE 12 **BARGHOONS** HERE, ALONG WITH THE **BARGHOON MANDRILL-SHAMAN** AND THE **BARGHOON CLAN-CHIEF**, GEZRA BAAS. THIS IS ALSO THE BASE FOR THE BARGHOONS IN AREAS 6 AND 7, IN ADDITION TO A FEW OTHERS WHO ARE NOT IN THE LAIR OR SPECIFICALLY KEYED IN THE MAP. AN HOUR AFTER ANY BATTLE, ANOTHER 2 **BARGHOONS** WILL RETURN HERE FROM THEIR PATROL AND ENCOUNTER THE CHARACTERS IF THEY ARE STILL IN THE ROOM.

BARGHOONS (12): HD 1D6+1 HIT POINTS; AC 6 [13]; ATK 1 SPIKED CLUB (1D6) OR JAVELIN (1D6); SAVE 18; MOVE 12; XP 10; SPECIAL: WHEN 2+ BARGHOONS ATTACK ONE TARGET, THEY ARE ALL AT +1 TO HIT, AND AT +2 IF ONE OF THEM IS A CLAN LEADER.

BARGHOON CLAN-LEADER (1): HD 2; AC 6 [13]; ATK 1 SPIKED CLUB (1D6) OR JAVELIN (1D6); SAVE 16; MOVE 12; XP 120; SPECIAL: WHEN 2+ BARGHOONS ATTACK ONE TARGET AND ONE IS A CLAN-LEADER, THEY ARE ALL AT +2 TO HIT.

BARGHOON MANDRILL-SHAMAN: HD 3; AC 6 [13]; ATK 1 SPIKED CLUB (1D6) OR JAVELIN (1D6); SAVE 14;

MOVE 12; XP 120; SPECIAL: WHEN 2+ BARGHOONS ATTACK ONE TARGET THEY ARE ALL AT +1 TO HIT AND +2 IF ONE IS A CLAN-LEADER.

SPELLS: CURE LIGHT WOUNDS X1

TREASURE: THE BARGHOON TREASURE IS STUFFED INTO THREE LARGE BAGS IN A CORNER OF THE ROOM. BETWEEN THEM, THE BAGS CONTAIN: 50 POUNDS OF GRAVE TRINKETS (TOTAL VALUE OF 500 GP), 117 GP WORTH OF ASSORTED COINS, 2 PIECES OF CUT BLUE QUARTZ (50GP, 25GP), A COPPER NECKLACE (1GP), AN ORNATE HAND MIRROR (20 GP) AND AN IRON COOK POT (WEIGHS 10 POUNDS, AND IS WORTHLESS). THE SHAMAN'S BELT POUCH CONTAINS A CAT SKULL, FIVE POLISHED STONES, A FEATHER DOLL, AND 15 GP.

24. ARCHIVE

THIS ROOM CONTAINS SHELVES FULL OF BOOKS, BUT THE SHELVES HAVE APPARENTLY COLLAPSED UNDER THE WEIGHT OF THEIR CONTENTS. ODDLY, THE BOOKS SEEM TO HAVE REMAINED IN LINE WITH EACH OTHER, AND ALL OF THEM HAVE A UNIFORM BLACK COLOR. FOUR BOOKS ARE OPEN ON A STURDY WOODEN TABLE.

ALL THE BOOKS IN THE ROOM HAVE BEEN TURNED TO SOLID IRON. ONLY THE FOUR OPEN BOOKS CAN BE READ, AND ONLY THE PAGES TO WHICH THEY WERE LEFT OPEN - BASICALLY, THE WRITING IS NOW NO MORE THAN A FAINT TEXTURE ON A BOOK-SHAPED BLOCK OF IRON. EACH IRON BOOK WEIGHS 50 POUNDS.

- BOOK #1: THIS BOOK IS OPEN TO A PAGE CONTAINING THE SPELL *MIRROR IMAGE*.
- BOOK #2: THIS BOOK IS OPEN TO A PAGE CONTAINING NOTES ABOUT HOW TO PREPARE UNDEAD FOR CASTING THE SPELL *ANIMATE DEAD*, BUT DOES NOT CONTAIN THE TEXT OF THE SPELL - PROBABLY IT WAS ON THE NEXT PAGE.
- BOOK #3: THIS BOOK IS OPEN TO A PAGE WITH A LIST OF TRIBUTE GIVEN TO THE MONASTERY FIVE YEARS AGO. THE LIST INCLUDES WINE, WHEAT, FLOUR, FINE CARPETS, A DOG (LISTED AS "SOLD, 2SP"), AND OTHER NON-MONETARY DONATIONS.
- BOOK #4: THIS BOOK IS OPEN TO A PAGE THAT CONTAINS PART OF A STORY, IN WHICH THE IRON GOD IMPRISONS HIS ENEMY THE EATER OF THE DEAD IN STONE FOR ALL ETERNITY.

25. ENTRY CHAMBER TO SACRED CAVERNS

THIS CHAMBER ECHOES STRANGELY, AND THERE IS A STRONG SENSE OF SOME BROODING SUPERNATURAL PRESENCE LURKING DEEP BEYOND THE NORTHERN ARCHWAY. THREE RUST-COLORED HOODS HANG ON PEGS BESIDE THIS ARCHWAY, WHICH ALSO HAS WORDS ENGRAVED OVER THE TOP.

THE CARVINGS OVER THE ARCHWAY READ: "IN THE NAME OF THE IRON GOD, BEWARE, YOU WHO ENTER THE

SACRED CATACOMBS OF THE DEAD, WHICH THE IRON GOD WATCHES OVER. BE YOU NOT DRAPED IN RESPECT, AND DO YOU NOT SPEAK YOUR NAME FOR THE SCRIBE OF THE DEAD, YOU SHALL SUFFER THE WRATH OF THE CATACOMBS."

AS DESCRIBED IN AREA 26, ANYONE ENTERING THE CATACOMBS WITHOUT WEARING ONE OF THE HOODS, AND ANYONE WHO DOES NOT SPEAK THEIR OWN NAME MUST MAKE A SAVING THROW OR BEGIN HALLUCINATING (LATER ON, NOT IMMEDIATELY) ONCE THEY ARE WITHIN THE SACRED TUNNELS OF THE CATACOMBS. SPEAKING THEIR NAME AT ANY POINT WILL SUFFICE TO MEET THAT PART OF THE REQUIREMENT FOR THE CHARACTER.

AS NOTED EARLIER, HALLUCINATIONS IN THE SACRED CATACOMBS ARE ALL ABOUT BLOOD, DEATH, RUST, AND IRON, AND YOU WILL GENERALLY HAVE TO INVENT THEM AS YOU SEE FIT. HOWEVER, THEIR GENERAL EFFECT IS THIS: FOR ANY SAVING THROW, CHECK, OR COMBAT, A CHARACTER HAS A 25% CHANCE TO SUFFER FROM HALLUCINATIONS AT THE CRITICAL MOMENT, AND THE DIE ROLLS WILL BE MADE WITH DISADVANTAGE (THIS WILL APPLY TO THE CHARACTER FOR AN ENTIRE COMBAT IF THE ROLL INDICATED HALLUCINATIONS).

26. PREPARATION CHAMBERS OF THE HIGHER PRIESTHOOD

WORDS ARE CARVED INTO THE STONE ARCHWAY ABOVE THE EASTERN DOOR OF THE ROOM, AND A LARGE BOWL OF SILVER PIECES STANDS ON AN IRON TRIPOD IN THE CENTER OF THE ROOM. SOME CEREMONIAL ITEMS ARE JUMBLED IN ONE CORNER, WITH REDDISH-BROWN CLOTHS PILED AROUND THEM.

THE FOLLOWING WARNING IS CARVEN INTO THE STONE ABOVE THE EASTERN DOOR: **"IN THE NAME OF THE IRON GOD, BEWARE, YOU WHO ENTER THE SACRED CATACOMBS OF THE DEAD, WHICH THE IRON GOD WATCHES OVER. BE YOU NOT DRAPED IN RESPECT, AND DO YOU NOT SPEAK YOUR NAME FOR THE SCRIBE OF THE DEAD, YOU SHALL SUFFER THE WRATH OF THE CATACOMBS."** THE ITEMS IN THE CORNER ARE A CEREMONIAL IRON LONG-AXE, A CEREMONIAL

LANTERN ON A POLE, A CEREMONIAL IRON INCENSE BURNER ON A POLE, AND SIX RUST-BROWN DEVOTIONAL HOODS.

ANYONE ENTERING THE CATACOMBS WITHOUT WEARING ONE OF THE HOODS, AND ANYONE WHO DOES NOT SPEAK THEIR OWN NAME MUST MAKE A SAVING THROW OR BEGIN HALLUCINATING (LATER ON) WITHIN THE SACRED TUNNELS OF THE CATACOMBS. THE NATURE AND EFFECT OF THE HALLUCINATIONS ARE UP TO THE GAME MASTER, BUT THEY WILL CONCERN DEATH AND RUSTING IRON. SPEAKING THEIR NAME AT ANY POINT SUFFICES TO "FIX" THAT PART OF THE REQUIREMENT FOR THE CHARACTER, EVEN IF IT'S DONE AFTER ENTERING THE CATACOMBS.

A LARGE IRON BOWL IN THE CENTER OF THE ROOM CONTAINS 1,217 SP, BUT THESE SHOULD **NOT** BE REMOVED - AFTER A SHORT PERIOD OF TIME THEIR WEIGHT INCREASES TO 1 POUND EACH. EACH COIN WAS THE SACRIFICE FOR A BODY INTERRED IN THE CATACOMBS, AND THEY ARE SACRED TO THE GOD.



SACRED CATACOMBS (FIRST LEVEL)

GENERAL FEATURES

ANYONE IN THESE CAVERNS (AREAS 27-33) GETS THE SENSE OF BEING IN THE PRESENCES OF VERY POWERFUL SUPERNATURAL FORCES. THIS FEELING GOES AWAY IF THEY ENTER THE CATACOMBS OF THE SECOND LEVEL - IT'S THE CAVERNS ON THE FIRST LEVEL, AROUND THE IRON GOD AND THE EATER OF THE DEAD, WHERE MORTALS REALLY SENSE THE DANGEROUS AURA OF IMMORTAL POWERS AND SACRED GROUND. **WANDERING MONSTERS DON'T ENTER THIS AREA**, BUT IT'S NOT A GOOD PLACE TO REST - DREAMS KEEP PEOPLE FROM SLEEPING WELL, AND THE ON-EDGE FEELING MORTALS GET IN THIS AREA MEANS THAT LONG RESTS HERE HAVE NO EFFECT. SHORT RESTS OPERATE AS NORMAL.

27. THE GUARDIAN IN THE DARKNESS

ALL LIGHTS ARE SUDDENLY BLACKED OUT. THE DARKNESS IS ABSOLUTE.

THE DARKNESS IN THIS ROOM IS IMPENETRABLE EVEN BY MAGICAL SOURCES OF ILLUMINATION, AND CANNOT BE OVERCOME BY ANYTHING SHORT OF DIRECT DIVINE INTERVENTION. THE CHARACTERS WILL HAVE TO FEEL THEIR WAY ALONG.

AN IRON, THREE-HEADED DOG PROWLs THE ROOM; ITS METALLIC

FOOTSTEPS ARE QUIET BUT AUDIBLE. IT DOES NOT ATTACK INTRUDERS, BUT RATHER, IT SPEAKS TO THEM: "ENTER ONLY WITH REVERENCE TO THE QUIET DEAD," IT CAUTIONS IN A RASPING, QUIET VOICE LIKE IRON MOVING ON STONE. "BUT THE DEAD WALK UNQUIETLY WITHIN THE SACRED CATACOMBS, AND THE WALKING DEAD ARE AN ABOMINATION TO THE IRON GOD." THE DOG DOES NOT ANSWER QUESTIONS, AND IF IT IS ATTACKED IT SIMPLY BECOMES AN INANIMATE IRON STATUE (AND WILL NOT BE ABLE TO ATTACK THE EATER OF THE DEAD IF THE EATER COMES THROUGH LATER ON).

IF THE EATER OF THE DEAD (FROM AREA 23) PASSES THROUGH THIS ROOM, THE IRON DOG WILL ATTACK IT IN THE DARKNESS. THE DOG WILL BE DESTROYED, BUT THE BATTLE WILL REDUCE THE EATER OF THE DEAD TO THE FOLLOWING STATS:

EATER OF THE DEAD

(WEAKENED): HD 7; HP 20; AC 5 [14]; ATK 1 BITE (1D6 + PARALYSIS); SAVE 9; MOVE 9; SPECIAL: BITE CAUSES PARALYSIS (SAVE); ANYONE KILLED BY THE EATER OF THE DEAD BECOMES A GHOUL UNDER THE EATER'S COMMAND, RISING WITHIN ONE ROUND. INVULNERABLE UNTIL IT ATTACKS.

(THE WEAKENED CONDITION CONSISTS OF LOWER HIT POINTS AND A WORSE ARMOR CLASS).

28. CAVERN OF PAIN

THREE IRON STATUES STAND IN THIS ROOM NEAR AN OPEN, WOODEN TREASURE CHEST. THE WARM GLOW OF GOLD CAN BE SEEN IN THE CHEST. WORDS ARE CARVED INTO THE ARCHWAY ABOVE THE NORTHERN EXIT.

THE THREE IRON STATUES IN THIS ROOM ARE RENEGADE PRIESTS: HUMANS IN SACRED VESTMENTS AND HOODS, WEARING LOTS OF GEMS AND JEWELRY (ALL IRON, UNFORTUNATELY). EACH STATUE BEARS AN EXPRESSION OF GREAT PAIN, AND IF THEY ARE WATCHED FOR VERY LONG, THE OBSERVER MIGHT NOTICE THAT THE FACIAL EXPRESSIONS ARE ACTUALLY CHANGING; BUT VERY, VERY SLOWLY, LIKE THE MOVEMENT OF A CLOCK'S HOUR HAND. ONE OF THE IRON STATUES SEEMS TO HAVE JUST TAKEN A NECKLACE FROM THE CHEST, AND THE NECKLACE IS IRON IN THE STATUE'S HAND. THE TREASURE CHEST IS OPEN AND THE GOLD (NOT IRON) WITHIN IS VISIBLE.

A **GIANT TICK** LURKS ABOVE THE TREASURE CHEST IN THE SHADOWS OF THE CEILING AND WILL DROP ON ANYONE WHO APPROACHES THE CHEST TOO CLOSELY.

GIANT TICK (1): HD 3; HP 15; AC 4 [15]; ATK 1 BITE (1D4 + DISEASE); SAVE 14; MOVE 3; XP 60; SPECIAL: BITE CAUSES DISEASE WHICH KILLS IN 2D4 DAYS WITHOUT A CURE DISEASE SPELL.

TREASURE: THE CHEST CONTAINS 322 GP, 117 SP, A NECKLACE OF SMALL PEARLS WORTH 300 GP, AN

IRON GOBLET (WORTHLESS), AND A WOODEN STICK (WORTHLESS). OVER THE NORTHERN EXIT FROM THE CHAMBER, WORDS ARE CARVED DEEP INTO THE STONE. THEY READ: "YOU WHO LIVE DARE NOT ENTER HERE, FOR HERE RESIDES THE EATER OF THE DEAD, IMPRISONED ETERNALLY AND ETERNALLY TO REMAIN."

29. EMPTY CHAMBER

THIS ROOM CONTAINS A SET OF PRIEST-VESTMENTS, AND A BURNED-OUT TORCH. THE STALACTITES AND STALAGMITES ARE THICK IN THIS ROOM.

THE PRIESTLY VESTMENTS INCLUDE A HOOD.

TREASURE: ONE OF THE STALAGMITES IN THE CAVE CHAMBER HAS A HINGED TOP CONCEALING A HOLE IN WHICH THERE IS A CLERICAL SCROLL WITH 3 *CURE LIGHT WOUNDS* SPELLS AND AN *ANIMATE DEAD* SPELL. THIS CAN ONLY BE FOUND BY CHECKING THE STALAGMITES SPECIFICALLY; IT IS A WELL-CRAFTED HIDING PLACE.

NOTE: CASTING *ANIMATE DEAD* ANYWHERE IN THE CATACOMBS IMMEDIATELY INCITES THE VENGEANCE OF THE GOD, AND IF THE CHARACTER FAILS A SAVING THROW IT RESULTS IN BEING TURNED TO IRON LIKE THE IRON STATUES IN AREA 28. THIS CAN ONLY BE UNDONE BY A *REMOVE CURSE* SPELL.

30. CHAMBER OF SECRET INSCRIPTIONS

THE BADLY CRACKED WALLS OF THE CAVERN ARE INSCRIBED WITH ANCIENT LANGUAGES. THERE ARE ALSO SOME PICTURES CUT INTO THE WALLS.

THE PICTURES ARE OF A THREE-HEADED BEAST RESEMBLING A DOG, A LARGE AMPHORA-LIKE JAR, AND A PRIEST WEARING VESTMENTS AND CARRYING A LONG IRON AXE. THE WRITING IS ALMOST ALL JUST NAMES (FORMER PRIESTS AND RECORDS OF NOBLE DEAD).

THE CRACKS IN THE WALLS CONTAIN SNAKES THAT DON'T ALL EMERGE AT ONCE BUT JOIN A FIGHT A FEW AT A TIME, BEGINNING WITH THE 3 MOST AGGRESSIVE OF THEM. THEIR VENOM CAUSES PARALYSIS RATHER THAN DEATH.

SNAKES IN THE WALLS (10): HD 1D4 HIT POINTS; AC 8 [12]; ATK 1 BITE (1 + PARALYZING POISON); SAVE 18; MOVE 9; CL/XP B/10; SPECIAL: VENOM PARALYZES FOR 1D6 TURNS WITH FAILED SAVING THROW.

31. CHAMBER OF THE ETERNAL GUARDIANS

THIS ROOM CONTAINS A ROW OF THREE IRON MEN-AT-ARMS, ALL CARRYING LONG AXES. THE STATUES ARE BADLY RUSTED.

THESE STATUES ALL HAVE CALM FACES (THESE ARE NORMAL IRON STATUES, NOT PEOPLE TRANSFORMED BY THE GOD'S WRATH). THEY RAISE THEIR WEAPONS IN SALUTE TO ANYONE WEARING THE

VESTMENTS OF THE GOD, AND WILL ACTUALLY FOLLOW AND ASSIST ANY GROUP CARRYING THE CEREMONIAL LONG-AXE, INCENSE BURNER, AND LANTERN (FROM AREA 26). OTHERWISE, THEY REMAIN AS STATUES.

ETERNAL GUARDIANS: HD 1; HP 8; AC 3 [16]; ATK 1 LONG-AXE (1D8); SAVE 17; MOVE 6; XP N/A.

32. PRISON OF THE EATER OF THE DEAD

A THICK FOREST OF STALACTITES AND STALAGMITES EXTEND FROM CEILING AND FLOOR OF THIS CHAMBER - YOU CAN'T SEE MUCH OF THE INTERIOR WITHOUT VENTURING INSIDE.

THIS ROOM CONTAINS A STONE STATUE OF A HIDEOUS CREATURE. IT IS MANLIKE, BUT STANDS 7 FEET TALL WITH A MISSHAPED HEAD SHOWING FANGS AT THE MOUTH. ITS FINGERNAILS ARE GROWN INTO LONG CLAWS, AND IT IS DEPICTED IN THE ACT OF EATING A HUMAN ARM. WHEN ANY LIVING PERSON ENTERS THE ROOM, THE EATER OF THE DEAD, IMPRISONED IN THIS STATUE FORM, IS AWAKENED AND COMES TO LIFE. THE STATUE BECOMES ANIMATED WITH THE EATER'S SPIRIT, AND WILL FOLLOW THE ADVENTURERS. UNLESS THE PARTY IMMOBILIZED THE IRON DOG IN AREA 27 BY ATTACKING IT, THE DOG WILL ATTACK AND WEAKEN THE EATER AS IT FOLLOWS THE PARTY THROUGH THAT AREA - IN THIS CASE, THE EATER WILL HAVE THE WEAKENED STATISTICS SHOWN IN AREA 27. THE

EATER OF THE DEAD WAITS UNTIL THE PARTY ENTERS COMBAT WITH UNDEAD, AND THEN ATTACKS. UNTIL IT ENTERS COMBAT, THE EATER OF THE DEAD CANNOT BE HARMED BY WEAPONS OF ANY KIND, AND IT WILL NOT ATTACK THE PARTY UNTIL THEY ARE IN COMBAT WITH UNDEAD. IT SIMPLY FOLLOWS THEM, INVULNERABLE, UNSTOPPABLE, AND IGNORING ATTEMPTS TO HARM IT.

EATER OF THE DEAD: HD 7; HP 35; AC 4 [15]; ATK 1 BITE (1D6 + PARALYSIS); SAVE 9; MOVE 9; SPECIAL: BITE CAUSES PARALYSIS (SAVE); ANYONE KILLED BY THE EATER OF THE DEAD BECOMES A GHOUL UNDER THE EATER'S COMMAND, RISING WITHIN ONE ROUND. INVULNERABLE UNTIL IT ATTACKS.

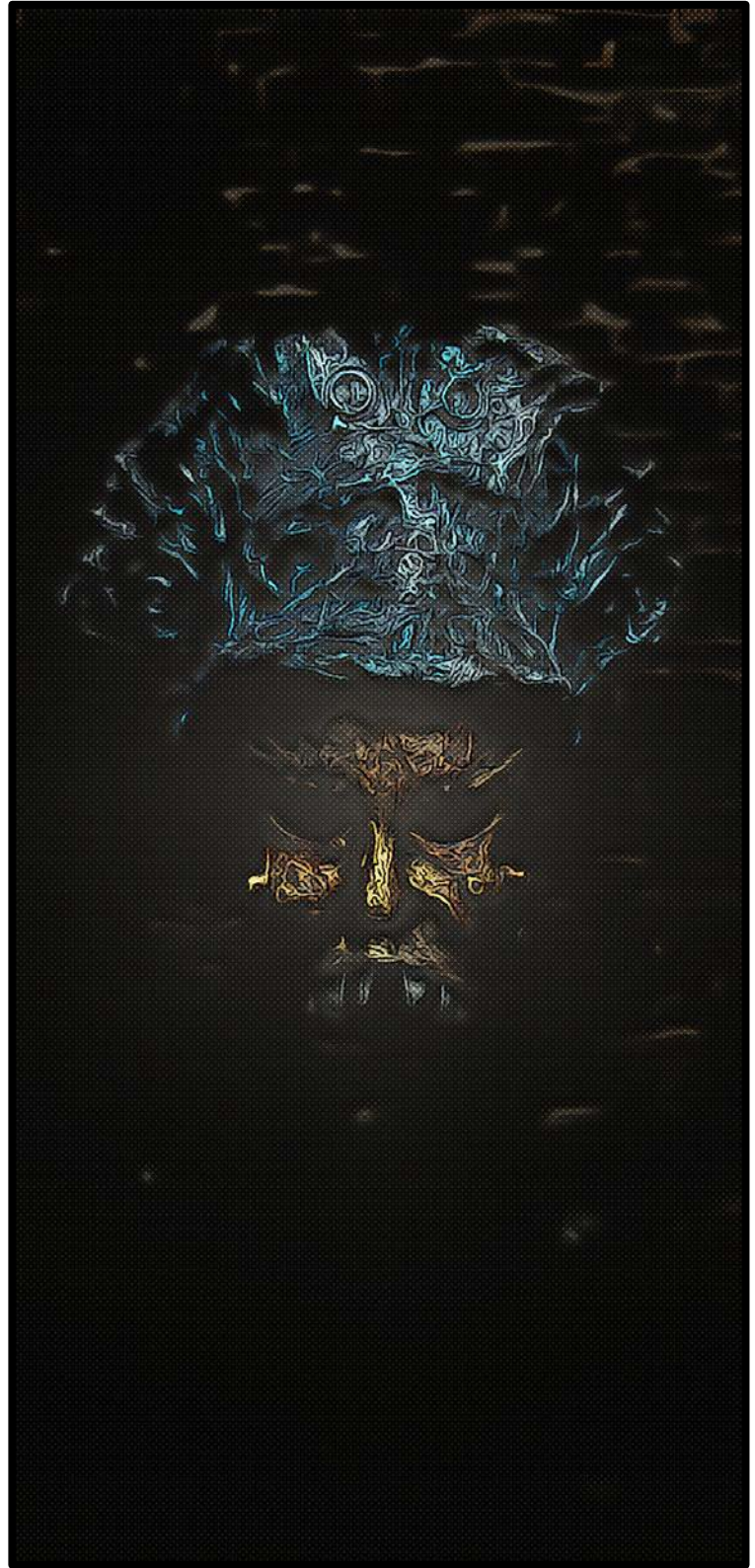


THE EATER OF THE DEAD

33. SACRED CHAMBER OF THE IRON GOD

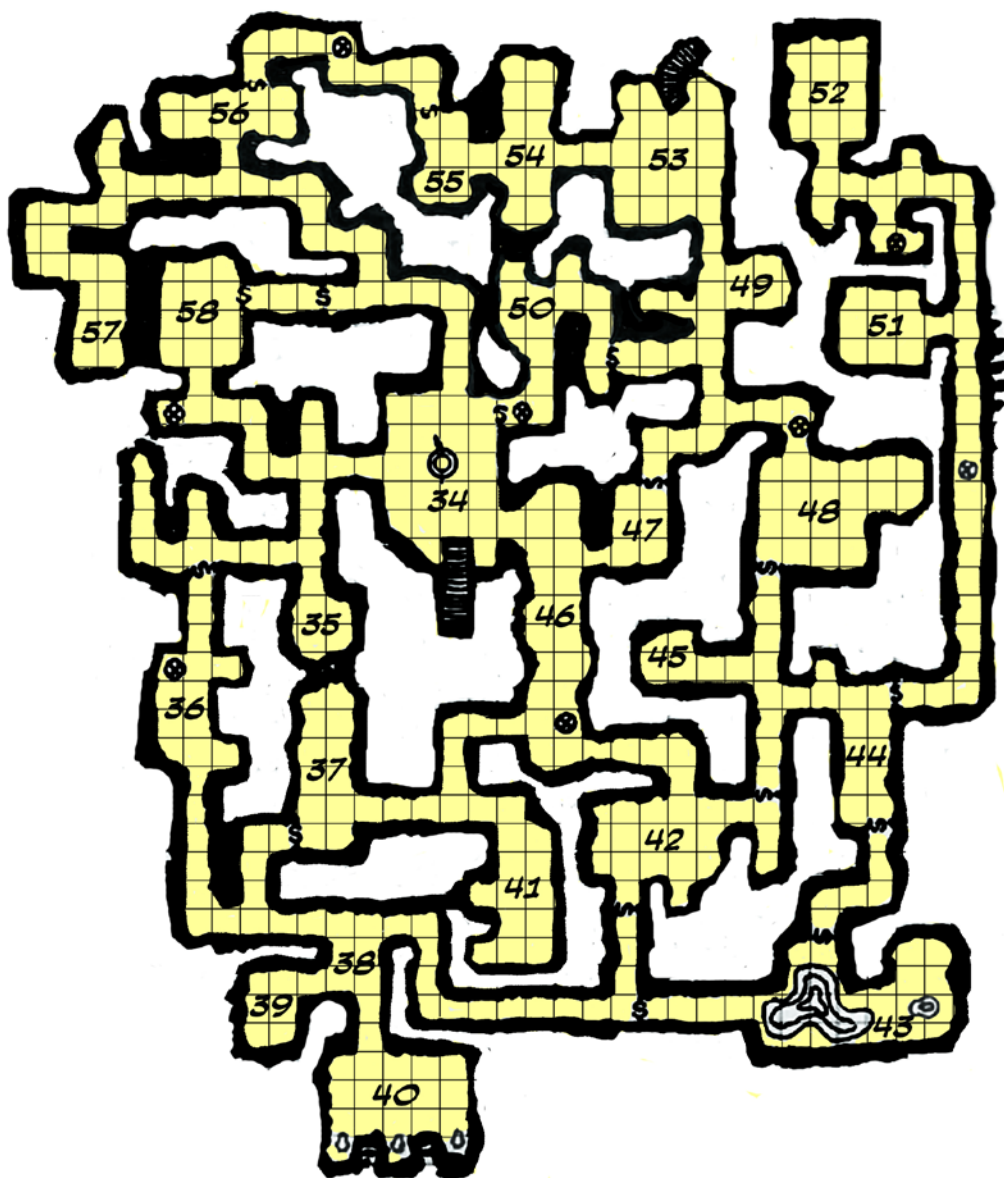
A MASSIVE STATUE OF THE IRON GOD DOMINATES THIS ROOM, GIVING FORTH A SENSE OF TREMENDOUS SUPERNATURAL POWER. AN UNEVEN STAIRCASE LEADS DOWN TO THE LOWER LEVEL OF THE TOMBS.

THIS SACRED CHAMBER IS THE HEART OF THE IRON GOD'S SANCTUARY, WHERE THE GOD HAS DECIDED TO REMAIN ENTOMBED IN HIS STATUE, GUARDING THE CORPSES OF HIS CATACOMBS BUT NO LONGER EXTENDING HIS INFLUENCE TO ACCEPT MORE. THE STATUE OF THE GOD IS, IN ESSENCE, THE GOD'S PHYSICAL LOCATION. A LONG, NARROW, UNEVEN STAIRCASE HEWN FROM THE ROCK EXTENDS DOWNWARD INTO THE CATACOMBS BELOW. THE ROOM IS CHARGED WITH A SENSE OF TREMENDOUS SUPERNATURAL POWER. IF THE EATER OF THE DEAD PASSES THROUGH THIS ROOM FOLLOWING THE PARTY, IT LAUGHS TRIUMPHANTLY AS IT PASSES THE IRON GOD'S STATUE.



THE IRON GOD

SECOND LEVEL



SECOND LEVEL

GENERAL FEATURES

ALMOST ALL THE CHAMBERS IN THE CATACOMBS CONTAIN ALCOVES WHERE THE DEAD WERE BURIED. ONE OF THE GREATER RISKS IN THIS AREA IS WANDERING MONSTERS.

FOR EACH ROOM SEARCHED, MAKE A CHECK FOR WANDERING MONSTERS. ON A ROLL OF 1 ON A D4, THERE IS AN ENCOUNTER. ZOMBIES KILLED ARE DEDUCTED FROM THE ONES IN AREA 40, AND SKELETONS KILLED ARE DEDUCTED FROM THE NUMBER AT AREA 42. THERE IS ESSENTIALLY AN INFINITE SUPPLY OF THE RATS AND CENTIPEDES.

WHEN THE DICE INDICATE AN ENCOUNTER WITH WANDERING MONSTERS, ROLL ON THE TABLE BELOW:

- 1) 2D4 **SKELETONS**
- 2) 1D4+3 **GIANT RATS**
- 3) 1D3 **GIANT CENTIPEDES**
- 4) 2D4 **ZOMBIES**

GIANT CENTIPEDE (SMALL, LETHAL): HD 1D2 HIT POINTS; AC 9 [10]; ATK 1 BITE (0 + POISON); SAVE 18; MOVE 13; XP 30; SPECIAL: LETHAL POISON WITH +4 TO SAVING THROW.

GIANT RATS: HD 1D4 HIT POINTS; AC 7 [12]; ATK 1 BITE (1D3); SAVE 18; MOVE 12; CL/XP A/5; SPECIAL: 5% CHANCE THAT A RAT IS DISEASED.

SKELETONS: HD 1; AC 8 [11]; ATK 1 SHORT SWORD (1D6); SAVE 18; MOVE 12; XP 15

ZOMBIES: HD 2; AC 8 [11]; ATK 1 CLUB (1D8); SAVE 16; MOVE 6; XP 30

34. INTERMENT CHAMBER

A CIRCULAR IRON TABLE ALMOST TEN FEET IN DIAMETER DOMINATES THIS ROOM. AN ELABORATE SPIKE EXTENDS FROM THE SIDE OF THE TABLETOP PARALLEL WITH THE FLOOR, POINTING AT THE ROOM'S NORTHERN WALL.

IMPORTANT NOTE: THE SECRET DOOR IN THE NORTHEAST CORNER CANNOT BE DETECTED UNLESS THAT AREA IS SPECIFICALLY SEARCHED. HOWEVER, IF THE PLAYERS THEMSELVES HAVE REALIZED THAT THE POINTER (SEE BELOW) MIGHT BE POINTING TO A DOOR HERE, DETECTION OF THE DOOR IS AUTOMATIC IF THE AREA INDICATED BY THE POINTER IS SEARCHED FOR SECRET DOORS.

THE TABLE IS MOUNTED ON A CIRCULAR TRACK SO THAT IT CAN BE TURNED, AND IT IS GRAVEN WITH MANY RUNES. WHEN THE TOMBS WERE OPERATING NORMALLY, AN EMBALMED BODY WOULD BE PLACED UPON THE TABLE TO SEE WHICH CATACOMB THE IRON GOD WOULD ASSIGN TO THE BODY. IF A DEAD BODY IS PLACED ON THE TABLE IT STILL FUNCTIONS - THE TABLE CIRCLES AROUND SEVERAL TIMES OF ITS OWN ACCORD, THEN EVENTUALLY POINTS TO THE NORTH, SOUTHEAST,

OR WESTERN ARCHWAY INTO THE CATACOMBS. THERE IS NO DISCERNIBLE RHYME OR REASON TO THE ASSIGNMENTS OF THE CORPSES - IT IS SIMPLY THE WHIM OF THE IRON GOD. IF CHARACTERS TURN THE WHEEL, THEY WILL FIND THAT IT HAS FOUR POINTS WHERE IT CAN STOP AND SETTLE INTO A NOTCH - THREE OF THESE POINT TO THE ARCHWAYS, AND THE FOURTH POINTS TO THE SECRET DOOR IN THE NORTHEAST CORNER. THE SECRET DOOR CAN ONLY BE OPENED FROM WITHIN IF THE TABLE HAS BEEN MOVED TO POINT TOWARD IT.

35. OLDEST CHAMBER

THE WALLS OF THIS CHAMBER ARE CARVED WITH DEEP, SQUARE ALCOVES HACKED ROUGHLY FROM THE STONE.

ALCOVES: 30 SMALL, CUBICAL NICHES (ABOUT 1FOOT BY 1FOOT)

CONTENTS: MANY OF THE ALCOVES ARE SO FILLED WITH DUST THAT THEY APPEAR TO BE PART OF THE WALL. THEY CONTAIN SKULLS OF SOME PRE-HUMAN RACE WITH SLIGHTLY ELONGATED FOREHEADS AND A LARGE CRANIUM (ONE SKULL PER NICHE). THE SKULLS ARE SO OLD THAT THEY DISINTEGRATE WHEN TOUCHED. THESE ARE THE SKULLS OF TRUE VYCENAEANS THAT WERE INTERRED APPROXIMATELY 1000 YEARS AGO.

UNUSUAL ALCOVES: 20 ALCOVES HAVE 2 CP EACH, 4 HAVE 2 GP EACH, AND 6 HAVE 2 SP (TOTAL FOR THE ROOM IS 40 CP, 12 SP, 8 GP). THE COINS ARE VERY ANCIENT - IF THEY

ARE SOLD TO A COLLECTOR IN A CITY OR LARGE TOWN, THEY ARE ACTUALLY WORTH 5 TIMES NORMAL, FOR A BULK VALUE OF 46 GP. ONE ALCOVE CONTAINS AN ORNATE GOLD BRACELET SET WITH HEMATITE (100 GP), AND ONE CONTAINS A BAG CONTAINING 3 POTIONS OF HEALING AND A SCROLL OF CURE LIGHT WOUNDS. FINALLY, THERE IS ONE ALCOVE THAT CONTAINS A WIDE CRACK BEHIND THE SKULL INTERRED WITHIN, WHICH IS THE HOME OF A GIANT CENTIPEDE. IT WILL ATTACK IF ANYONE DISTURBS THE SKULL.

GIANT CENTIPEDE (SMALL, LETHAL): HD 1D2 HIT POINTS; HP 2; AC 9 [10]; ATK 1 BITE (0 + POISON); SAVE 18; MOVE 13; XP 30; SPECIAL: LETHAL POISON WITH +4 TO SAVING THROW.

36. SKELETON LAIR

THE WALLS OF THIS AREA ARE POCKMARKED WITH IRREGULARLY SPACED, HORIZONTAL ALCOVES. MANY OF THESE CONTAIN BONES, AND OTHER HUMAN BONES ARE SCATTERED ON THE FLOOR, MOSTLY CLOSE TO THE WALLS.

ALCOVES: THE ROOM CONTAINS A TOTAL OF 30 ALCOVES.

CONTENTS: 10 ALCOVES ARE EMPTY, 10 CONTAIN FULL, DISASSEMBLED SKELETONS (NORMAL), ALL OF WHICH HAVE BEEN DISTURBED AND ARE JUMBLED UP A BIT, AND THE REMAINING 10 ALCOVES ARE EMPTY.

MONSTERS: EACH OF THE TWO SIDE ROOMS OF THE CHAMBER

CONTAINS 5 **SKELETONS** (10 TOTAL), AND THESE WILL EMERGE TO ATTACK, ONE PER ROUND.

SKELETONS (10): HD 1; AC 8 [11]; ATK 1 SHORT SWORD (1D6); SAVE 18; MOVE 12; XP 15

TREASURE: ONE SKELETON HAS A GREEN GEM IN ITS EYE SOCKET WORTH 300GP.

37. CATACOMB CHAMBER

HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA. THE CONTENTS OF THE ALCOVES ARE GHOSTLY WHITE, AND YOU CAN SEE THOUSANDS OF YELLOWED HUMAN BONES IN THEM.

THIS ROOM CONTAINS 97 ALCOVES, EACH OF WHICH CONTAINS A NORMAL, UN-ANIMATED, INTACT SKELETON, WRAPPED IN WINDING-SHEETS OF VARYING AGES (THESE WINDING-SHEETS CREATE THE GHOSTLY-WHITE EFFECT).

TREASURE: ONE OF THE ALCOVES CONTAINS A JAR OF A SWEET-SMELLING, WAXY, SUBSTANCE WHICH TURNS OUT TO BE WORTH 25 GP.

38. CATACOMB CHAMBER

TEN ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA. THEY ARE OBVIOUSLY INTENDED TO HOLD HUMAN REMAINS, BUT ALL OF THEM APPEAR EMPTY AT FIRST GLANCE.

ALCOVE CONTENTS: 1 ALCOVE CONTAINS A JAR OF DUST, 1

CONTAINS A BAG WITH 20 ANCIENT GOLD COINS, AND 1 CONTAINS A TRAP THAT CLICKS BUT FAILS TO FUNCTION. THIS ROOM HAS NOT BEEN FAVORED BY THE IRON GOD AS A REPOSITORY FOR MANY YEARS. SOME HUMAN REMAINS HAVE BEEN REMOVED (MOVED THEMSELVES, ACTUALLY) FROM TWO OF THE ALCOVES.

39. CATACOMB CHAMBER - THE DEADPILE

THIS ROOM CONTAINS A PILE OF BODIES IN THE MIDDLE OF THE ROOM. AS WITH THE OTHER ROOMS OF THESE CATACOMBS, THE WALLS ARE CUT WITH HORIZONTAL ALCOVES FOR HUMAN REMAINS. HOWEVER, THERE IS A HUGE PILE OF ROTTING BODIES IN THE CENTER OF THE ROOM - THE BODIES ARE A STRANGE HYBRID OF HUMAN AND BABOON.

THIS IS WHERE THE UNDEAD OF THE CATACOMBS DEPOSIT THE DEAD BODIES OF INTRUDERS THEY HAVE KILLED: SO FAR, ONLY BARGHOONS. ANY CHARACTERS KILLED AND LEFT BEHIND IN THE CATACOMBS WILL BE BROUGHT HERE AND ADDED TO THE PILE.

THERE ARE 15 ALCOVES (6FT LONG, 1FT HIGH, 3FT DEEP) IN THE ROOM, EACH OF WHICH CONTAINS AN ORDINARY SKELETON WRAPPED IN A DECAYING WINDING SHEET OF LINEN CLOTH. ONE ALCOVE CONTAINS A NECKLACE WORTH 40 GP.

ONE OF THE BARGHOON BODIES HAS A POUCH CONTAINING 5 GP, 14 SP, AND A GILDED RAT HEAD (2 GP).

40. TREASURE CHAMBER

HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA, WHICH CONTAINS THREE ORNATE SARCOPHAGI AND A TERRIBLE STENCH. LOTS OF ZOMBIES ARE SHUFFLING FORWARD, CARRYING HUMAN BONES TO USE AS CLUBS.

OF THE VARIOUS ROOMS IN THE CATACOMBS, THIS ONE HAS SEEN THE MOST RECENT USAGE, WITH THE EXCEPTION OF THE MUCH-OLDER SARCOPHAGI. THIS WILL MOST LIKELY BE OBVIOUS TO THE PLAYERS FROM THE ROOM'S LESS-DECOMPOSED CONTENTS.

MONSTERS: THIS ROOM CONTAINS 20 **ZOMBIES** (MINUS ANY KILLED AS WANDERING MONSTERS), WHICH IS A BATTLE MOST LIKELY BEYOND THE CAPABILITY OF THE ADVENTURING PARTIES THAT WILL ENCOUNTER IT. THE TRICK IS TO FIGHT AND RETURN, NOT TO LAUNCH IN AND FIGHT TO THE DEATH. ZOMBIES ARE SLOW, SO THIS IS A FEASIBLE APPROACH.

ZOMBIES (20): HD 2; AC 8 [11]; ATK 1 CLUB (1D8); SAVE 16; MOVE 6; XP 30

TREASURE

ALCOVES: THERE ARE 104 ALCOVES CUT INTO THE WALLS OF THE ROOM. 20 OF THESE CONTAIN EMBALMED CORPSES, NOT YET ROTTED INTO SKELETONS. 14 CONTAIN ASSEMBLED (NORMAL) SKELETONS, AND THE REMAINING ALCOVES ARE EMPTY. ONE OF THE SKELETON-ALCOVES CONTAINS A RUBY GEM WORTH 100GP, BUT THE

BULK OF THE ROOM'S TREASURE IS TO BE FOUND IN THE SARCOPHAGI.

SARCOPHAGI: THE ROOM CONTAINS THREE ORNATELY-CARVED STONE SARCOPHAGI, WITH CONTENTS AS FOLLOWS:

SARCOPHAGUS #1: SKELETON (NORMAL) BEDECKED IN SILVER AND GOLD JEWELRY WEIGHING 50 POUNDS (1,500GP VALUE).

SARCOPHAGUS #2: SKELETON (NORMAL), WITH A NECKLACE OF COPPER WORTH 1 GP. THE SARCOPHAGUS LID RELEASES POISON GAS WHEN OPENED. THE ONLY OTHER WAY TO GET INTO THE SARCOPHAGUS WOULD BE THROUGH THE SIDES, WHICH ARE THICK STONE.

THE DISAPPOINTING CONTENTS OF THE SARCOPHAGUS ARE NOT ITS ONLY SECRET. IT HAS A SLIDING FALSE BOTTOM THAT LEADS TO A 10X10 FOOT CHAMBER UNDERNEATH. IF A CHARACTER EXAMINES THE BOTTOM OF THE SARCOPHAGUS, WHICH REQUIRES REMOVING THE SKELETON, THEY DISCOVER THAT THE BOTTOM IS A SLIDING PLATE OF STONE THAT CAN BE SHIFTED. SLIDING IT TO THE SIDE RELEASES THE 4 **UNDEAD**

TOMB-CATS (SEE NEW MONSTERS) THAT WERE INTERRED HERE AS GUARDIANS FOR THE SPIRIT OF THE DECEASED.

UNDEAD TOMB-CATS (4): HD 1D4 HIT POINTS; AC 8 [11]; ATK 2 CLAWS (1HP); SAVE 18; MOVE 12; CL/XP B/10
SPECIAL: IF A TARGET IS HIT 3 TIMES BY A TOMB-CAT, ALL SUBSEQUENT HITS REQUIRE A SAVING THROW TO

AVOID BEING PARALYZED FOR 1D4+2 ROUNDS.

THE SUB-CHAMBER UNDER SARCOPHAGUS #2 CONTAINS AN EARTHENWARE JAR CONTAINING 50 GP AND A CRUMPLED SCROLL OF *DETECT MAGIC*.

SARCOPHAGUS #3: CONTAINS A SKELETON (NORMAL FOR THE MOMENT), WEARING A LAPIS LAZULI NECKLACE WORTH 700GP. IF THE NECKLACE IS REMOVED, THE **SKELETON** ANIMATES AND BEGINS TO GLOW. THIS IS A POWERFUL SKELETON IMBUED WITH MORE THAN NORMAL NECROMANTIC POWER.

GLOWING SKELETON: HD 5; HP 20; ATK 1 STRIKE (1D8); SAVE 12; MOVE 12; CL/XP 5/240.

41. CATACOMB CHAMBER

AS WITH THE OTHER ROOMS OF THESE CATACOMBS, THE CEILING HERE IS LOW, AND THE WALLS ARE DEEPLY CUT WITH NUMEROUS, HORIZONTAL, BURIAL ALCOVES. THE ONES IN THIS ROOM ARE FILLED WITH BONES.

THERE ARE 33 ALCOVES IN THIS ROOM, EACH CONTAINING AN ASSEMBLED SKELETON (NORMAL) WRAPPED IN ROTTING LINEN GRAVE-CLOTHS.

UNUSUAL ALCOVES:

- **ALCOVE 6:** THIS ALCOVE CONTAINS A POISONED NEEDLE TRAP THAT SHOOTS UP FROM THE BOTTOM OF THE ALCOVE IF THE SKELETON WITHIN IS MOVED AROUND (+1 TO

SAVING THROW). **ALCOVE 15:** THIS ALCOVE CONTAINS A BAG MADE OF THE SAME LINEN AS THE GRAVE-WINDINGS, CONTAINING 5GP.

- **ALCOVE 28:** THIS ALCOVE CONTAINS BONES THAT SUDDENLY CATCH FIRE AND BURN AWAY WHEN TOUCHED, ALTHOUGH THE FLAMES DO NOT GENERATE HEAT OR CAUSE DAMAGE. ONCE THE BONES ARE ENTIRELY BURNED, THE LINEN GRAVE-CLOTH IS STILL IN PLACE, FILLED WITH FINE ASH.

42. SKELETON BARRACKS

A SMALL NUMBER OF HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA. A HUGE NUMBER OF SKELETONS ARE ASSEMBLED HERE, STANDING IN RANKS LIKE SOLDIERS AND CARRYING RUSTED SHORT SWORDS. ONE CARRIES A SHIELD, AS RUST-COVERED AS THE SWORDS OF ITS FELLOWS.

THERE ARE 25 **SKELETONS** STANDING IN THESE RANKS (MINUS ANY THAT WERE KILLED AS WANDERING MONSTERS). ALL OF THE SKELETONS CARRY RUSTED SHORT SWORDS, BUT ONE ALSO CARRIES A SHIELD. THESE SKELETONS WILL ATTACK ANYONE ENTERING THE ROOM.

SKELETONS: HD 1; AC 8 [11]; ATK 1 SHORT SWORD (1D6); SAVE 18; MOVE 12; XP 15

ONLY TEN ALCOVES ARE CUT INTO THE WALLS OF THIS CHAMBER, AND NONE OF THEM CONTAIN SKELETONS. SOME, HOWEVER, STILL HAVE INTERESTING CONTENTS, SINCE

THE BARGHOONS HAVE NEVER CHOSEN TO RISK ENTERING A ROOM WITH SO MANY SCARY-LOOKING INHABITANTS.

ALCOVES:

- ALCOVE #1: EMPTY, OTHER THAN A DISCARDED WINDING-CLOTH
- ALCOVE #2: NEST OF MICE
- ALCOVE #3: SMALL WOODEN COFFER CONTAINING 5 GEMS WORTH 25 GP EACH
- ALCOVE #4: BOTTLE OF SPOILED WINE
- ALCOVE #5: EMPTY
- ALCOVE #6: *POTION OF HEALING*
- ALCOVE #7: EMPTY
- ALCOVE #8: *WAND OF MAGIC MISSILES* CONTAINING 3 CHARGES. UPON EXPENDING THE FINAL CHARGE, THE WAND EXPLODES, CAUSING 2D4 HIT POINTS OF DAMAGE
- ALCOVE #9: EMPTY
- ALCOVE #10: WIZARDLY ROBES THAT BUTTON DOWN THE FRONT. THE BUTTONS ARE WOOD, AND CARVED TO RESEMBLE OWLS.

TREASURE: THE RUST-COVERED SHIELD IS A TRUE +1 SHIELD WITH AN UNUSUAL QUALITY - THE RUST. THE RUST CANNOT BE REMOVED BY ANY METHOD SHORT OF DIVINE INTERVENTION, BUT THE SHIELD WORKS JUST FINE.

43. TOAD POOL

A LARGE POOL OF MURKY, BLACK WATER BLOCKS PASSAGE THROUGH THIS AREA. THE WALLS ARE POCKMARKED WITH MANY OF THE HORIZONTAL ALCOVES USED TO INTER THE DEAD IN THESE DARK CATACOMBS. THEY APPEAR TO BE MOSTLY OCCUPIED BY SKELETONS WOUND IN LINEN CLOTHS.

ALCOVES: THE AREA CONTAINS 48 ALCOVES, 39 OF WHICH CONTAIN NORMAL, HUMAN SKELETONS. ONE OF THE SKELETONS WEARS A NECKLACE OF LAPIS LAZULI WORTH 100 GP; ANOTHER ALCOVE CONTAINS A LONGSWORD AND A SUIT OF CHAIN MAIL, BOTH RUSTED AND WORTHLESS.

AN ENORMOUS *GIANT TOAD* LIVES IN THIS CHAMBER, ITS BULBOUS EYES JUST ABOVE THE WATER LEVEL, WATCHING FOR PREY.

UNUSUALLY LARGE GIANT TOAD (1): HD 5; HP 30; AC 7 [12]; ATK 1 BITE (2D6); SAVE 12; MOVE 9; XP 400; SPECIAL: DRAGS INTO POOL.

IF THE TOAD SCORES A HIT, THE VICTIM MUST MAKE A SAVING THROW OR THE TOAD WILL DIVE UNDER THE WATER, DRAGGING THE CHARACTER WITH IT. THE WATER IS TEN FEET DEEP.

TREASURE: MOST OF THE TOAD'S TREASURE IS AT THE BOTTOM OF THE POOL - THE WATER IS TOO MURKY TO SEE UNDERWATER, AND DIVING IN TO FIND TREASURE MAY BRING UP ITEMS IN RANDOM ORDER.

- EARTHENWARE POT (5 POUNDS,

WORTHLESS BUT A 50 GP MALACHITE GEM IS BAKED INTO THE CLAY)

- ROTTING LEATHER BAG WITH 12 SP
- LARGE (4FT TALL) IRON IDOL OF THE IRON GOD WITH JEWELLED EYES (2 EMERALDS WORTH 10 GP EACH) - THE STATUE WILL NEED TO BE HAULED OUT WITH ROPE AND MECHANICAL LEVERAGE, ALTHOUGH THE EYES COULD BE IDENTIFIED AS GEMS AND REMOVED UNDERWATER IF A CHARACTER ATTEMPTS THIS.
- LEATHER BOOTS (WORTHLESS)
- A PAIR OF RUSTED SWORDS (WORTHLESS)
- SKELETON CLUTCHING A *POTION OF HEALING*
- SILVER CANDELABRUM (25 GP)
- MAGICAL BRASS COCKROACH, ANIMATES ONE PER DAY AT NOON, SCUTTLES AROUND IN A CIRCLE, THEN DE-ANIMATES.
- TALL, DELICATE GLASS TUBE (10 GP) CONTAINING 15SP AND A +1 ARROW. THERE IS NO OPENING IN THE TUBE, SO IT MUST BE BROKEN TO GET TO THE ARROW AND THE SILVER.
- TREASURE CHEST CONTAINING A WATER-RUINED SCROLL, A POTION THAT IS TOO DILUTED TO FUNCTION, 142 SP, AND 3 GP.
- SUIT OF RUSTED +1 CHAIN MAIL CONTAINING A **SKELETON** THAT ANIMATES IF TOUCHED.

SKELETON: HD 1; AC 8 [11]; ATK 1 SHORT SWORD (1D6); SAVE 18; MOVE 12; XP 15

44. CATACOMB CHAMBER

THE WALLS OF THIS CHAMBER, LIKE THE OTHERS, ARE INCISED WITH BURIAL ALCOVES, ALL OF THEM CONTAINING SKELETONS WRAPPED IN DECAYING LINEN WINDING-SHEETS.

ALCOVES: THERE ARE 41 ALCOVES IN THE CHAMBER, ALMOST ALL OF THEM CONTAINING SKELETONS (NORMAL).

UNUSUAL ALCOVES: ONE ALCOVE CONTAINS 6 PEBBLES ARRANGED IN A CIRCLE, 1 CONTAINS A CLAY BOWL, AND ONE CONTAINS A DOUBLE-HEADED 1GP COIN WITH TOOTH-MARKS ON IT.

45. SKULL-CHAMBER WITH PRIEST STATUE

THE WALLS OF THIS CHAMBER ARE INCISED WITH SMALL, SQUARE ALCOVES ABOUT A FOOT HIGH. AN IRON STATUE OF A HOODED MAN IN PRIESTLY VESTMENTS STANDS IN THE ROOM.

ALCOVES: THE ALCOVES IN THIS ROOM CONTAIN SKULLS, NOT COMPLETE SKELETONS. ALL 38 ALCOVES ARE OCCUPIED BY A SKULL., AND NONE CONTAIN TREASURE OR OTHER ITEMS.

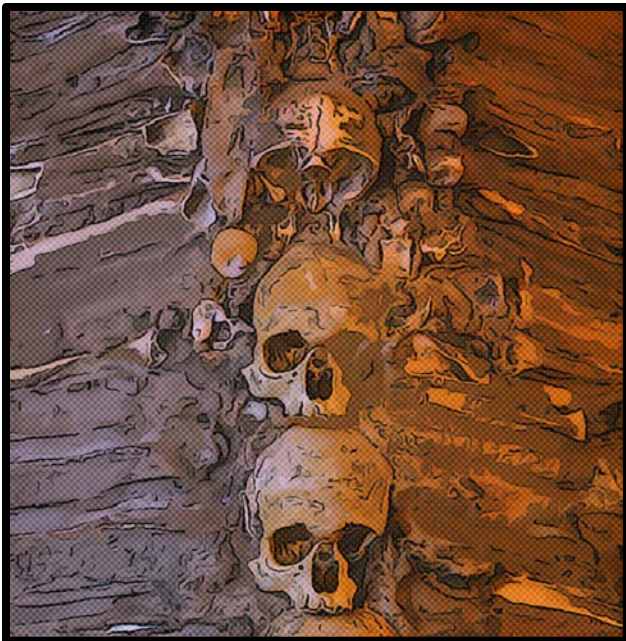
AS WITH THE OTHER RENEGADE PRIESTS TURNED INTO LIVING IRON, THE MONK'S FACIAL EXPRESSION IS HORRIFIED AND CHANGES VERY SLOWLY. THE STATUE IS NOT DANGEROUS.

46. CATACOMB CHAMBER

THE NUMEROUS GRAVE-ALCOVES IN THIS ROOM APPEAR TO CONTAIN JUMBLES OF BONES RATHER THAN INTACT SKELETONS.

ALCOVES: THERE ARE 197 ALCOVES IN THE ROOM, WHICH CONTAIN FULL SKELETONS, BUT THE BONES HAVE BEEN MOVED AROUND AT SOME TIME AFTER THE BODIES THEMSELVES ROTTED AWAY.

UNUSUAL ALCOVES: ONE ALCOVE CONTAINS A FLINT AND STEEL SET; ONE CONTAINS A BAG WITH 5 GP; ONE CONTAINS THE STONE FIGURINE OF A BLUEJAY; ONE CONTAINS A PLAIN ELECTRUM RING (5 GP); ONE CONTAINS A GOLDEN EYEBALL IN THE SKULL'S EYE SOCKET (50 GP).



47. GHOUL AND SKELETON LAIR

THIS ROOM RESEMBLES THE OTHER CHAMBERS OF THE CATACOMBS UNDER THE TEMPLE, WITH DEEP HORIZONTAL GRAVE-ALCOVES CUT INTO THE WALLS, ALL OF WHICH CONTAIN SKELETONS LYING IN THEIR FINAL RESTING-PLACES. HOWEVER, A GREY-SKINNED, HUMANLIKE CREATURE WITH A FERAL EXPRESSION CROUCHES NEAR ONE OF THE WALLS.

ALCOVES: THERE ARE ONLY 10 ALCOVES IN THE CHAMBER, 9 OF WHICH CONTAIN INTACT SKELETONS (NORMAL), 3 **SKELETONS** ANIMATE AND EMERGE FROM THEIR ALCOVES TO ASSIST THE **GHOUL** IF THERE IS A COMBAT.

GHOUL (1): HD 2; HP 8; AC 6 [13]; ATK 2 CLAWS (1D3) 1 BITE (1D4); SAVE 16; MOVE 9; XP 60; SPECIAL: PARALYSIS (SAVING THROW) PER HIT OR BE PARALYZED FOR 3D6 TURNS.

SKELETONS (3): HD 1; AC 8 [11]; ATK 1 SHORT SWORD (1D6); SAVE 18; MOVE 12; XP 15

UNUSUAL ALCOVES: THE SKELETON IN ONE OF THE ALCOVES IS GILDED WITH GOLD. IT IS WORTH 200GP.

48. ANOTHER CATACOMB CHAMBER

THE WALLS OF THIS LOW-CEILINGED CHAMBER ARE FILLED FLOOR TO CEILING WITH ALCOVES CONTAINING HUMAN SKELETONS.

ALCOVES: THERE ARE 53 ALCOVES IN THE ROOM, 41 OF WHICH CONTAIN INTACT (NORMAL) SKELETONS.

UNUSUAL ALCOVES:

- ALCOVE #3 CONTAINS A METAL DISK IN THE WINDING-SHEET OF THE SKELETON LYING IN THE ALCOVE. IF THE METAL DISK TOUCHES FLESH, IT WILL IMMEDIATELY DISSOLVE INTO ACID, GIVING OFF POISON GAS AS IT SUBLIMATES. THE ACID INFLECTS 1D4 POINTS OF DAMAGE. THE POISON GAS FILLS AN AREA 20FT X 20FT X 20FT. THE SAVING THROW AGAINST THE GAS IS MADE AT +4.
- ALCOVE #22 IS ONE OF THE EMPTY ONES. IT CONTAINS AN EMPTY LEATHER WINESKIN, A FORK OF WROUGHT IRON, AND A FLASK OF OIL.
- ALCOVE #49: THIS ALCOVE CONTAINS A SKELETON WEARING A SILVER PENDANT WITH A SMALL SAPPHIRE, WORTH 100GP.

49. GHOUL LAIR

HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA, BUT INSTEAD OF CONTAINING SKELETONS, THESE CONTAIN MUCH MORE RECENT CADAVERS. MANY OF WHICH APPEAR TO BE INCOMPLETE OR DISMEMBERED. THE ROOM SMELLS HORRIBLE, A REEK OF DECOMPOSITION AND ROTTING FLESH.

THIS CHAMBER IS THE MOST RECENTLY USED OF THE ENTIRE CATACOMB AREA, ALTHOUGH NONE OF THE BODIES ARE PARTICULARLY FRESH. IT IS THE LAIR OF 2 **GHOULS** THAT HAVE BEEN FEEDING UPON THE BOUNTY PROVIDED TO THEM.

GHOULS (2): HD 2; HP 8, 8; AC 6 [13]; ATK 2 CLAWS (1D3) 1 BITE (1D4); SAVE 16; MOVE 9; XP 60; SPECIAL: PARALYSIS (SAVING THROW) PER HIT OR BE PARALYZED FOR 3D6 TURNS.

ALCOVES: THERE ARE 39 ALCOVES IN THIS ROOM, 14 OF WHICH CONTAIN DECOMPOSING CADAVERS, ALL OF WHICH HAVE BEEN PARTIALLY EATEN BY THE GHOULS.

UNUSUAL ALCOVES:

- ALCOVE #7 CONTAINS 12 HUMAN HANDS BUT NO COMPLETE CADAVER
- ALCOVE #14 CONTAINS 80 SP IN A NEAT PILE
- ALCOVE #31 CONTAINS A WOODEN BOX INLAID WITH IVORY (5 GP).

50. IRON TREASURE CHESTS

THERE ARE NO BURIAL ALCOVES IN THIS ROOM, BUT THERE ARE TWO VERY DEEP SIDE-ROOMS CUT INTO THE WALL. THE CEILING OF THE CHAMBER IS LOW (JUST HIGHER THAN 6FT), AND THE CEILING IS COVERED WITH DROPLETS OF CONDENSATION.

EACH OF THE NORTHERN SIDE-ROOMS CONTAINS A MASSIVE, IRON TREASURE CHEST, WEIGHING 1000 POUNDS. IF THE IRON MEN-AT-ARMS (THE **ETERNAL GUARDIANS**) FROM AREA 31 ARE WITH THE ADVENTURERS, TWO OF THEM CAN LIFT AND CARRY A SINGLE CHEST. THE CHESTS THEMSELVES ARE A SOLID (BUT HOLLOW) IRON SHELL AROUND THE TREASURE THEY CONTAIN; THE "LID" IS MARKED WITH A GROOVE, BUT THE GROOVE DOES NOT CUT ALL THE WAY THROUGH THE IRON, SO THE CHESTS ARE SINGLE, UNBROKEN PIECES OF IRON. NO PARTICULAR SKILL IS REQUIRED TO CUT THROUGH THE IRON, BUT A BLACKSMITH'S TOOLS ARE NEEDED: IT IS UNLIKELY THAT THE CHARACTERS WILL BE ABLE TO OPEN THESE WITHOUT REMOVING THEM FROM THE CATACOMBS.

- **CHEST #1:** THIS CHEST CONTAINS 207 GP, A CHARRED WAND (DEPLETED AND WORTHLESS), 5 HOLY SYMBOLS OF THE IRON GOD (1GP EACH), A BAG OF CANDIES (WORTHLESS BUT TASTY), A BAG OF 3 CURSED CANDIES (GLUE THE MOUTH SHUT FOR 48 HOURS, NO SAVING THROW, BUT

STILL QUITE TASTY), AND 1 RUBY (50GP).

- **CHEST #2:** THIS CHEST CONTAINS 20 GLASS GLOBES, WITH EFFECTS AS FOLLOWS:

8 EXPLODE WHEN BROKEN, IN A 10FT DIAMETER, CAUSING 3D6 POINTS OF DAMAGE;

8 EXPLODE WHEN BROKEN, IN A 50 FOOT DIAMETER, CAUSING 1D6 DAMAGE;

1 CURES 2D6 HIT POINTS IN A 20 FOOT DIAMETER WHEN BROKEN;

1 RELEASES POISON GAS IN A 20 FOOT DIAMETER WHEN BROKEN, WHICH INFLECTS 2D10 POINTS OF CAUSTIC DAMAGE (SAVING THROW TO AVOID);

2 RELEASE **TINY DEMONS** THAT ATTACK WHATEVER PERSON IS NEAREST WHEN THEY EMERGE.

TINY DEMON: HD 1D4 HIT POINTS; AC 5 [14]; ATK 1 BITE (1D2); SAVE 18; MOVE 3 (FLY 12); XP 10; SPECIAL: FLY.

51. CATACOMB CHAMBER

THERE ARE 15 ALCOVES IN THE WALLS OF THIS CHAMBER, SMALLER THAN THE MORE-COMMON ALCOVES CUT TO CONTAIN AN ENTIRE SKELETON. THE EMPTY EYES OF SKULLS SEEM TO BE PEERING OUT AT YOU FROM THE DARKNESS OF THE NICHES.

EACH OF THE 15 ALCOVES CONTAINS A SKULL, ONE OF WHICH APPEARS TO BE COVERED WITH UNMOVING GOLDEN BEETLES (OF NORMAL SIZE). THERE ARE 10 OF THESE GOLD BEETLES, EACH OF WHICH IS WORTH 5 GP.

52. TRICK FLOOR AND GIANT TUNNEL-ANTS

NOTE: THIS IS A COMPLICATED ROOM WITH A TRICK FLOOR AND MONSTERS UNDERNEATH - IT REQUIRES CAREFUL READING AHEAD OF TIME.

THIS IS AN EMPTY CHAMBER, WITH 3 HUMAN-SIZED ALCOVES IN THE NORTHERN WALL.

CHARACTERS WHO STOP AT THE ENTRANCE OF THIS CHAMBER AND EXAMINE THE FLOOR BEFORE ENTERING WILL NOTICE THAT THERE IS A WIDE CRACK RUNNING BETWEEN THE HALLWAY AND THE CHAMBER'S FLOOR - IT IS ABOUT AN INCH WIDE. THE CRACK EXTENDS ALONG THE ENTIRE LENGTH OF THE SOUTHERN WALL, SEPARATING IT FROM THE FLOOR (THERE IS A SIMILAR GAP BETWEEN THE NORTHERN WALL AND FLOOR, BUT THIS PROBABLY CAN'T

BE SEEN FROM THE ROOM'S ENTRANCE).

ALCOVE #1: THE SKELETON IN THIS ALCOVE WEARS A CLOAK OF ELVENKIND, BUT THE CLOAK ONLY OPERATES IF WORN WITH THE CLASP FOUND IN THE NEXT ALCOVE;

ALCOVE #2: THE SKELETON IN THIS ALCOVE WEARS A NORMAL CLOAK WITH AN ORNATE IRON CLASP (NEEDED TO MAKE THE CLOAK OF ELVENKIND WORK PROPERLY);

ALCOVE #3: THE SKELETON IN THIS ALCOVE IS TANGLED IN GOLDEN WIRE (5 GP) WHICH IS THE TRIPWIRE OF A TRAP, EXTENDING AT ONE END INTO A HOLE IN THE BOTTOM OF THE ALCOVE. IF THE WIRE IS PULLED OUT, THE FRONT STONES OF THE ENTIRE NORTHERN WALL FALL FORWARD FROM THE TOP DOWN, DOING 2D10 POINTS OF DAMAGE TO ANYONE NEARBY. THIS REVEALS A SECOND WALL BEHIND THE FIRST, AND DEPENDING ON THE FLOOR'S POSITION MIGHT HOLD THE FLOOR IN PLACE (UNTIL A MAJOR STONE-MOVING OPERATION COMMENCES) OR PROVIDE A WAY FOR ANYONE BELOW TO CLIMB OUT.

THE FLOOR OF THIS ROOM IS MOUNTED ON AN AXLE RUNNING ACROSS THE MIDDLE OF THE ROOM FROM EAST TO WEST. IF ANYONE STEPS ONTO THE FLOOR ANYWHERE SOUTH OF THE MIDPOINT, THE FLOOR WILL "FLIP OVER" AROUND THIS AXIS, DROPPING THE CHARACTER FIFTY FEET INTO SOME VERY SOFT DIRT BELOW (ONLY 1D6 BLUDGEONING DAMAGE DUE TO THE SOFTNESS OF THE ANT-CHURNED DIRT). THE FLOOR SWINGS VERY QUICKLY TO A VERTICAL POSITION, BUT IT TAKES A FULL MINUTE TO COMPLETE THE DOWNWARD SWING INTO A CLOSED POSITION. ONCE THE FLOOR HAS TURNED OVER COMPLETELY, IT CAN ONLY BE

TURNED BACK BY PUTTING WEIGHT ONTO THE NORTHERN SIDE OF THE FLOOR (AND IF IT IS TURNED OVER AGAIN, WEIGHT MUST THEN BE PUT ON THE SOUTHERN SIDE TO TURN IT, ETC.). THE CHAMBER UNDERNEATH THE FALSE FLOOR IS 50 FEET BELOW, AND HAS VERY SOFT DIRT CHURNED UP BY THE GIANT ANTS WHO NEST BENEATH IT. THERE ARE 3 GIANT ANTS ON THE SURFACE, AND ANOTHER WILL CLIMB FROM THE DIRTY APPROXIMATELY EVERY THIRTY MINUTES (3 TURNS). THERE IS A 1 IN 6 CHANCE FOR EACH ADDITIONAL GIANT ANT THAT IT WILL BE A WARRIOR RATHER THAN A WORKER.

GIANT ANTS (WORKERS): HD 2; HP 8; AC 3 [16]; ATK 1 BITE (1D6); SAVE 16; MOVE 18; XP 30

GIANT ANT (WARRIOR): HD 3; HP 12; AC 3 [16]; ATK 1 BITE (1D6 + POISON); SAVE 14; MOVE 18; XP 120

TREASURE: THIS CHAMBER WAS CONSTRUCTED TO HOUSE CERTAIN VALUABLES OF THE MONASTERY, BUT THE AVARICIOUS MONKS HAVE REMOVED MOST OF THESE. DIGGING AROUND IN THE LOOSE DIRT OF THE UNDER-FLOOR ALLOWS THE ADVENTURERS TO FIND A GOLDEN JAR (100 GP), A JADE-AND-SILVER NECKLACE (50 GP), AND A VERY FRAGILE PORCELAIN STATUE OF A TREE (100 GP). ADDITIONALLY, THE CACHE CONTAINS 2 POTIONS OF HEALING, A VIAL OF ANTITOXIN (NEGATES EVEN LETHAL POISON IF TAKEN WITHIN 5 ROUNDS), AND A +1 MACE INSCRIBED WITH THE WORD "HALANOR."

53. STAIR CHAMBER

THE CEILING OF THIS CHAMBER IS LOW AND LOOMING, SUPPORTED IN PLACES BY IRREGULARLY-PLACED STONE PILLARS. THE WALLS CONTAIN NUMEROUS ALCOVES, LONG BUT NOT TALL, CONTAINING HUMAN SKELETONS WRAPPED IN DECAYING, LINEN WINDING-SHEETS. THERE ARE APPROXIMATELY 30 ALCOVES IN THE WALLS.

ALCOVES: ALL OF THE ALCOVES CONTAIN SKELETONS (NORMAL, NOT ANIMATED). THREE OF THE ALCOVES ALSO HAVE UNUSUAL CONTENTS, AS FOLLOWS. ONE OF THE SKELETONS IN AN ALCOVE IS MADE OF SOLID IRON RATHER THAN BONE. IN ANOTHER ALCOVE THERE IS A NEST OF COCKROACHES THAT WILL SWARM OVER ANYONE DISTURBING THE SKELETON, ALTHOUGH THEY REPRESENT NO THREAT. A THIRD ALCOVE CONTAINS A SKELETON THAT HAS BEEN GNAWED UPON BY SOMETHING CONSIDERABLY LARGER THAN A RAT (IT WAS ONE OF THE GHOULS).

THE STAIRS IN THIS CHAMBER LEAD UP TO AREA 33 ABOVE.

54. CATACOMB CHAMBER

THE CEILING OF THIS ROOM IS LOW AND CLAUSTROPHOBIC. THE WALLS CONTAIN APPROXIMATELY A HUNDRED BURIAL ALCOVES, WITH SKELETONS IN WINDING-SHEETS LYING IN THEM.

ALCOVES: THERE ARE EXACTLY 100 ALCOVES IN THE ROOM, 80 OF WHICH CONTAIN SKELETONS (NORMAL). ONE OF THE ALCOVES CONTAINS A COPPER BRACELET WORTH 1 GP, BUT THE ROOM IS OTHERWISE EMPTY OF TREASURE.

55. SPIDER LAIR

HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA, FILLED WITH HUMAN-SIZED COCOONS OF WHITE, AND ARE BARELY VISIBLE BEHIND A CLOUDY FILM OF COBWEBS THAT COVER THE WALLS FROM FLOOR TO CEILING. WEBS DRAPE DOWN FROM THE CEILING LIKE RAGGED CURTAINS.

THIS ROOM IS THE LAIR OF 2 **GIANT SPIDERS**, BOTH OF THEM LURKING ON THE CEILING, WAITING FOR PREY.

GIANT SPIDERS (2): HD 2+2; AC 6 [13]; ATK 1 BITE (1D6 + POISON); SAVE 16; MOVE 18; CL/XP 5/240 SPECIAL: POISON (+1 SAVE OR DIE), 5 IN 6 CHANCE TO SURPRISE.

ALCOVES: THE ROOM CONTAINS 20 ALCOVES, ALL OF WHICH CONTAIN A SKELETON (NORMAL) COCOONED BY THE SPIDERS. ONE OF THE SKELETONS INTERRED HERE WEARS A GOLDEN CORONET, A MAGIC ITEM THAT IMPROVES ARMOR CLASS BY +1

IF WORN. TO FIND THE CORONET, OF COURSE, THE CHARACTERS WOULD NEED TO CUT OPEN THE COCOON OF SPIDERWEBS.

56. CATACOMB CHAMBER

NUMEROUS BURIAL-ALCOVES ARE CARVED INTO THE WALLS OF THIS ROOM, ALMOST ALL OF THEM CONTAINING INTACT SKELETONS WEARING GRAVE-WRAPPINGS.

ALCOVES: THERE ARE 50 ALCOVES IN THE ROOM, CONTAINING 43 SKELETONS IN TOTAL. EACH OF THEM HAS BEEN INTERRED WITH A PAIR OF SILVER COINS OVER THE EYES (86 SP). ONE OF THE EMPTY ALCOVES CONTAINS A NECKLACE OF RAT SKULLS; ANOTHER CONTAINS A VIAL THAT RELEASES PARALYZING GAS INTO A RADIUS OF 20FT WHEN OPENED, REQUIRING A SAVING THROW TO AVOID PARALYZATION FOR 1 FULL DAY.

57. THE CROCODILE GUARDIAN

HORIZONTAL, MAN-SIZED ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA, WHICH SMELLS FAINTLY OF ROT AND LINGERING INCENSE. THE BODIES INTERRED HERE ARE NOT FULLY REDUCED TO SKELETONS, ALTHOUGH THEY ARE NOT RECENT, EITHER.

THIS IS THE LAIR OF AN UNDEAD **CROCODILE ZOMBIE**, MUMMIFIED AND PLACED INTO THE CATACOMBS AS A GUARDIAN. THREE OF THE BODIES IN THE ALCOVES ARE ACTUALLY **ZOMBIES**. IF ANYONE ATTACKS THE CROCODILE ZOMBIE,

THE ZOMBIES WILL BEGIN CRAWLING FROM THEIR ALCOVES TO DEFEND IT.

ALCOVES: THERE ARE 30 ALCOVES IN THIS ROOM, EACH OF WHICH CONTAINS A STILL-DECOMPOSING BODY INTERRED WITH SILVER PIECES OVER THE EYES (60 SP). SOME OF THE BODIES HAVE BEEN LAID TO REST WITH GRAVE-GOODS OF SOME KIND. IN TOTAL THERE ARE A STACK OF 4 SILVER PLATES (5 GP EACH); A +1 AXE (RUSTY UNTIL CLEANED), 3 RUSTED LONGSWORDS (WORTHLESS), A NECKLACE OF JADE BEADS (100 GP), 3 FLASKS OF OIL, AND A SET OF THIEF'S TOOLS.

58. CATACOMB ROOM (PSALTER OF THE IRON GOD)

APPROXIMATELY 60 HORIZONTAL GRAVE-ALCOVES ARE CUT DEEPLY INTO THE WALLS OF THIS AREA, CONTAINING PILES OF BONES.

ALCOVES: THERE ARE 58 ALCOVES IN THE ROOM, ALL OF WHICH CONTAIN A FULL SET OF HUMAN BONES, JUMBLED INTO PILES RATHER THAN ASSEMBLED INTO SKELETONS. ONE OF THE ALCOVES CONTAINS A SMALL BOOK OF RELIGIOUS POETRY ENTITLED *PSALTER OF THE IRON GOD* (SEE BELOW); ONE CONTAINS A SCROLL CASE WITH A PIECE OF PARCHMENT INSIDE, BUT THE PARCHMENT IS BLANK.

THE *PSALTER OF THE IRON GOD* CONTAINS POEMS, SOME OF WHICH ARE ILLEGIBLE AND MOST OF WHICH ARE UNINTERESTING BUT WELL-RHYMED PRAISES TO THE GOD. ONE IS QUITE DIFFERENT IN TONE FROM THE REST, READING AS FOLLOWS:

**"FEAR THE EATER OF THE
DEAD;**

**STALKER, TOMB-WALKER,
CLOTHED IN STONE.**

**THEY WHO FIND HIM
CANNOT BIND HIM,**

**THEY WHO LEAD HIM SOON
FEED HIM,**

**THEY WHO SEE HIM FREE
HIM."**

THE CHARACTERS MIGHT GAIN A USEFUL CLUE FROM THIS MANUSCRIPT, OR PERHAPS MIGHT DISCOVER ITS MEANING ONLY WHEN IT IS TOO LATE...

NEW MONSTERS

BARGHOON

HIT DICE: 1D6+1

ARMOR CLASS: 6 [13]

ATTACKS: 1 SPIKED CLUB (1D6) OR
JAVELIN (1D6)

SAVING THROW: 18

SPECIAL: PACK ATTACK

MOVE: 12

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: PATROLS
OF 1D4+4; CLANS OF 3D10+10

CHALLENGE LEVEL/XP: B/10

BARGHOONS ARE PACK HUNTERS, AND WHENEVER 2 OR MORE OF THEM ARE ATTACKING THE SAME OPPONENT, ALL OF THE ATTACKING BARGHOONS HAVE A +1 BONUS TO HIT. WHEN A CLAN-LEADER IS INVOLVED IN THE ATTACK, THE BONUS RISES TO +2.

BARGHOONS ARE THE PRODUCT OF THE FORCES OF RUINATION, CHAOS AND EVIL, THAT HAS TAINTED NORMAL BABOONS. THEY ARE FAR MORE INTELLIGENT THAN NATURAL BABOONS, STAND STRAIGHTER MOST OF THE TIME, AND ARE SUFFUSED WITH A TERRIBLE URGE TO DO HARM TO NATURE AND TO CIVILIZATION. THEIR INTELLIGENCE IS ENOUGH TO ALLOW THEM TO SPEAK A SIMIAN TONGUE, AS WELL AS ORDINARY COMMON.

BARGHOON CLANS ARE FOUND IN SEVERAL ENVIRONMENTS - OPEN PLAIN, LIGHT WOODLAND, AND HILLS. ALTHOUGH THEY ARE PRIMARILY SURFACE-DWELLERS, BARGHOONS ARE NOT AVERSE TO USING CAVES OR

UNDERGROUND PASSAGES FOR LAIRS OR HIDEOUTS.

AGENTS OF RUINATION. BARGHOONS WERE PREDOMINANTLY HILL-DWELLERS UNTIL 500 YEARS AGO, AT WHICH TIME THEY RESPONDED TO THE INITIAL CATAclysms BY INVADING THE LOWLANDS IN LARGE NUMBERS. ALTHOUGH BARGHOONS ARE NOT INDIVIDUALLY VERY STRONG, THEY CAN BE DEADLY IN LARGER PACKS. ALONGSIDE THE BEASTMEN AND OGRES, BARGHOONS ARE ONE OF THE FORCES RESPONSIBLE FOR THE SLOW RETREAT OF CIVILIZATION TOWARD THE COASTS.



BARGHOON CLAN-LEADER

HIT DICE: 2

ARMOR CLASS: 6 [13]

ATTACKS: 1 SPIKED CLUB (1D6+1) OR JAVELIN (1D6)

SAVING THROW: 16

SPECIAL: LEAD PACK ATTACK

MOVE: 12

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1 PER 10 ORDINARY BARGHOONS

CHALLENGE LEVEL/XP: 4/120

CLAN LEADERS ARE BIGGER AND STRONGER THAN ORDINARY BARGHOONS. THEIR LEADERSHIP IS SUCH THAT WHEN THE CLAN LEADER IS INVOLVED IN A PACK ATTACK (2+ BARGHOONS AGAINST A SINGLE OPPONENT) ALL OF THE ATTACKING BARGHOONS ATTACK AT +2 TO HIT.

BARGHOON

MANDRILL-SHAMAN

HIT DICE: 3

ARMOR CLASS: 6 [13]

ATTACKS: 1 SPIKED CLUB (1D6+1) OR JAVELIN (1D6)

SAVING THROW: 14

SPECIAL: PACK ATTACK, SPELLS

MOVE: 12

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1 PER 10 ORDINARY BARGHOONS

CHALLENGE LEVEL/XP: 4/120

A MANDRILL-SHAMAN CAN CAST CURE LIGHT WOUNDS ONCE PER DAY, OR MIGHT HAVE BEEN GRANTED WITH A DIFFERENT FIRST LEVEL CLERICAL OR DRUIDIC SPELL BY ITS EVIL SPIRIT MASTERS.

EATER OF THE DEAD

EATER OF THE DEAD (FULL STRENGTH)

HIT DICE: 7 (35 HIT POINTS)

ARMOR CLASS: 4 [15]

ATTACKS: 1 BITE (1D6 + PARALYSIS)

SAVING THROW: 9

SPECIAL: PARALYSIS AND GHOUL TRANSFORMATION

MOVE: 9

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1

CHALLENGE LEVEL/XP: 7/600

THE EATER OF THE DEAD IS NOT AN UNDEAD CREATURE - IT IS ALIVE, DOES NOT AGE, AND IS INVULNERABLE TO DAMAGE UNTIL IT RELEASES THIS VEIL TO ATTACK ITS FOES.

THE EATER'S BITE CAUSES PARALYSIS

SIMILAR TO THAT CAUSED BY GHOULS. THE VICTIM IS ALLOWED A SAVING THROW, AND FAILURE INDICATES PARALYSIS FOR 3D6 TURNS.

ANYONE KILLED BY THE EATER OF THE DEAD BECOMES A GHOUL UNDER THE EATER'S COMMAND, RISING WITHIN ONE ROUND.

EATER OF THE DEAD (WEAKENED CONDITION)

HIT DICE: 7 (20 HIT POINTS)

ARMOR CLASS: 5 [14]

ATTACKS: 1 BITE (1D6 + PARALYSIS)

SAVING THROW: 9

SPECIAL: PARALYSIS AND GHOUL TRANSFORMATION

MOVE: 9

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1

CHALLENGE LEVEL/XP: 7/600

THE ONLY DIFFERENCE BETWEEN THE EATER OF THE DEAD AT FULL STRENGTH AS OPPOSED TO THE WEAKENED CONDITION CAUSED BY COMBAT WITH THE IRON DOG IS ITS HIT POINTS (REDUCED FROM 35 TO 20) AND ITS ARMOR CLASS, WHICH IS WORSE BY 1 POINT.



ETERNAL GUARDIAN

THE ETERNAL GUARDIANS IN THE TOMBS WERE BADLY DAMAGED DURING THE GOD'S VENGEANCE, DESPITE THE FACT THAT THEY ARE STILL THE LOYAL SERVANTS OF THE GOD. THE DAMAGE IS IN THE FORM OF RUST - THE STATISTICS BELOW ALREADY TAKE THE EFFECTS INTO ACCOUNT.

ETERNAL GUARDIAN (RUSTED)

HIT DICE: 3

ARMOR CLASS: 6 [13]

ATTACKS: 1 SPIKED CLUB (1D6+1) OR JAVELIN (1D6)

SAVING THROW: 14

SPECIAL: PACK ATTACK, SPELLS

MOVE: 12

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1 PER 10 ORDINARY BARGHOONS

CHALLENGE LEVEL/XP: 4/120

UNDEAD TOMB-CAT

HIT DICE: 1D4 HIT POINTS

ARMOR CLASS: 8 [11]

ATTACKS: 2 CLAWS (1HP)

SAVING THROW: 18

SPECIAL: PARALYZING SCRATCH (AFTER FIRST 3 HITS)

MOVE: 12

ALIGNMENT: RUINATION (CHAOS, EVIL)

NUMBER ENCOUNTERED: 1D3+1 OR 3D6+3

CHALLENGE LEVEL/XP: 8/10

RECENTLY CREATED UNDEAD TOMB-CATS LOOK ALMOST IDENTICAL TO ORDINARY HOUSE CATS, ALTHOUGH THEY MOVE MORE SLOWLY AND THEIR EYES GLOW WITH EERIE, YELLOW LIGHT. AS THE

TOMB-CAT AGES, IT DECOMPOSES SLOWLY, AT A RATE FAR SLOWER THAN ORDINARY DECOMPOSITION. AN OLDER UNDEAD TOMB-CAT APPEARS VERY MUCH LIKE A ZOMBIE, WITH ROTTING FLESH, PALLID SKIN, AND PATCHES OF REMAINING FUR, ALTHOUGH THE GLOWING EYES AND RELATIVE GRACE WILL IMMEDIATELY DISTINGUISH THEM FROM ANIMATED ZOMBIES TO THOSE WHO ARE FAMILIAR WITH THE UNDEAD.

UNDEAD TOMB-CATS ARE CREATED AS THE GUARDIANS OF TOMBS, OFTEN BEING INTERRED WITH THE BODY OF A PERSON OF NOTE. IN MOST ANCIENT CULTURES, THE MORE SIGNIFICANT OR IMPORTANT THE DECEASED, THE MORE TOMB-CATS MIGHT BE BURIED WITH THEM.

IF A TARGET IS HIT 3 TIMES BY A TOMB-CAT, ALL SUBSEQUENT HITS REQUIRE A SAVING THROW TO AVOID BEING PARALYZED FOR 1D4+2 ROUNDS.

ZOMBIE CROCODILE

HIT DICE: 4

ARMOR CLASS: 5 [14]

ATTACKS: BITE (1D8) + CHANCE OF FRIGHT

SAVING THROW: 13

SPECIAL: SUCCESSFUL HIT REQUIRES SAVING THROW AT +4 OR FLEE FOR 1D3 ROUNDS

MOVE: 12

ALIGNMENT: NEUTRALITY

CHALLENGE LEVEL/XP: 5/240

LIKE UNDEAD TOMB-CATS, CROCODILES ARE OCCASIONALLY TRANSFORMED INTO UNDEAD CREATURES TO GUARD TOMBS. IN THIS CASE THERE IS OFTEN EVIDENCE OF THE PROCESS, SUCH AS PATTERNS TATTOOED ON THE BEAST'S HIDE OR VESTIGES OF MUMMIFICATION WRAPPINGS. UNDEAD CROCODILES MAY ALSO BE FOUND IN THE WILDERNESS, USUALLY NEAR SOURCES OF NECROMANTIC POWER OR RUINATION MAGIC.

MAGIC ITEMS

ORMSTAZ'S DARK BOOK

WONDROUS ITEM, COMMON

THERE IS A CHANCE THAT ONE OF THE CHARACTERS HAS HEARD OF THE NECROMANCER ORMSTAZ - THIS CAN BE DETERMINED BY A DC 15 INTELLIGENCE CHECK. IF SO, THEY KNOW AT LEAST SOME OF THE HISTORY BEHIND THIS MAGIC ITEM. ORMSTAZ WAS A NECROMANCER OF THE LATE VYCENAEAN AGE, LIVING ROUGHLY 700 YEARS AGO. HE WAS A FORTUNE-SEEKER WHO CAME TO JORDOBA FROM ONE OF THE TRUE-VYCENAEAN FORTRESSES IN THE GRAVEN HILLS. ORMSTAZ APPARENTLY MANAGED TO INSULT A NUMBER OF THE OTHER VYCENAEAN TECHNOMANCERS IN THE CITY, AND WAS FORCED TO FLEE FOR HIS WORTHLESS LIFE INTO THE FOOTHILLS OF THE ATROPOS MOUNTAINS. BUILDING SOME SORT OF DWELLING - ONLY DESCRIBED AS "STRANGE" IN TCHILLA'S "BOOK OF NECROMANCERS" - ORMSTAZ RECONCILED HIMSELF TO EXILE AND ENGAGED IN AN ENERGETIC PROGRAM OF NECROMANTIC RESEARCH AND COMPOSING SHORT POEMS MOCKING THE SORCERERS RESPONSIBLE FOR HIS BANISHMENT. HE WAS EVENTUALLY HUNTED DOWN AND KILLED BY IRON GOLEMS IN THE SERVICE OF A NUMBER OF THESE TECHNOMANCERS, BUT BEFORE HIS

DEATH HE PENNED A NUMBER OF VOLUMES DETAILING HIS NECROMANTIC RESEARCH. THE DARK BOOK IS THE FIRST OF THESE, 40 PAGES OF THIN VELLUM BOUND IN OWL-SKIN. THE SUBSEQUENT BOOKS ARE NUMBERED AS THE "SECOND DARK BOOK," THE "THIRD DARK BOOK" AND SO ON. NO ONE KNOWS HOW MANY DARK BOOKS ORMSTAZ WROTE BEFORE HIS DEMISE, SINCE HIS HOUSE VANISHED INTO THIN AIR AFTER HIS DEATH, BEFORE THE OFFENDED TECHNOMANCERS COULD LOOT THE WRECKAGE LEFT BY THEIR IRON GOLEMS. THE SECOND AND FOURTH DARK BOOKS ARE NOT LOST; THERE ARE COPIES OF THEM IN THE CITY OF JORDOBA: IN THE LIBRARY OF THE COUNCIL OF LICHES, AND ALSO IN THE HANDS OF SPELL CASTERS WHO CHOOSE NOT TO ADMIT IT. NEITHER OF THE KNOWN BOOKS IS CONSIDERED TO BE PARTICULARLY INSIGHTFUL, BUT THEY ARE USEFUL WORKS FOR A BEGINNING PRACTITIONER.

THE BOOK CONTAINS THE SPELL *ANIMATE DEAD*. IT ALSO DESCRIBES HOW TO TURN A CORPSE INTO A GHOUL, ALTHOUGH THE INSTRUCTIONS ARE NOT SUFFICIENT TO ACTUALLY ACCOMPLISH THE TASK.

LEGAL

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[HTTPS://WWW.YOUTUBE.COM/CHANNEL/UCWQ6CSVDLKLOOQ8VSMXP5Q](https://www.youtube.com/channel/UCWQ6CSVDLKLOOQ8VSMXP5Q)

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OTHER JORDOBA RESOURCES:

[HTTP://WWW.DRIVETHRURPG.COM/BROWSE/PUB/12826/UNCLE-MATT-039S-GAMING-STUFF](http://www.drivethrurpg.com/browse/pub/12826/uncle-matt-039s-gaming-stuff)

OTHER BOOKS BY UNCLE MATT:

SWORDS & WIZARDRY COMPLETE RULEBOOK

[HTTPS://FROGGODGAMES.COM/FROGS/PRODUCT/SWORDS-WIZARDRY-COMPLETE-RULEBOOK/](https://froggodgames.com/frogs/product/swords-wizardry-complete-rulebook/)

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