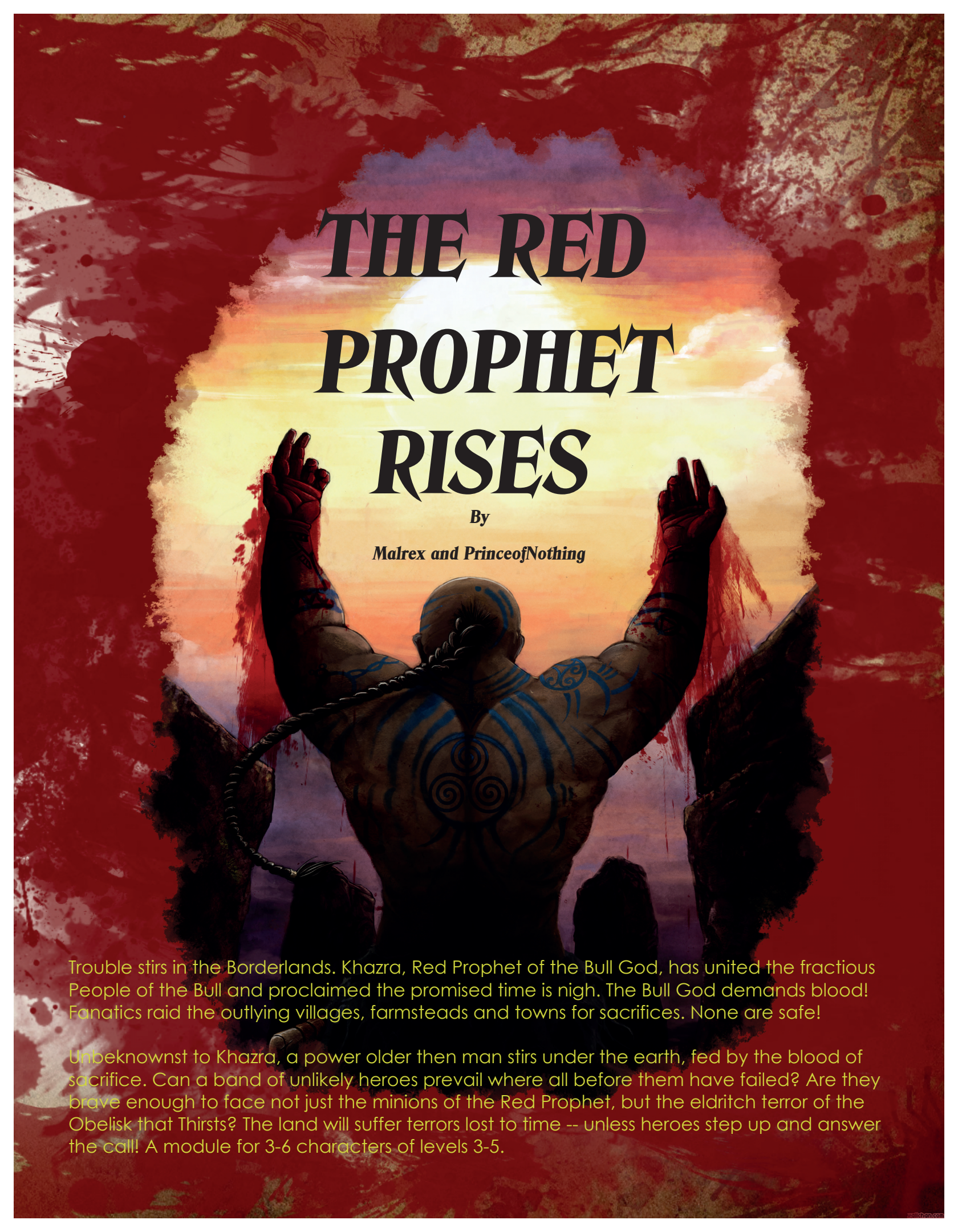




THE RED PROPHET RISES

By

Malrex and PrinceofNothing

Trouble stirs in the Borderlands. Khazra, Red Prophet of the Bull God, has united the fractious People of the Bull and proclaimed the promised time is nigh. The Bull God demands blood! Fanatics raid the outlying villages, farmsteads and towns for sacrifices. None are safe!

Unbeknownst to Khazra, a power older than man stirs under the earth, fed by the blood of sacrifice. Can a band of unlikely heroes prevail where all before them have failed? Are they brave enough to face not just the minions of the Red Prophet, but the eldritch terror of the Obelisk that Thirsts? The land will suffer terrors lost to time -- unless heroes step up and answer the call! A module for 3-6 characters of levels 3-5.

THE RED PROPHET RISES

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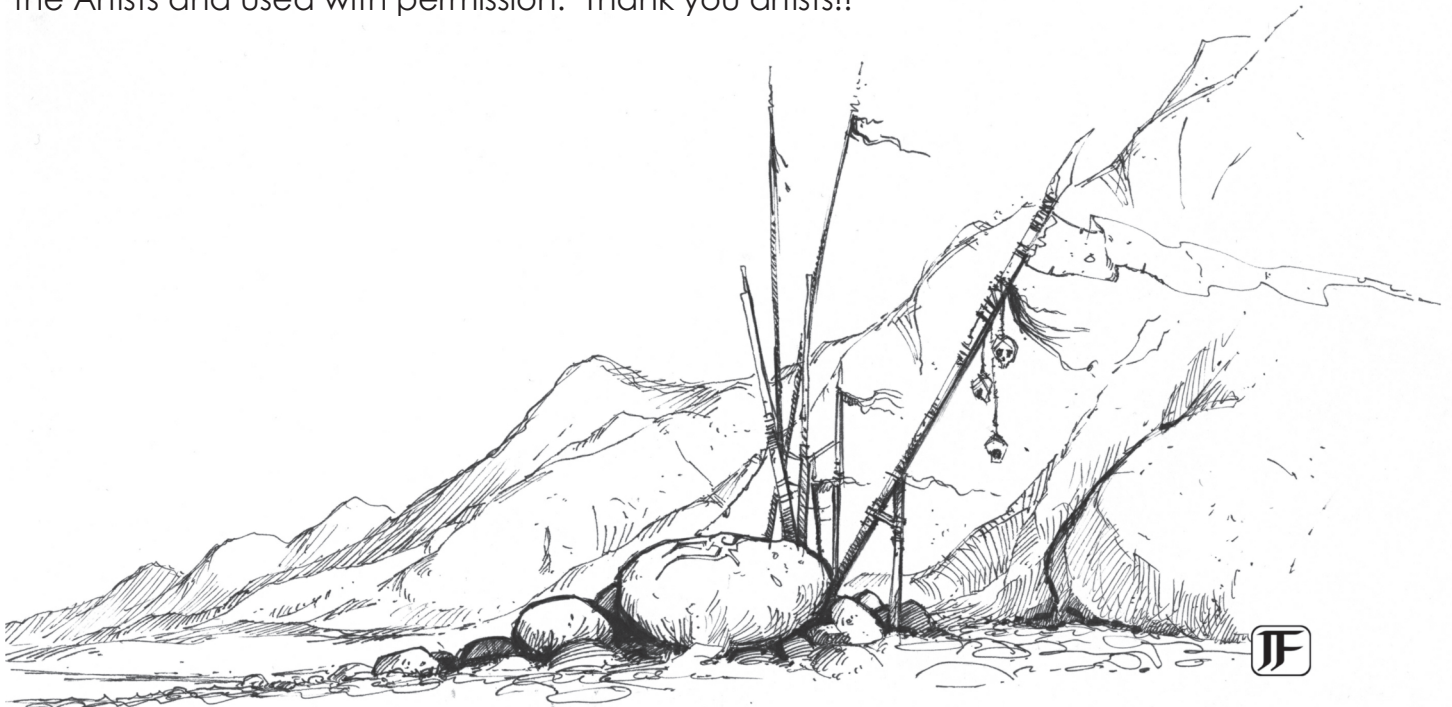
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Author's Note (Malrex)

This adventure was inspired by the blót, a term for sacrifice in Norse paganism. The sacrifice involved a sacramental feast and dedicated to Norse gods or the spirits of the land. I also wanted an adventure or situation for a 4th level paladin to find his/her mount, hence a combination of the two. I hope you enjoy it!

There are many people that I wish to thank for this endeavor and just in general. A lot of them I have never met in real life—they are all out there in the OSR community. It's inspiring to me how helpful most are with tips, advice, and sharing knowledge. Much appreciated to you all...too many to name. But I would like to thank Dean Spencer for helping out with some last pieces of art (check out his Patreon!) And especially a huge thank you to PrinceofNothing who really went the extra mile. We both had a blast creating this adventure! I want to thank my support crew on my Patreon on helping make this adventure happen!! And last of all, thanks to my wife for putting up with me during some long hours in my geek cave.

Author's Note (PrinceofNothing)

When Aaron submitted his first draft of this adventure, originally titled Khazra's Unending Blót, I was in love. An evil high priest, sacrificial combats, blood cultists, an ancient obelisk, giant snakes, it was everything I loved about DnD. The Bull God (originally called the Blood God) immediately put me in mind of a certain other fictional deity with a fondness for craniums for his cranial seating, despite Aaron never having heard of that one. After filing off the serial number, there was naught to do but I turn it up to 11. The adventure you see before you is the result of countless email exchanges, writes, rewrites and other such tomfoolery.

After countless hours playing and reviewing adventures, it was Aaron who convinced me to actually co-author one. My thanks go out to him, my humble blog readership and of course you, the reader and would-be GM. May you have as much fun playing as we had writing it.

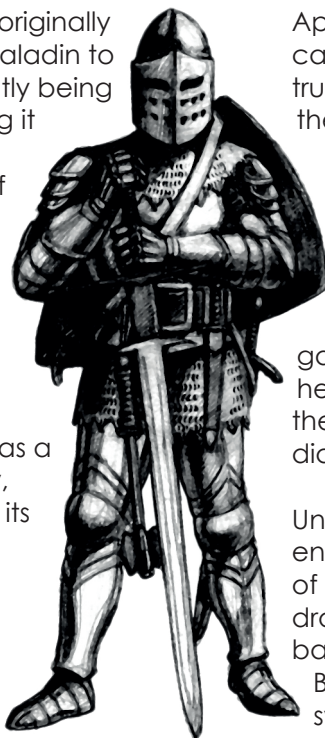
The Red Prophet Rises

Introduction: It was not so long ago that the outsider Khazra traveled to the ancestral lands of the People of the Bull, struck down their chieftain and proclaimed himself Red Prophet of the Bull God. The head shaman Luvag seethed with resentment and envy at the presumption of this interloper and could only watch hopelessly as the rest of the clan followed Khazra, compelled by fear and awe of this new prophet from the distant southern lands.

Driven by blood-soaked visions of a crimson paradise, the Red Prophet led his people on a great pilgrimage across the plains, laying waste to all who stood before them. After weeks of hardship, bloodshed and deprivation, he arrived at the site of an ancient relic; a great slab of featureless obsidian that drinks the blood of men. 'This place shall flow like a river with the blood of the Infidel,' the Red Prophet proclaimed, "And the Gateway to the Crimson Paradise shall be opened to the True Believers." And so it was that an unending rite of sacrifice, bloodsport and drug-induced orgiastic revelry began. Surrounding villages were raided, men and livestock carried off as fodder for unspeakable rites.

But that was not all. For under the great slab, within a forgotten wizard's cellars, a different power drank deep of the offerings of the Red Prophet. The Obelisk that Thirsts, a great evil lost to time, stirred and awakened its guardians of living obsidian, biding its time. With every life its grip on the People of the Bull grows stronger, and soon it will be restored.

GM's Notes: This adventure was originally designed as an opportunity for a Paladin to find his mount. The animal is currently being held in Khazra's camp. Recognizing it as a creature of the Gods of Law and Good, it pleases the People of the Bull to utilize it as a beast of burden, using it to pull the lid off the Pit of Despair (**Area #10**). If the mount is to be claimed, the Paladin must infiltrate the camp and it must be freed. If the party does not have a paladin, the GM should feel free to play the mount as a sacred animal of the forces of Law, awarding 500 XP per character for its release, and having it perform one service of choice for the PCs.



What the Paladin Sees:

You are enveloped by a softly glowing crimson mist. The air is humid and tastes of rust and offal. Sounds of crunching bone, steel on steel and the bloodthirsty roar of the crowd resound from all directions. As you wander through the mist, disoriented, blood patters down, quickly drenching you and rising up to your waist. As you struggle on, a great platform of gleaming black stone rises from the mists, filling you with a nameless sense of foreboding and approaching doom.

All is not lost, however. Heavenly light filters down from above, piercing the murk and revealing a white horse tethered to the platform. Held by a dozen spiked chains of corroded iron, it stands proud and rears nevertheless. As you lock eyes with the horse, you feel a burgeoning sense of trust, loyalty and unending companionship before a loud crack forces a frightened neigh from the noble beast. You rush to aid it but the blood rises too quickly, filling your mouth, nostrils and eyes. You awaken, drenched in sweat, feeling a strange but ineffable pull to the barbarous lands of the North.

Stopping the activities of the People of the Bull or investigating the ancient cellars beneath the obsidian slab is entirely the player's choice. Khazra continues to enact sacrifices, blood-letting, and holds duels to the death on the insidious obsidian platform between slaves and his champions for **one more week** after the PCs first arrive at the site. After this week, the Obelisk that Thirsts has fed enough (unless the PCs manage to free a considerable amount of captives or disrupt the activities) to awaken a 14 HD Obsidian Lord (see Appendix II New Monsters) and unleash it upon the camp, where it slaughters all the People of the Bull in truly terror-inspiring fashion. For a further follow-up, see the Conclusion.

A Note on the People of the Bull:

Wiry, muscular and beardless, the People of the Bull have been tempered by a harsh existence on the Plains. A typical plainsmen is about 5 foot 6', garbed in armor of cured hides, wearing spiked helmets and marked with ritual scarring to denote their prowess in battle. They speak their own tribal dialect and a thick, guttural Common.

Unless otherwise noted, all the People of the Bull encountered in the canyon are under the influence of the vapors of the hallucinogenic Crimson Tear, a droopy red flower rumored to grow only on battlefields. Believing it to grant communion with the Bull God, the People of the Bull burn it in great swathes during the rites.

Those under the influence of the Tears enter a dream-like state and suffer -1 to all attack rolls. Adventurers that spend time in rooms where the incense is burned must save vs poison each turn or come under its influence. Anyone directly inhaling the fumes must save vs poison at -2 each time they attempt to do so.

When they are participating in the rite, the People generally disdain armor and most clothing. Filthy hides dyed with gore, robes of tanned human skin, noxious symbols painted in blood or bare skin are all appropriate attire for the rites.

Please refer to the Appendices for any unfamiliar spells, monsters and/or magic items. Refer to Appendix IV for monster and NPC statistics.

Rumors: In addition to the paladin's vision, the party should acquire 1d4 rumors from outlying towns, villages or passing travelers. Refer to Rumor Table below.

Tactics: Unless stated elsewhere, cultists and guards attempt to subdue and capture party members and use them as fodder for the revels the next day. Before the revels begin, Luvag inspects any new intruders that seem particularly strong and may quietly negotiate a coup against Khazra. Berserkers always fight to the death.

PCs using disguises to infiltrate the compound have a flat 10% chance per turn of being investigated or

interrogated if they are wandering around. This doubles if they are acting suspiciously (talking at length to the prisoners, wandering around restricted sanctuary, yelling in common, etc.) and triples if the alarm is sounded. Good roleplaying or a successful charisma check allows them to dissuade any investigation, but each subsequent investigation brings a -1 penalty to the check.

An **alarm in the canyon** brings 1d4+3 guards on horseback to quickly identify the problem within 1d10 rounds (from the nearest available location). A berserker and 1d6 cultists arrive 1d10 rounds later with two war dogs.

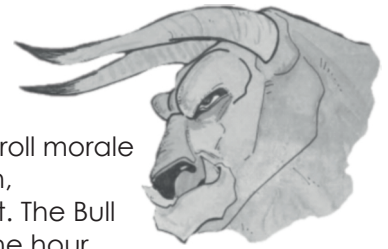
An **alarm in the caves** brings 1d4 cultists, three acolytes and two berserkers to the location of the alarm within. Once any sign of the invader is found, a berserker blows into a bull horn to alert the rest of the camp. The People will begin systematically combing the caves for the intruders.

If the **alarm sounds for the third time** or the party has routed or killed a considerable amount (GM's discretion but around 20 or more), Khazra flees towards the Reflecting Pool (see **Area #19**) with 8 acolytes and/or cultists. He then proceeds to conduct the Ceremony of the Heavens, offering up 5 of his men for sacrifice over the course of 1 turn. Spilled blood and viscera mingles with the clear waters of the pool and forms the vessel for the Bull God's might: The Bull of Heaven—It's charge is like lightning, its roar is like thunder, its breath is the deluge!

Roll	Rumor
1	"Raiders from the plains! This is not the first time, but it was never like this. I saw them. Those were Bull Tribe. They don't usually raid this far out from their ancestral lands."
2	The Northern Plains are an accursed place. They say there's ancient treasures in the ground. Accursed says I. All I ever dug up were bones. Old bones.
3	The Plainsmen are peaceful herdsman. We trade all the time. Sure we occasionally tussle. It must be those treacherous Crow worshipers who are behind all of this.
4	They say there was a tower there in times long gone. Used to belong to some sort of wizard. I heard he was looking for a means to turn gold into lead.
5	I have seen one, naked, frothing with berserker rage. In his madness he struck down even his own. And those symbols. Hurts the eyes. Took nine arrows to bring him down.
6	My cousin sometimes trades with the People, but he avoids the area around the canyon. He said it was the cause of dreams.
7	They say that if you get taken by the Red Prophet you must fight their champion and if you win, you go free! A wandering mercenary claimed he had done just that. Escaped with his life. Brave man. Beat me and took all my coin though.
8	Anyone who angers the People of the Bull will be struck down by the great carving of their high priest!
9	My wife says those caravans that have been attacked held the dowry of Baron Sterling II. Those raiders must be wealthy beyond the dreams of avarice.
10	They say evil men flock to the banner of this Red Prophet or whoever he is. Explains those people that came past here. Adventuring types. I don't trust em as far as I can throw em. I don't trust you fellas either.

Bull of Heaven: AC 5, Move 12, HD 8, hp 54, THACO 13, Attack: 2 (horns 2d8, trample 1d6), Size L, Morale 8, AL CE, XP 1,400. **SA:** Breath weapon, 1/turn 30 ft. cone of crimson mist (those within the cone must make a saving throw vs breath weapon or all attacks against them count as a sword of wounding for 1 turn). Double damage on charge. **SD:** only hit by magic weapons, immune to piercing, half damage from slashing and fire. **SV:** double damage from lightning and cold. Goes berserk on a failed morale check. Treat as water elemental for purpose of vulnerabilities.

The Bull of Heaven follows the directives of the Red Prophet unerringly, but each round of combat it must roll morale or go berserk for one turn, trampling anyone in sight. The Bull of Heaven remains for one hour, but once combat begins, it disappears after one turn.



Timetable: The Timetable is a suggestion of activities in Khazra's Camp. NPC's and cultists participating in revels are not present in their usual locations, leaving some of the areas in the canyon or caves empty (**Areas # 1-26**).

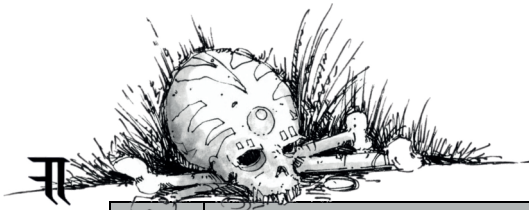
Time	Event
7:00-10:30 AM	Hunt: Bands of warriors hunt, forage, and raid the surrounding area for victuals, livestock and prisoners. Typical groups consist of (1d4+3) Guards: AC 8, Move 12, 2nd level Fighter, hp 12, THACO 19, Attack 1 (shortsword/arrows 1d6 or medium horse lance 1d6+1 or battle axe 1d8), Size M, Morale 12, AL NE, XP 65. 13 cp each. Each ride light riding horses stabled in Area #6. Bands leave in the morning and generally return in the evening or later, depending on the distance travelled. There is a 25% chance a patrol is setting out and a 25% chance a patrol is returning during this period (spoils of their Raid are left up to the GM, as are casualties).
8:00 - 10:00 AM	The Lesser offering: Khazra leads 2d6 acolytes and 1d6 priests in a sacrificial ceremony of a variety of animals (oxen, pigs, etc.) on the obsidian platform in Area #9. Afterwards, the bloodless corpses are taken to Area #7 to be prepared for the day-long feasting.
11:00 AM – 12:00 PM	The Blessing of the Bull God: Caves are temporarily fenced off/barricaded and revelers climb boulders or cling to cliffs. Prisoners are let loose to run throughout the canyon. An enraged bull (Area #6) is released inside the canyon, chasing, trampling, and goring prisoners to death. Prisoners who attempt to cross the barricades or attack the bull are immediately attacked and killed by cultists. Those attacked by the Bull who manages to survive are considered 'blessed', gaining their own cell in Area #4 as well as extra rations as a reward.
12:00-1:00 PM	First duel: The Champion Gorelaugh shows his skill. All 'challengers' are invariably slaves or weakened prisoners, and Gorelaugh takes great pleasure in humiliating them in a flashy display of martial excellence. Once the challengers are defeated, they are manacled to the pillar and left to bleed dry over the course of the day.
2:00-3:00 PM	Second Duel: Champion Drak is made to fight. Drak usually fights 2-3 opponents at a time. It dispatches its opponents with ferocious brutality and needs to be dragged away to prevent it from devouring them whole. The Taskmaster accompanies this bloodbath with a vivid show of sorcerous pyrotechnics to the amusement of the crowd. After Drak has been dragged back into its cage, Khazra delivers a sermon, swearing that the Promised Time is nigh and that more sacrifices are needed. He will then select a target for a raid and ask for volunteers.
3:00-5:00 PM	While the camp goes about its business, Khazra communes with the Bull God in his private quarters, deep in prayer. Matters that are so pressing as to require his direct intervention will be attended to in his throne room, though anyone wasting his time can expect to find himself on the slab with Drak.
3:00-5:00 PM	Luvag teaches acolytes in the mysteries of the Bull God in Area #21. He is attempting to find conspirators for his mutiny against Khazra. There is a cumulative 1% chance each day he succeeds, starting from the day the PCs first enter the canyon. Success will mean Khazra is assassinated (10%) or full-fledged civil war as the camp descends into anarchy and Luvag and Khazra duke it out on the slab (make sure this happens while the PCs are in the canyon).
5:00-6:00 PM	Third duel: Champion Velan the Centaur. Velan usually ends up stomping his victims to death and long after to the cheers of the crowd. The Taskmaster woes the crowd with illusionary vistas of a blood-drenched paradise of skinned Valkyries and everlasting murder and battle and everybody celebrates by copious libations, brawling and orgiastic revelry/cannibalism.
9:00-10:00 PM	Pit of Despair ritual and opening of the lid. Bloodless corpses from Area #9 offered and dumped below to the obsidian snake.
7 days	Enough blood is absorbed to unleash an Obsidian Lord (HD 14) on the People of the Bull, slaughtering them all and unleashing devastation on the surrounding countryside.

KHAZRA'S CANYON

GM's Note: The canyon is surrounded by sheer cliffs of red sandstone reaching over 100 feet high. The canyon floor is layered with sandy gravel. Loose rocks and the odd boulder are common along the walls, making them an ideal place to hide.

Cave tunnels are rough-hewn and lit with torches at all times unless otherwise noted. Every turn, a result of 1-2 on a 1d6, consult the Encounter Table below.

Please refer to the Khazra's Canyon Map on the following page.

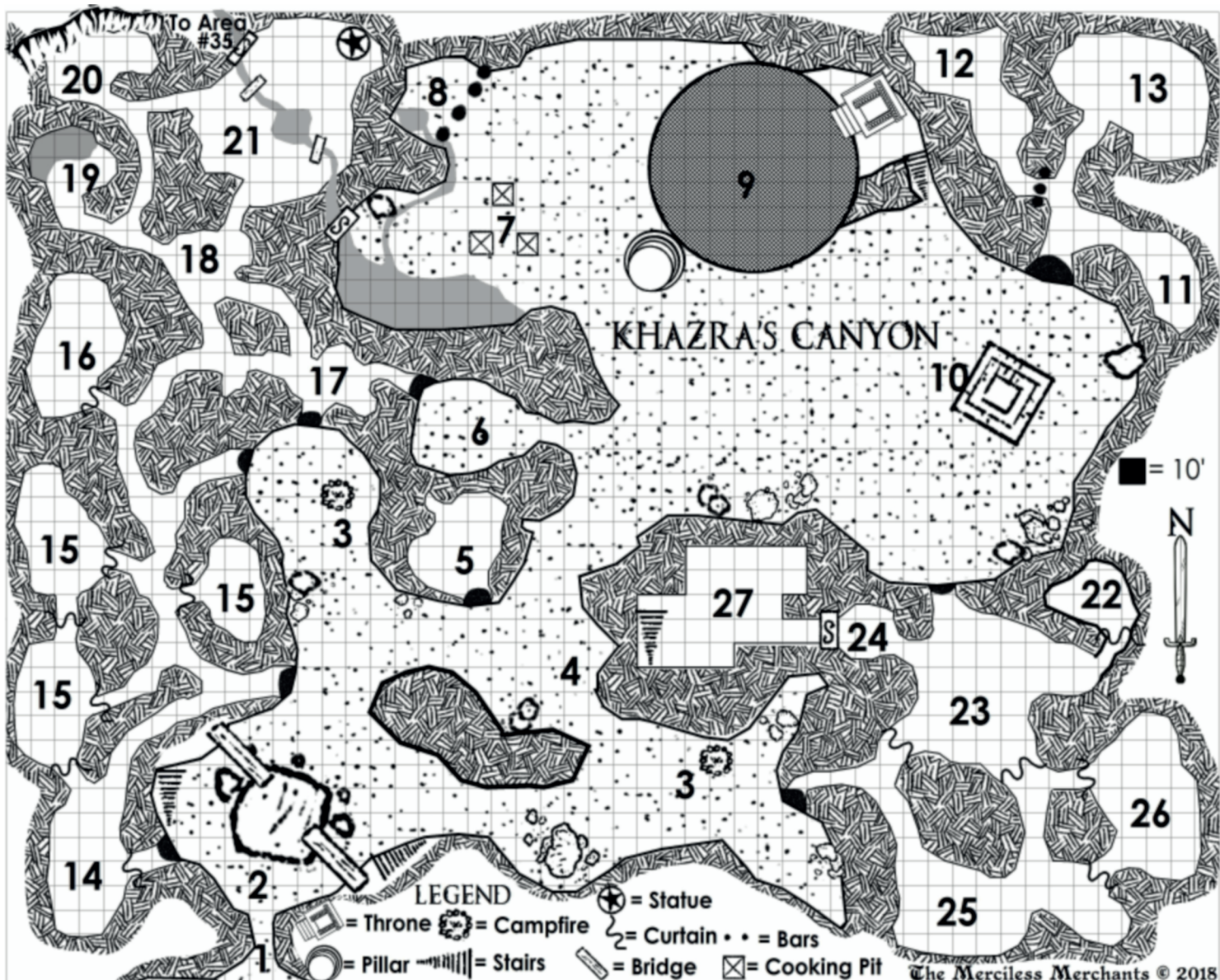


1. Canyon Entrance: Against the cliff walls are scattered sun-bleached skulls and the bones of various humanoids. A narrow breach through the cliffs is blocked by a 15 ft. wooden barricade with the canyon just beyond.

- Three sleeping tattooed men in armor lie just inside the barricade along the wall. They are dozing off the debauchery of last night. If awoken they grab their weapons and are ready in 2 rounds. If the PCs steal their trappings to disguise themselves they gain **+100 XP**.
- Barricade has a meager gate formed by a heavy log. A successful open doors check can move it aside allowing passage (though this awakens the guards).
- Any loud noises or prolonged combat has a 50% of gaining the attention of Guards in **Area #2** and 25% in **Area #3**.

Monster: (3) guards.

Roll	Encounters
1	(3) Berserkers: AC 8 (7 w. shield), Move 12, 3 rd Level Fighter, hp 24, 21, 18 THACO 17, Attack ½ (by weapon +1 to hit, +2 damage), Size M, Morale 20, AL NE, XP 175. Each has 1d20 cp, 1d8 sp, and 1d12 gp and equipped with horned helmet, bull's horn. Weapons Two-handed Sword (40%), bastard sword (30%), or Battle Axe and Shield (AC 7). One is laughing uncontrollably at another who is visibly upset because the third just broke a horn off his helmet.
2	(6) Cultists: AC 10, Move 12, 1st level Fighter, hp 8 ea., THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 35 ea. Each has 1d12 cp, and 1d4 sp. Usually naked or shredded clothing. Equipped with short swords, hand axes and/or daggers. These drunken cultists are muttering prayers to the Bull God and are looking for someone to serve as blood sacrifice. If the PCs are disguised, they will try to persuade them to help them break out a captive and sacrifice him at night.
3	(1) Rattlesnake: AC 6, Move 15, HD 2+1, hp 14, THACO 19, Attack 1 (bite 1 + save vs. poison or take 15 damage), Size S, Morale 8, XP 175. Snakes are a constant problem both in the canyon and the caves. Attacks if provoked after rattling. (PCs weaponizing the snake with the use of a sack and a rope deserve 50 XP).
4	(1) Wereboar: AC 4, Move 12, HD 5+2, hp 34, THACO 15, Attack 1 (gore 2d6 or by weapon, +2 to all attack rolls), Size M, Morale 13, XP 650. This man is disguised as a cultist. He can smell any demi-humans in the party. He is seeking his wereboar wife (she has however, been sacrificed and cast into the pit). After he finds out, the wereboar goes berserk, fighting everything and everyone. Wears a platinum sunburst medallion worth 300 gp.
5	(3) War Dogs: AC 7, Move 15, HD 2, hp 15 ea, THACO 19, Attack 1 (bite 1d4+1), Size S, Morale 7, XP 65 ea. Are taking a clueless Cultist for a 'walk'. (1) Cultist: AC 10, Move 12, 1st level Fighter, hp 9 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 35 ea. He has 3 sp and 5 meaty bones.
6	Hiding Prisoner: 0-level prisoner hiding. Could be Skola (Area # 25), or Haldrim (Area #16), or a random prisoner
7	(3) Acolytes: AC 9, Move 12, 1st level Cleric, hp 6 ea, THACO 20, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 65 ea. Typical Spells: <i>Bless</i> , <i>Cause Fear</i> , <i>Cure Light Wounds</i> , <i>Curse of Sanguine Castigation</i> , <i>Spear of Blood</i> , or <i>The Quickening</i> . Each have 1d20 cp, 1d6 sp, and 1d4 gp. Equipped in crimson robes, handaxes and/or daggers. These acolytes are searching for 'volunteers' to hoist bodies up on the chains above the platform in Area #9 .
8	(1) Doppelganger: AC 5, Move 12, HD 4 hp 25, THACO 17 Attack 1 (1d12 or by weapon +2 damage), Size M, Morale 10, XP 420. Avoids the party by day as it has plenty of targets. Follows the party if they go down below in the basement (Area #28-43) out of curiosity (poses as prisoner). Attacks to defend itself, or if anyone is alone. Wears an electrum armband (200 gp) and an emerald ring (175 gp).
9	(5) Guards: AC 8, Move 12, 2 nd level Fighter, hp 12 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 65. Each have 1d20 cp and 1d8 sp. Equipped with bloody hides, longswords, shortbows, battle axes, handaxes and/or daggers. These men are maneuvering one cart with a cauldron from Area #7 and filling bowls and providing meat for revelers. A second cart holds a keg of ale and a ladle.
10	(7) Cultists: AC 10, Move 12, 1st level Fighter, hp 9 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 35 ea. Each has 1d12 cp, and 1d4 sp. Usually naked or shredded clothing. Equipped with short swords, hand axes and/or daggers. These men and women have collected several Crimson Tear plants and handing them out as floral necklaces.



2. Rock Bust: A massive rough-hewn bust of a bald man with a lengthy braided ponytail glowers down from the 50 foot high rock outcropping that divides the canyon. Movement of guards can be seen on the top of the rock outcrop. Narrow stairs cut through the rock face ascend to rope and wood-planked bridges that connect the canyon walls to the rock outcropping. The wide canyon floor veers to either side of the rock outcrop.

- Any prolonged combat in **Areas #2, #3, or #4** draws attention to the guards stationed on the rock outcrop top in **Area #2**.
- Three guards armed with shortbows converse and chuckle as they watch the chaos of Area # 4 instead of the front gate. Once the disturbance has ended, they have a 30% chance of noticing the PCs enter or leave the front gate after the disturbance has ended.
- Barrels of javelins and arrows line the top of the rock outcropping, and a horn is lying in a corner.

- The rock bust is a carving of Khazra's face.

Monster: (3) guards.

3. Fire Pits: (Refer to *Timetable*. Empty from 7:00 to 11:00 am.) Rough-looking men interrupt gulps of ale and bites of charred rabbit with rambunctious laughter around a sizable fire pit. Dusty blankets and furs serve as cushions. Two war dogs preoccupy themselves with greasy oxen bones.

- These campfires belong to the hunters. After 11 am, there is only a 25% chance they are here. After 6PM, there is a 90% chance.
- They ignore anyone wearing cultist robes. 50% chance they question/attack those not in disguise.

Monster: 1d4+3 guards, 2 war dogs.



4. Chaotic Animals: Chaotic cacophony of horses running loose, chickens squawking and flapping, and men shouting as they attempt to regain control of the animals. Five hanging cages are tucked under an overhanging cleft with a several shadowy shapes residing inside in quiet observation.

- 15 horses run loose from **Area #6** alongside a handful of chickens. Two cultists are busy chasing the animals. Anyone in the way has a 25% chance to be trampled. Characters at risk of being trampled must save vs paralysis or take 2d10 damage.

Monster: (2) cultists.

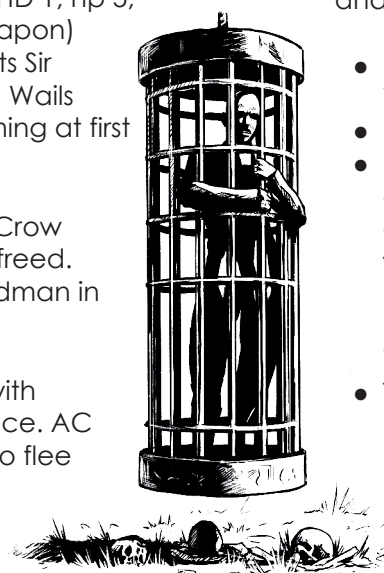
- **Cage #1:** The corpse of a dwarf, drained of all blood via a series of short, vertical incisions
- **Cage #2:** A madman rambling to a curious chicken. Semi-helpful excerpts within the gibberish include: "Passages...halls...under that stinking platform." "I saw a gnome with four eyes once." "I don't like snakes, do you Sir Chicken?" "There is a whole world inside that chest, enough room for you and all your friends Sir Chicken!" "Luvag will fail for sure." "Hidden secrets within the streams."

Madman: AC 10, Move 12, HD 1, hp 5, THACO 20, Attack 1 (by weapon) Size M, Morale 5, XP 15. Insists Sir Chicken accompanies him. Wails arms with high-pitch screaming at first sign of combat.

- **Cage #3:** Empty.
- **Cage #4:** A shaman of the Crow Clan, hungry for revenge if freed. Constantly barks at the madman in Cage #2 to shut up.

NPC: Rhekka

- **Cage #5:** A crazed goblin with several bloody cuts on its face. AC 10, hp 3. If freed, attempts to flee (45% it sets off an alarm).
- Key to cages is kept with the Slaver Overseer (**Area #5**).



5. Slaver Overseer: Reeking bear rug covers cave entrance. Refuse and moldy furs serve as a bed and cover a sizable lump. Three leather sacks are stuffed in a northwest alcove (a casual search of the cave reveals them).

- The Slaver Overseer stirs and sits up when the bear flap is opened. He is not inebriated. The party may mistake him for a minotaur in the darkness. The People of the Bull made him into a mascot by cruelly nailing bull's horns onto his skull. If plied, he thinks they look great!

- The ogre has slurred speech, but speaks rough common, and is surprisingly cunning. He attempts to trick the party to enslave them and use them as challengers on the platform by telling them he is enslaved by the People of the Bull. He is lying, he serves willingly and takes great enjoyment from his work. He sounds the alarm at a critical moment.
- Three sacks contain: **Sack #1**—moldy cheese, half-eaten loaf of bread, gnawed ox leg bone. **Sack #2**—300 cp, and a **Potion of Healing**. **Sack #3** 415 gp, 45 ep, and an ivory belt buckle with an engraved soaring eagle (75 gp).

Monster: Slave Overseer (Ogre): AC 5, Move 9, HD 4+1, hp 30, THACO 17, Attack 1 (Slam 1d10 or by weapon +6), does double damage on a charge (using bull horns). Size: L, Morale 12, XP 175. Carries key to hanging cages in **Area #4**.

6. Corral: A 5 foot high wooden fence, barely kept together, spans the canyon walls. The smell of animal dung is overpowering. Pigs, oxen, cattle, and several chickens wander lazily about the enclosed canyon. A snorting bull with horns flecked with blood paces furiously in an enclosed pen. A brute with arms covered in ritual scars whips and brutalizes a bleeding and injured man kneeling on the ground.

- Entering the corral reveals a hazy cave entrance in west cliff wall.
- 15 pigs, 12 cattle, 5 oxen, and 22 chickens
- Brutish man is not inebriated and interrogates the characters as to their purpose here, even if they are in disguise. He is quick to anger and uses his whip at the first sign of trouble. If the PCs are particularly tough, he pretends to surrender before rushing to the bull pen in an effort to open it (takes 1 full round).
- The Stableman is actually a member of the People of the Bull, not a slave (examination of his body reveals ritual scarring), assisting the Brute if things are going against the party or helping the PC's so he can get away and sound the alarm later. If the PCs assume he is a slave, he plays along with them.
- Bull is used during the Bull's Revenge between 11 am and noon.

Monster: Brute (berserker): AC 5 (leather+dex), Move 12, 4th level Fighter, hp 26, THACO 17, Attack ½ (whip 1d2 +3 to hit, +4 damage or handaxe 1d6 +3 to hit, +4 damage), Size M, Morale 15 AL CE XP 175. Special: The brute can trip, disarm or damage when using the whip. Roll vs strength (18/37) on a 20 sided dice to determine if tripped, roll vs. paralyzation to see if disarmed. Whip (15' reach) with ivory pommel (45 gp), handaxe, leather armor, pouch with 5 pp, 17 gp. Keys to chains in **Area #10**.

(Continued)

Stableman (cultist): AC 8, Move 12, 2nd level Fighter, hp 6 (10), THACO 19, Attack 1 (shortsword 1d6), Size M, Morale 12, AL NE, XP 65. Silver horse pin (10 gp).

Bull: AC 7, Move 15, HD 4, hp 28, THACO 17, Attack 2 (horns 1d6/1d6), Size L, Morale 8, XP 175. Special: Charge inflicts 3d4 damage plus 1d4 trample damage.

7. Fire Pits: Three shallow pits filled with wood, ash, and coals (3' deep). Scorched cauldrons hang by a chain from a stout iron frame. A rich, meaty smell wafts from the open pots. An old woman and a young boy tend to the cauldrons. There are cleavers and knives stuck in warped, blood-stained tables near a bubbling creek that enters a deep clear pool. Strange plants with crimson flowers (Crimson Tear) cling to the walls of the cliff.

- Cauldrons are boiling ox, pig, and deer meat. Overturned cauldrons inflict 1d6 damage in 5 foot radius unless a saving throw vs spell is made. The tables are covered with chipped bones, tufts of hair and other inedible remains.
- Climbable cliff leads to diving cliff above pool—12 feet high.
- Pool is 20 feet deep. A hidden underground creek (secret door check) leads to **Area #21** and big enough for human-sized individuals to squeeze through.
- Old, toothless and withered crone, covered with old scars (0-level, AC 10, hp 4) flings ladle-full globs of hot stew at party if suspicious or annoyed (1d4 damage).
- The boy flees at the first sign of trouble. The boy knows about the secret passages in the creeks and has been in **Area #35** but hasn't told anyone (however, he is eager to impress older warriors with tales of his bravery and daring).

8. Slave Pens: Thick iron bars form a cage, blocking off the alcove within the cliff face. A waterfall splashes into a shallow pool, and a creek drains out of the southwest corner. Several hungry and tired looking humanoids squat or pace within the cage. The cage stinks of sweat, blood, corruption and human waste.

- All prisoners (unless stated otherwise) are too weak and injured to fight or flee (i.e. reduced to 1 hp).
- Two male centaurs with two bloodless, dead, male humans tied on their backs. They have started to decompose, and one has tooth marks and several missing pieces of flesh.
- Five starving goblins, one armless orc corpse, and a bruised, one-legged bugbear.

Gort the Eagle-Eyed (bugbear): AC 10, Move 3, HD 3+1, hp 7 (24), Attack 1 (by weapon, +2 to hit with bow), Size L, Morale 11, XP 120. 3/day, Gort can fire one arrow with a THACO of 3 if he takes three rounds to aim. Gort was once a powerful chieftain whose skill with the bow was the subject of legend. He has little trust for humans but assists if plied with a suitably outrageous story. Bosses the desultory goblins to assist in any escape attempt. Gort managed to hurt Gorelaugh in a duel and was kept alive to humiliate him further. Gort only respects strength and betrays the party if they appear weak.

- **NPC:** Asaeris-- She already used her *Cure Light Wounds* to save Oolbar. She is aware of the ancient ruins underneath the obsidian slab and warns of dire portents.
- **NPC:** Oolbar--Saving his spells for an escape opportunity. Attempts to convince the party to recover his spellbook (see **Area #22**).
- **8 Humans:** 3 beaten and bruised males, 1 fat merchant (offers 100 gp if returned to town safely), 1 handless male, and 3 females. All of these are farmers taken by the raiders to serve as fodder in the revels. They are, by and large, too scared to serve as useful allies in any combat (0th levels, 1d3 hp).
- 2 dehydrated, unconscious dwarves. The Twins Hugi and Mugi. Their beards have been cut off, to their great consternation. These two are expert metalworkers and forge a weapon of choice of masterwork quality (+1 to hit) if freed and returned to their dwarven settlement (treat as 1st level Fighters with +1 hp. Current hp 1).

9. Obsidian Platform:

Occupied: Cheering erupts from the crowd as a fight begins upon the platform. Curses, cries, the cracking of bone and the drip-dripping of blood upon stone resounds across the canyon. A powerful looking man with hair braided into a single tail watches the proceedings from a stone throne atop a viewing platform cut into the cliff face. Barbed iron chains hang from a stout stone pillar, suspending their occupants across the cliff face, 25' high. Three squirming goblins groan in agony as they drip their blood from dozens of cuts onto the platform below. The platform is a massive slab of obsidian, black as the night sky. Any blood that is spilled on the gleaming black stone seems to disappear inside it, as though it were absorbed.

Unoccupied: Narrow stairs lead to an observation platform carved out of the cliffs, 15' high, overlooking a platform of pure obsidian. An almost subsonic humming seems to emanate from the obsidian. A stone with three barbed chains is attached to the cliff

wall, 25' high. Three whimpering goblins, one attached to each chain, continuously drip blood onto the obsidian platform below. The blood seems to be absorbed into the platform and leaves no trace of its passing. Rough-hewn, narrow stairs climb to a viewing area 15 feet above, set within the cliff face. An empty throne of carved stone overlooks the whole affair with silent menace.

- The obsidian stone platform absorbs the blood and vital force of any combatants and transfers it underground (see **Area # 42**).
- Any captured character(s) eventually ends up here as a challenger against three champions (see **Area # 11-13** and Timetable). There are few rules during combat on the platform. Characters attempting to flee will be attacked by the crowd until they return to the platform. Anyone overcoming a champion is transferred back to the cage, to await single combat the next day. If all the champions are slain, two things can happen.
 - 1)** A single character who successfully defeats all the champions is asked to become a champion of the Bull God himself. Denying this great honor causes the character to be thrown into the Pit of Despair (**Area #10**) amidst much outraged roaring, howling, thrown mugs, and booing.
 - 2)** If two or more champion-slayers remain, Khazra amuses himself by ordering them to fight each other to the death, with the honor of champion going to the survivor. Killing a fellow player at the behest of a cruel demagogue should be considered an evil act.
- The Taskmaster chains Drak (**Area #12**) to "**Anchor**" (**Area #22**) during its fights. The chain found here is 30' long.

Monster (when occupied only): 1d6+15 Cultists, 1d4+8 Guards, 1d6+12 Acolytes, 6 Berserkers, Khazra, Luvag, Taskmaster, and Master of Rituals.

10. Pit of Despair: A rough-hewn platform holds a round stone lid approximately 10' in diameter. Chains are attached to iron rungs in the lid, to an overhanging wooden crossbeam. The chains are attached to a magnificent stallion wearing a harness (or GM's pick for a suitable paladin's mount), who lift the stone lid if motivated with violent prodding (or for kind PC's). Otherwise it requires a combined strength score of 50 to lift the lid. A suitable lever can lock the lid in place once hanging, revealing a 30 foot deep pit.

- See Pit of Despair section (**Areas # 28-42**) for underground areas.
- The pit is opened at 9 PM to deposit bloodless corpses or sometimes a frightened slave to feed the obsidian serpent below. The People of the Bull believe the creature to be a guardian of the

underworld and thus something that must be appeased with the bloodless corpses of the sacrificial victims.



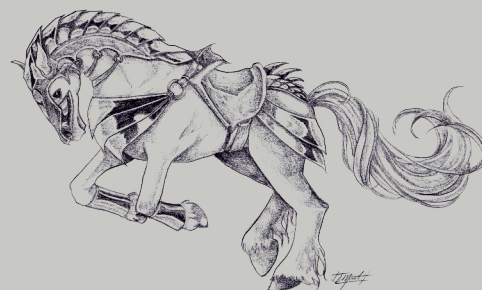
- See sidebar for stallion. The horse can be freed either by picking the locks, using the keys from the Brute (**Area #6**) or shattering the chains (this makes enough noise to provoke a wandering monster check).

Sidebar: Aeryon, Grandson to the King of Horses

GM's encouraged to match the mount (color, type of animal, etc.) for the character and campaign. Aeryon is inspired by the blue roan gypsy vanner breed.

The Steed Aeryon is a huge majestic warhorse, its hide the white of dawn's first light, its mane the black of midnight in winter. A grandchild of the King of Horses, Aeryon is greatly favored by the Gods of Law and Good. The steed automatically detects evil and recognizes its chosen master at a glance. It refuses to be ridden by any but its chosen rider. If the Paladin has been slain, the creature can still be set free, and it assists in battle against the People of the Bull, leaving the party afterwards. If it is not taken as a mount, Aeryon bestows a boon upon the party, provided it is of non-evil alignment. They may call upon it once by invoking its name, to serve the party for a full day. It arrives within 1d6 rounds if the characters are anywhere upon the material plane.

Aeryon: AC 7, Move 24, HD 4, hp 32, THACO 17, Attack 3 (2 hooves 1d8, bite 1d4), Size L, Morale 16, XP 175.



CHAMPION QUARTERS

11. Gorelaugh Lair: A stone slab, draped with various animal furs is located in an alcove in the southeast corner of cavern. A horrifically scarred, hyena-headed humanoid squats on a flat rock gulping desultorily from a mug of ale. It tilts its head and inspects visitors.

- Gorelaugh is second in favor to Velan the Centaur. A chieftain of a decimated tribe, Gorelaugh seeks to escape the canyon and People of the Bull. He speaks rough common and attempts to form a pact, provided the PCs are not immediately aggressive. He betrays his 'saviors' if things start to go badly.
- Gorelaugh hates Velan and attempts to convince the party to kill him.
- Gort is an old blood-enemy of Gorelaugh and the two attack each other on first sight, screaming blood-oaths and triggering an immediate wandering monster check.

Monster: Gorelaugh

Treasure: A hidden pouch within the bed contains: 118 sp, 275 gp, and a citrine (50 gp). Gorelaugh wears a platinum armband in the shape of an orouborus (75 pp), a gold nose-ring (25 gp), and wields a halberd.

12. Drak's Cavern: A rusty portcullis blocks access into the cavern. The pungent musk of reptile permeates the chamber and dry piles of feces are spread throughout the place. A half-eaten goblin rots against the western wall. Scuttling can be heard in the far eastern corner.

- A lever/crank operates the portcullis, but is loud and draws the attention of residents inside **Area #11** and **Area #12**.
- Drak is a basilisk that had its eyes plucked.
- Normally the cavern is only opened to lead Drak to the slab. If no food is thrown into the cavern within 2 rounds of opening the portcullis, Drak charges forward and attack the nearest living being. Though it is blind, it has an excellent sense of smell/taste, enabling it to perceive and attack living targets within 30 ft. without penalty.

Monster: Drak

13. Velan's Lair: The cavern reeks of rot, old blood and general corruption. A great iron lance is mounted on the southern wall. The walls are lined with the rotting heads of goblins, humans, elves and gnolls, not neatly severed from their bodies but seemingly ripped off with brute force. An odd mural decorates the eastern wall. Straw is piled against the west wall half-covering a wood chest.

- Velan is either here or in **Area #9**. He immediately attacks due to **Gharoom's** will if no cultist robes are worn.
- The mural seems to consist of two separate parts that blend together in the center. The artist is quite skilled despite his use of various bodily fluids in lieu of pigments. The left half depicts an idyllic meadow populated with blissfully capering centaurs. The right half depicts a burning city, its streets lined with skulls, pikes and gallows. A single centaur from the left half capers into the right half, wearing a strange golden helmet.

Monster: Velan the Centaur

Treasure: Velan is equipped with **Gharoom** and **Conqueror's Barricade**. The chest is locked and **trapped** with a poison needle trap; save vs. poison or be paralyzed for 6 turns. It contains 54 cp, 133 sp, 325 gp, and a horn of a unicorn. The unicorn's horn has 3 uses left for teleport (up to 360 feet away, 1-2 people) but if carried on a person, it provides a +4 saving throws versus poison.

CULTIST CAVERNS

GM's Note: Curtains cover most of the entryways and are made from various animal hides, but they are so old and poorly maintained they are virtually worthless.

14. Drinking Hole: This chamber contains a built-in fireplace, with narrow cracks in the rock serving as an impromptu chimney. A pile of logs is stacked next to the fireplace, and several rough-hewn tables are spread about the room. Five kegs of ale and a cask of wine are stashed against the west wall with various pewter mugs and flagons suspended from hooks.

- 25% chance of cultists and/or guards here during the day.
- At night, 1d4+1 cultists and 1d3+1 guards are drinking.
- If examined, one of the pewter mugs is actually made of tarnished silver and worth 25 gp.

Monster: 1d4+1 cultists and/or 1d3+1 guards.

15. Cultist Bunkrooms: Bunkroom with chests; Each room has two copper plated braziers (15 gp each) burning wood sprinkled with the flowers of the Crimson Tear.

- PC's searching the room longer than three rounds make a saving throw vs poison to avoid the effect of the Crimson Tear.
- 10 beds per room, 1 chest per bed.
- 50% chance 1d10 cultists are sleeping here at any time of day.

(Continued)

- At night, a 75% chance any fighting in these rooms attracts other occupants from **Area #15's**.

CAVERNS OF BLOOD

Monster: 1d10 cultists

Treasure: 1d4+1 small pouches of Crimson Tear flowers (25 gp each to an alchemist) beside the braziers. Chests contain personal belongings, clothing, 1d20 cp, and 1d20 sp.

16. Pantry: Crates, boxes & sacks full of dried provisions and kegs of ale are stored about the cavern.

- Hiding between the crates is Haldrim (0th level, AC 10, hp 4, AL N), a prisoner trying to escape to freedom. **500 bonus XP** for helping Haldrim escape.
- If asked, he shares the following:
 1. The head-shaman known as Luvag is holding secret ceremonies and slowly gaining followers. Luvag envies and hates the Red Prophet.
 2. Khazra's quarters are in the eastern caves.
 3. A giant, black serpent lives in the caverns under the Pit of Despair, feeding on the exsanguinated bodies of the slain.
 4. There are three champions of the obsidian platform. Prisoners are pitted against them to serve as sacrifices for the Bull God. After the bodies have been drained of every single drop of blood, they are eaten or thrown into the Pit of Despair.
 5. The platform is a place of power that drinks the blood of the fallen. Khazra believes it opens a gateway to the Crimson Paradise if enough blood is spilled.

GM's Notes: Acolytes encountered through these tunnels (**Area # 17-21**) react according to the Acolyte Reaction Table described below. If the party is disguised, have cultists question them on matters of doctrine, discuss upcoming bouts etc. If the party is discovered, they react according to the table below. Roll Reaction table.

17. Blood Runes: The entire surface of the tunnel is covered with crude glyphs drawn with blood. Blood-stained wooden bowls and brushes are placed along the hallway, seemingly at random. The cloying haze of incense wafting from numerous copper braziers limits visibility to 10 feet.

- Anyone staying in these tunnels for one turn breathes in the foul vapors must make a saving throw vs poison or suffer the effects of the Crimson Tear (-1 to all Attack Rolls) for 1d4 hours, unless they are wearing urine-soaked rags or similar protection.
- 10 copper braziers (10 gp each, weight 30 pounds each).

18. Mediation room: Six copper braziers (10 gp ea) are placed throughout the cavern, burning coals and revealing the cavern in striking chiaroscuro. Cloth satchels are stacked near the braziers. Several robed figures sit or lie about the room on woven mats, gazing into the spread out entrails of animals and men in search of red enlightenment.

Monster: 2d4 acolytes

Treasure: 16 cloth satchels contain the flowers of the Crimson Tear (25 gp each to an alchemist).

Roll	Reaction
1	Proselytize at length over the glory of the Bull God. "And lo, it was said that in the time of The Broken Horn the Bull God did lay waste to the wretched city-dwellers with its mighty hoof etc. etc."
2	An acolyte challenges the strongest party member to a duel to the death. The rest allows them to depart unmolested, thinking it an "omen."
3	Whimper or huddle against the wall shrieking "The Red Valkyries have come!"
4	Flee in different directions screaming "All is lost! The Age of Great Desiccation is upon us!"
5	Screaming, gnashing teeth, and frothing at the mouth before attacking with berserker fury (+2 to hit and damage).
6	Ignore the party and continue on their way
7	Stare creepily at the party for 1d4 rounds, then attack (50%), flee (25%) or continue as if nothing had happened (25%).
8	Begin a slow-motion whirling dance (similar to Sufi Whirling dance)
9	Hand the party bowls of blood and a paintbrush. If refused, they scream "Hark! The infidels are among us! The Time of Testing is at hand!" Then they attack with suicidal fury.
10	Continue to paint the walls with blood...if spoken to, they either start to paint themselves as they stare blankly at the characters or ask their opinions on the quality of their Glyphs. If re-assured, they continue painting as normal. Criticizing causes sulking.

19. Reflection Pool: A weeping wall of water drips down the cavern wall and collects in a shallow pool, murky with the blood of spilled viscera. A six-foot granite statue of a prehistoric hunter stands on the rock ledge above the pool, its crude hands upraised and filled with a still dripping heart. Five figures kneel in the pool, holding hands, staring into the pool and murmuring incoherent prayers.

- The statue is of Red Kravak, simple hunter turned first prophet of the Bull God. If the statue is disturbed or the acolytes molested, it animates with a shriek of animalistic ferocity. It proceeds to wade through the pool and attack the PCs, fighting to the death.
- The acolytes are lost deep in trance and bear self-inflicted wounds. They are automatically surprised if attacked. It takes them two rounds to reach the shore and retrieve their weapons.
- Any non-good character offering up their blood to the Bull God comes under the effect of a *Bless* spell that lasts one full day, even if he attacks other worshippers. It is almost as if "he does not care from whence blood flows."
- If asked what the Acolytes are looking for, they reply 'uh...infinity.'

Monsters: (5) acolytes

Red Kravak: AC 2, Move 9, HD 3, hp 22, THACO 17, Attack 2 ('hands of wounding' 1d6 and acts like **Sword of Wounding**), Size M, Morale 20, XP 420. When slain, the statue crumbles to dust.

Treasure: In pouches near the pool's edge are 44 cp, 53 sp, and a pearl-handled dagger (50 gp). On the rock shelf, behind where Red Kravak stood is the **Gourd of the Old Blood**.

20. Boiling Blood: Fresh air circulates around this chamber as half its ceiling is open to the sky. Crimson Tears grow up the north wall, almost reaching the ceiling's opening. Slow-cooking fires heat cauldrons filled with blood.

- If the Master of Ceremonies is here (50% chance and see timetable), he stirs the cauldrons alongside one berserker helper.
- If attacked, he casts *Blood Viper* on the cauldrons.
- 50% chance that 1d4 acolytes enter to fill their paint bowls to resume painting symbols and runes. 75% chance that 1d4 acolytes enter during an attack.

Monster: Master of Ceremonies, one berserker, in addition, potential 1d4 extra acolytes.

21. Cavern of the Bull God: Two wooden planks span the creek that flows through this massive cavern. Against the east wall, a gigantic statue of a minotaur, roaring ferociously, raises its hands towards the sky, one open-handed, the other clenching a decapitated head. Two acolytes are carefully and reverently anointing the entire statue with glyphs of blood under scrutiny from a ragged looking priest in the robes of the high priesthood. Two priest cultists preach to small groups of acolytes in a droning tone on the stairs before the statue.

- Characters not disguised are questioned and possibly attacked. If possible, Luvag might attempt to negotiate and send the party against Khazra.
- If attacked, Luvag allows his acolytes and priests to move forward, while he casts spells in the back. If any acolytes or party members die, Luvag casts *Blood Viper* on them.
- Careful inspection of the creek (4' deep) reveals a narrow creek passage that leads to **Area #35**.

Monsters: Luvag, 1d6 +2 acolytes, 2 priests.

Treasure: There is 50 pp, 98 gp, and 133 sp scattered and mixed with teeth, bull's horns, and bowls of blood in front of the statue.

Trap: A hidden compartment can be discovered at base of statue. Tampering sets off a glyph, save vs. spells or be blinded for 6 turns. Inside the compartment is one scroll with the priest spells: *Cure Light Wounds* x2, *Curse of Sanguine Castigation*, *Remove Curse* and *The Quickening*. A small pouch contains a bejeweled emerald necklace shaped like a wyvern (1,500 gp).

22. Taskmaster's quarters: This cramped room is dominated by a desk covered with scrolls and parchment. Along the walls stand a chest, untidy bed, and a thick rug depicting a merchant caravan scene from a far off desert land.

- 50% chance the Taskmaster is here if no arena activities are transpiring.
- The chest is full of colorful clothing, a gaudy silvered rod (50 gp), and a pouch with two pearls (100 gp ea). Wrapped in a piece of purple silk (10 gp) is the jade idol of some monstrous serpent deity with exposed fangs. Those of good alignment feel uneasy handling the idol. The Idol is worth 100 gp to a collector, but selling it eventually attracts the attention of the Bhazir Al-Ahkbar, a band of murderous assassins, snake-worshippers and shape-changers from a distant land.
- The rug is bulky and heavy (40 lbs.) but can fetch 250 gp. Under the rug is the key to the desk.

(Continued)

- On desk, parchment lists names of challengers, prisoner information, maps of the surrounding area, finances and a scroll with *Phantasmal Force*.
- Desk has a locked drawer with a tiny velvet sack containing "**Anchor**", Oolbar's Spellbook (see **Area #8**) and the Taskmaster's spellbook. **Trap:** Opening the drawer without the key causes a poison needle trap to spring, save versus poison or take 15 damage. Poison is from a deadly snake, finger needs to be amputated (or *Neutralize Poison*) as it becomes 'dead'.

Oolbar's Spellbook

Spells:

Level 1: *Audible Glamer, Change Self, Detect Magic, Cantrip, Phantasmal Force, Read Magic Spook, Ventriloquism*

Level 2: *Hypnotic Pattern, Mirror Image.*

Taskmaster's Spellbook

Spells:

Level 1: *Affect Normal Fires, Audible Glamer, Detect Magic, Enlarge, Phantasmal Force, Read Magic, Taunt, Wall of Fog, Ventriloquism*

Level 2: *Blindness, Blur, Invisibility, Knock, Mirror Image*

Level 3: *Spectral Force, Wraith Form*

23. Throne: The walls of the cavern are decorated with a variety of weapons, shields, and tapestries depicting lurid scenes of sacrifice, murder and war. Red curtains frame a throne of carved stone and a massive copper-plated brazier (50 gp) squats in the center of the room, providing heat and light.

- If the tapestry made of human hair on the east wall is studied for two rounds, the figures begin to move and depict a sacrifice scene with a male slave and several robed figures. The high priest slashes the throat of the slave, and the entire tapestry turns a deep red before returning back to the first scene (50 lbs., 1,500 gp to a "collector").
- Dependent on Timetable, there is a 50% chance Khazra is here with two guards, listening to reports from a prostrate cultist. Confident to the point of arrogance, Khazra questions the party and tells them to kneel, offering them a chance to join the ranks of the Bull God.
- If fighting occurs, there is a 90% that any residents in **Area #25** investigate in 1d4 rounds.
- If attacked, the cultist attempts to bang the brazier with his hand axe to make a warning noise (50% chance for a wandering encounter check).
- While the Berserkers attack, Khazra casts *Pyrotechnics* on the brazier, *Heat Metal* on round 2, then either *Blood Puppet* on the strongest fighter on the third round or *The Quickening* before wading in with **Veindrinker**, prophesying death and doom.

Monster: Khazra, 1 cultist, 2 berserkers.

24. Armory: Confined alcove with piles of leather armor, helmets, shields, and two weapon racks with miscellaneous weapons.

- Secret door is blocked by a pile of armor (1d6 rounds to move). If a discolored stone in wall is pushed, the door opens silently.
- An abundance of arrows, spears, handaxes, swords, short swords, maces and other weaponry can be found here.

25. Recreation Room: Three square tables, flagons, and ale kegs are scattered about the room. A keg lid with a red dot in its center hangs on the wall with daggers and handaxe embedded in the thick wood. Two armored men are beating a whimpering and begging man with disheveled black hair.

- Berserkers caught an escaped slave and plan to deposit him into the Pit of Despair after a thorough thrashing.
- Slave is named Skola, a greedy yet daring thief, who was tempted by rumors of great treasures inside Khazra's chamber. He joins the party if asked, otherwise he makes his escape (75% he gets away, 25% chance he gets captured and sets off an alarm).

Monster: 2 berserkers, **NPC:** Skola.

26. Khazra's Chamber: Thick furs and pelts cover the floor of this spacious cavern. An alcove in the eastern wall is filled by an enormous bed. Several braziers burn coal and throw dancing shadows upon the blood-painted symbols on the cavern walls. Two stout chests squat against the south wall.

- 25% chance Khazra is here if not at **Area #9** or **#23**. Refer to Timetable.
- Both chests are locked (Khazra carries the key).
Chest #1: Three scarlet kilts, a silver handled brush shaped like a mermaid (15 gp), silver horseshoe mirror (20 gp), three curved daggers, a pouch of Crimson Tear flowers (50 gp to an alchemist), and a holy book of a LG deity (GM's choice) with several pages ripped out and stained with blood. A bull horned head dress with colorful feathers and a vial of blood—**Blood of the Gorgon**.
- **Chest #2:** 75 cp, 200 ep, 175 gp, 100 pp, 2 jacinth (75 gp ea), a platinum headband inset with a fiery ruby (500 gp) and a golden medallion shaped like the sun (275 gp).
- Inside the bed is a diary filled with Khazra's insane meditations. Though he is clearly mad, it seems a quiet, deliberate sort of madness. "the Blood is all there is...the Blood is all there is..." and ".....from passage 3:41 we glean that there is no act in all of the multiverse more purposeful, more significant, then murder...."

27. Hidden Alchemy Lab: The hallway and room are composed of worked stone blocks of excellent craftsmanship and the ceiling forms a dome 20 feet overhead. Frayed rope holds a griffon skeleton suspended from the ceiling above a stained, broad work table. On the worktable, various implements including hundreds of small bottles, beakers, foul smelling ingredients and miscellaneous alchemical tools are covered by a thick layer of dust. A sagging bookshelf leans against the south wall.

- **Trap:** Anyone touching the griffon bones causes the entire skeleton to tumble down in a clattering heap. Save vs petrification to avoid or take 1d6+1 per individual AC of damage to all those in a 10 foot radius. Makes a lot of noise (immediate wandering monster check).
- Inspecting the work table causes a leather stained apron to fly off a wall hook and attach itself to the person. If taken out of the room the apron disappears and re-hooks itself.

On the table:

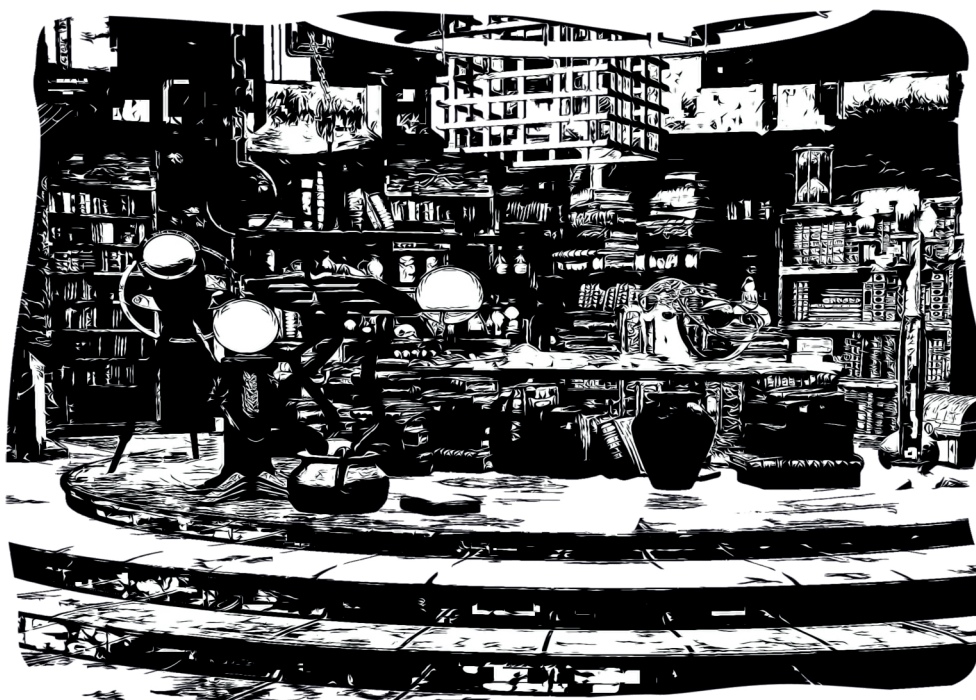
- A strange, 6" free-standing lizard statue rests on cracked and brittle parchment. The word **Saskrat** is written on its belly in the language of a dead empire (see New Magic Items).
- Under an empty beaker is a round, smooth stone of Gypsum. The word **Taegos** is inscribed on the bottom of the stone, in the same language (see New Magic Items).
- A fist-sized hunk of obsidian with strange undecipherable glyphs upon it. Upon closer inspection (12 hours), it allows the PCs to translate a single language of the GM's choice into the squamous tongue of the Aboleths.

- A scrawled note with the alchemical recipe for Dog Pepper (save vs. poison or lose scent for 1d4+1 turns for dogs only) is mixed in with the parchments.
- Most of the bottles are full of dust or its contents evaporated. **For every 5 rounds of searching, refer to the random table on the following page.**



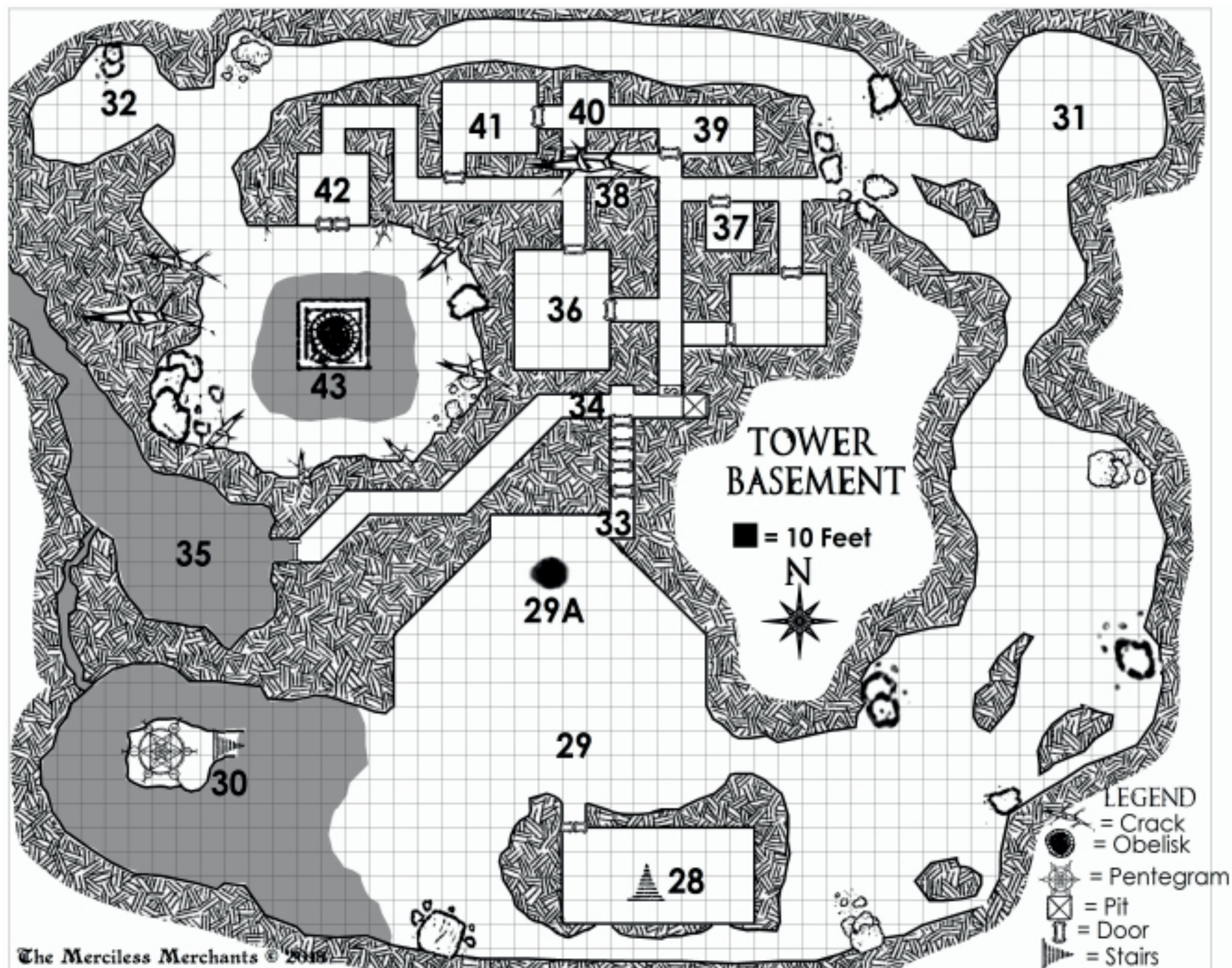
On the bookshelf:

- Several moth-eaten and destroyed books as well as: Jaevelor's Marvelous Pigments (100 gp), Poluntir's Book of Cliffside Plants (75 gp), The Definitive Compendium of Mountain Herbs (200 gp at first glance, but in actuality a clever forgery that earns the character the enmity of the Herbalist Guild) and Krovrek's Wondrous Recipes—written in dwarvish, but includes alchemy recipes for Dwarven Battle Brew (heals 1d10 hp after a battle, and become drunk to boot!) and Dwarven Forge Fire. This secret forging technique, if mastered, provide a +2 bonus to all weapon and armor-smithing checks if used with a specially constructed forge (5000 gp cost), and could conceivably allow the smith to fabricate items unique to the dwarves (dwarven warhammer+3 etc.). The book will fetch 3,000 gp or more from dwarves to keep their secrets. Those who refuse to relinquish the tome are given other inducements to change their minds.
- A dry-rot box contains 7 citronella candles (keeps bugs away when lit).



Roll Result	Item/Effects
1	A bottle with wet mud. When opened, it shoots out of the bottle and onto the clothes of the opener.
2	Ancient Potion of Healing . 25% it won't work
3	Potion of Retorts . When drunk, the imbiber immediately answers all remarks and accusations with a witty or annoying response. Lasts 6 turns.
4	Beaker of the Black Sands . When hurled, this black sand puts up a cover of darkness, much like a <i>Darkness</i> spell, but only last two rounds. Three doses.
5	A beaker with an unappetizing looking toadstool. If eaten, works the same as a Potion of Growth .
6	Potion of Enhanced Vocals . This blue liquid, when consumed, causes the imbiber to TALK REALLY LOUD FOR 3 TURNS.
7	A potion with purplish swirling mist. When opened it envelops the opener, and works as a Potion of Gaseous Form but for only 1 turn.
8	Vako's Revenge . This bottle is full of orange liquid. When opened, the liquid condenses into a small pebble that shoots out of the bottle, exploding in a strange laser light in a 10' radius inflicting 1d8+4 damage to all within range.
9	Wizard's Trial Elixir . Used by mages to test students, this potion is filled with brownish gas that pours out of the bottle and forms an exact copy of the opener in 4 rounds. It only attacks its copy, but has the exact same stats, abilities, and equipment.
10	Pigments of the Succubus . When put on, it enhances the charisma (comeliness, good-looks) by 5 for four hours. Shiny teeth, combed hair, soft skin, removal of scars, etc.
11	A bottle with a sea ship in it. Ya...that's it. Watch the excitement die within your player's eyes.
12	Vial of the Blue Beetle . This bottle has a blue beetle flying around in it. When opened, the beetle flies in the opener's mouth. It allows the imbiber to fly for 3 turns, but they glow a brilliant blue.
13	Vial with powdered diamond dust (100 gp).
14	Labeled the Lord's Potion . Inky mist swirls inside. Whoever opens the bottle becomes bonded to Lord Slink, a shadow rat that emerges from the bottle in mist-like form. Follows all rules of a <i>Find Familiar</i> spell, except it disappears to the Shadow Plane when there are no shadows available, needs +1 weapons to hit it, and can bond to a non-spellcaster. Communicates telepathically.
15	Vial of Ill Will . The imbiber loses 1 point of wisdom permanently.
16	Haro's Mud . This mud has no effect unless placed on the mouth. It firmly cements a mouth together, stopping speech for 2 turns. 5 applications.
17	Romantic's Cologne . When placed on the skin, the wearer develops an overwhelming smell of roses in a 30 foot radius for 2 full days!! Enough for 11 applications.
18	Vako's Apology . This bottle is full of orange liquid. When opened, the liquid condenses into a small pebble that shoots out of the bottle, exploding in a strange laser light in a 10' radius inflicting 1d8+4 damage to all within range. Ya, Vako was a jerk, or maybe just mislabeled.
19	A beaker with a piece of petrified wood inside. Yes, it actually does scream a bloodcurdling scream for 1 full round. Make a wandering monster check.
20	Glass bottle with clear liquid labeled 'Don't Touch'. Contents is a powerful acid that does not eat through glass. As a missile weapon, it delivers 4d6 damage. Or can be used three times to dissolve metal items, etc. (just not glass).





Tower Basement

GM's Note: The dusty rooms and passages under the Pit of Despair show no signs of recent habitation. Part of the wall looks like worked stone of great age, however most of the wall seems to be composed of veins of obsidian. If examined, the obsidian is covered in silver glyphs and symbols that form the word "Hunger" in an alien tongue that only a *Read Magic/Comprehend Languages* or similar magic can decipher. All corridors and natural tunnels are lit with faint silvery light emanating from the glyphs, allowing visibility up to 10 feet. The glow waxes and wanes, almost like a heartbeat.

On a roll of 1 or 2 on a d10, roll on the wandering encounter table below every turn.

Roll	Encounter
1	Obsidian Serpent: AC 3, Move 12, HD 7, hp 50, THACO 13, Attack 2 (bite 2d10, tail 1d8 + poison--2d6, save for half), Size H (25' Long), Morale 16, XP 3,000. Special: Swallow whole on a natural 20. Victim takes 3d6 damage per round from acid. Immune to fire attacks. Natural caverns (29-32, 43 only).
2	Silvery glyphs become brighter and begin to blink. After one full round, the glyphs flash and everyone in the hallway/room who takes no action to protect their eyes must save vs spells or be blinded for 1d4 turns.
3	(4) Skeleton janitors: AC 7, Move 12, HD 1, hp 6 ea, THACO 19, Attack (broomstick 1d3, breaks on successful hit), Size M, XP 120 each. Special: Cold immunity, half damage from slashing and piercing weapons, spell immunities. The skeletons clean and do menial tasks. They will not attack, but defend themselves if molested. Some are half covered by obsidian.
4	Ghostly echoes sound throughout the area--"I WILL control it!" another "No, we must use the hammer and do it now!" then several incoherent shouting/arguing back and forth then suddenly stops as suddenly as it began.
5	Silvery glyphs go out, in a 30' radius around party's position, plunging the corridor/room into darkness for 1 turn.
6	(1) Doppelganger: AC 5, Move 12, HD 4 hp 25, THACO 17 Attack 1 (1d12 or by weapon +2 damage), Size M, Morale 10, XP420. Follows the party from up above, attacks when they are weak or if one is alone. May attack after final battle. Ignore result if slain above. Wears an electrum armband (200 gp) and an emerald ring (175 gp).
7	Ghostly visage of a purple robed human wearing a turban and smoking a pipe. Muttering of rune magickal retribution, it stumbles obliviously into the obsidian walls, eventually walking through ancient stone not covered in obsidian. After it leaves, the pungent smell of the pipe smoke lingers.
8	Obsidian suddenly surges forward a few inches, invading walls, ceiling and/or floors and creating a rumbling echo. Players must make a save vs paralyzation or be caught in the growth spurt, taking 1d3 points of damage and be forced to spend 1d4 rounds chipping obsidian off boots, clothing, etc.

28. Devastated Library: Scorched, mildewed and decayed books are scattered on the floor, amidst the wreckage of dry-rotted shelves. The southern wall is seared black and ash covers that part of the floor.

- 1 turn of searching reveals a parchment with a list of command words for the skeleton janitors.
- 1 hour of searching reveals an undamaged, ancient **Scroll of Protection from Poison**, a *cursed* scroll (at sundown, the reader turns to stone, at dawn, they are flesh once again), a cleric scroll of *Hold Person* and *Cure Light Wounds*, and a slightly damaged treasure map labeled Thornbriar Wilderness that leads to a temple behind a waterfall (or GM's choice).

29. Feeding Area: This monstrous cavern dominated by strange crystals jutting from its walls that reach high enough to almost scratch the 20-30 foot high ceiling. The floor of the cavern is sandy and smooth. Long, shallow paths run through the sand.

- The shallow ruts are created by the gigantic obsidian serpent (see New Monster). It has a 50% of being in this room.
- **200 bonus XP** should be given to each party member who uses terrain, such as the narrow choke-points in the cavern when fighting the obsidian serpent to avoid its tail attack.

Monster: Obsidian Serpent: AC 3, Move 12, HD 7, hp 50, THACO 13, Attack 2 (bite 2d10, tail 1d8 + poison--2d6, save for half), Size H (25' Long), Morale 16, XP 3,000. Special: Swallow whole on a natural 20. Victim

takes 3d6 damage per round from acid. Immune to fire attacks.

29A. Pit of Despair (Bottom):

The opening is 30 feet above and covered by a heavy stone lid. Humanoid skulls and bones litter the ground, some crushed as though by a great weight.

- The stone lid is too heavy and can't be opened from down here unless by magic or a combined strength score of 50 or more.
- A careful search reveals a gold and amethyst ring on one bone finger (300 gp).

30. Summoning Isle: This manmade isle of worked stone protrudes from a pool approximately 5 foot deep. 10

feet of eroded stairs lead to the top, which holds a scorched stone pentagram with inlaid copper inscriptions. Through the center of the pentagram, a squirming monstrous arm and claw, approximately 8 feet high, sticks upward towards the ceiling.

- The arm and claw belongs to the unlucky demon, Vraegush the Scorcher, who has been trapped here for untold centuries. If severed, the arm rips and tear blindly at the nearest adventurers. The arm regenerates, and only cold or acid can destroys it permanently. Otherwise Vraegush will be restored to full power over the course of a day.

(Continued)

Monster: Vraegush's Arm: AC 6, HD 3, hp 18, Attack 1 (1d8+2 damage), XP 175. Need +1 magic weapon to hit. On a natural 20, opponent is caught in the claw and automatically hit each round until freed (the arm is treated as str 18/01). The arm regenerates 1 hp per round unless treated with frost or acid.

Vraegush the Scorchers: AC 0, Move 12, HD 8+1, hp 63, THACO 13, Attack 4 (2 claws 1d8 +2 damage, bite 1d10), Size L (14' tall), Morale 14, XP 7,000. Special: *Cause Darkness 10'*, *Fear*, *Levitate*, *Telekinesis* (300 lbs.), Magic Resist 50%, regeneration 1 hp/round, immune to fire based attacks. Breath weapon, every other round, breathes fire for 3d8 damage, save vs. breath weapon for half.

Vraegush the Scorchers resembles a nightmarish crossbreed between a fire salamander and a boiled Orc with four sets of steel antelope horns atop its head. Two overgrown tusks emerge from its hideously burned lower jaw and curve upward beyond its nose. If it regenerates to full potency, it attempts to track down the party and thank them for ending its century long captivity, offering to burn down and eat a single town or settlement of their choice. If bargained with, it goes as low as several houses and a dozen children. It insists and grows increasingly belligerent if refused.

31. Serpent's Den: The cavern's walls are covered entirely with the multi-hued crystals and the floor and ceiling holds dozens of crystal stalagmites and stalactites. The reflective surface of the crystals turns the entire den into an impromptu hall of mirrors. Hissing sounds echo off the walls and movement betrays the location of several slithering creatures.

- The young obsidian serpents attack from among the crystals, the myriad reflections give away their presence but make it almost impossible to detect their actual location. PC's suffer a -4 to all attack rolls for the first round unless the PCs figure out some way to differentiate them from their reflections or detect them in a manner that does not rely on sight.

Monster: (5) Obsidian Serpent (lesser): AC 3, Move 12, HD 2, hp 14 ea, THACO 19, Attack 2 (bite 1d8, tail 1d2 + poison--1d6, save for half), Size S, Morale 16, XP 270 ea.

32. It's Life Jim: A 3 foot high by 25 foot long obsidian wall curls around a chunk of obsidian shaped like an egg. Shards of obsidian (50 gp total) litter the ground.

- Inspection reveals the 'wall' is a deceased obsidian serpent.
- The egg contains a dead serpent inside. Left intact, the egg (100 lbs.) may fetch 1,300 gp to a collector.

33. Doors: Before each of these water-tight doors is a lever. The doors rise when the lever is pulled down.

34. Water Trap: Directly across the hall is a rusty wheel set inside a shallow alcove. The eastern passage ends at a rusty grate on the ground that covers a chute down into inky blackness. The eastern wall has several rusty iron spikes protruding from it.

- **Trap:** Turning the wheel opens a floodgate near **Area #35** releasing the captured water. The water bursts through the passage, carrying any unsecured characters into the spiked wall (3d6 damage). The grate opens when water floods the passage, and impaled characters are pulled down the chute with the water. Another grate, 10 feet down allows water to drain the area, but characters take another 1d6 damage from the drop. The rusty grate closes above, trapping characters, however the bars are rusty and can be broken or removed in 1d6+1 turns.
- Water drains through the secret door, making it easier to locate when water is in the passage and afterwards.

35. Flooded Cavern: The cavern is flooded with water with only one foot clearance from the ceiling. A rusty wheel, when turned, opens a floodgate and drains the cavern within 6 rounds. A waterfall from a tight, underground stream (4' deep) delivers water into this room.

- **Trap:** Without precautions (tying themselves to something), characters turning the wheel are dragged out of the room and tumbled through the passage for about 80 feet and sustain a total of 1d8 damage.
- The slow-moving underground stream leads to **Area #21** if characters wish to attempt to swim/hike/squeeze their way upstream.
- The stream leading to **Area #30** is about 6" wide.

36. Massacre: Twenty skeletons in rusted chainmail lay sprawled across the room. Skeletal limbs are locked around spinal columns, spears and swords protrude from shattered ribcages or lay clutched in skeletal hands. One skeletal warrior kneels amidst the shattered remains of its ancient brethren, seemingly untouched.

- Closer inspection shows some skeletons attempted to form designs with what must have been blood, intestines and other bodily fluids best left un contemplated. Now they are but stains on the ancient stone. One stain is still legible "The darkness hungers..."
- The kneeling skeleton warrior has a silver necklace of crossed swords with sapphires in its pommels (250 gp).

37. Janitors: *Scraping and creaking footsteps can be heard beyond this door.*

The door opens to release a dust cloud that envelopes the entire room for 2 rounds before abating. Four skeletons, brittle with age and wearing, thread-bare tabards and faded livery are pushing brooms with barely a bristle over a dusty stone floor.

- The skeletons stop and face whoever opened the door, as if waiting instructions. They understand common and obey commands from anyone who has learned their command word (see **Area #28**)
- They defend themselves if attacked.

Monster: (4) Skeletons: AC 7, Move 12, HD 1, hp 6 ea, THACO 19, Attack 1 or 2 (1 broomstick 1d3, breaks on first hit, or 2; 1d2 skeletal fists), Size M, XP 25 each. Special: Cold immunity, half damage from slashing and piercing weapons, spell immunities.

38. Pit: The corridor floor has cracked open, leaving a chasm 20 foot deep. A crumbly foot-wide ledge follow the southern edge of the corridor.

- Characters that try to pass the chasm via the ledge must succeed at a dexterity check or the ledge will crumble, tipping them into the pit (2d6 damage). Roping characters together or similar precautions negate the need for a check.

39. Wine Tasting: A stained table with six chairs sits on a deteriorated rug, dominating the room. Six dusty goblets, a corkscrew, three bottles, and three corks rest on the table. One skeleton lays face down in a stained portion of the table with its hand resting on a knife.

- The knife is made of silver (25 gp) but the bloodstains on it do not make this immediately apparent.
- Sitting down causes two ghosts (Phorisa and Evalik) in ancient finery to shimmer into view, appearing at the table. They watch the party silently for a while and eventually offer them wine.
- Wine appears in the goblets of anyone who accepts. The wine tastes exquisite, restoring 2d10 hp, but the alcohol causes a -1 to all attack rolls for 4 hours.
- Phorisa and Evalik make small talk and are quite pleasant. They will answer some questions if asked:
 1. They are visiting the wizard Zamora who wanted to show them something (the obelisk).
 2. If asked where they are from, they mention place names.
 3. This is the tower of Zamora, renowned wizard, astrologer and alchemist.

4. Zamora asked them to bring purple robes, turbans and a pipe. They don't know why (see Keeper, **Area #42**).

5. Zamora went out to smoke his pipe but he should be back soon.

6. Both characters think they have only been waiting for a few minutes since Zamora left. The last thing they remember is a strange, crimson flash.

7. The skeleton belongs to Neville, Phorisa's bodyguard. When she mentions this she looks shocked by a sudden recollection. She remembers a loud commotion outside, and Neville cutting his own throat.

After this she shakes her head, refusing to say anything more on the matter.

- Pouring holy water in the goblets for Phorisa and Evalik to drink puts them to rest (**200 xp bonus**).

Treasure: Silver corkscrew shaped like a devil with a curvy horn (45 gp) and crystal goblets (75 gp, for set, dirty, value only apparent if cleaned).

40. Wine Cellar: Several racks hold numerous dusty bottles of wine (unlabeled).

- Most of the wine has gone bad and will make the characters feel sick if drunk (-2 penalty to hit/saving throws save vs poison to avoid)
- Five elvish wines from the orchards of the Faceless Prince (100 gp ea), 2 bottles of Nzembarian dreamwine (50 gp ea).

41. Laboratory: This room still contains the faint smell of ozone. The northern wall is comprised of scorched stone and strange arcane symbols cover part of the floor. In the southwest corner is a parchment covered desk with a ghostly figure of a young man scribbling furiously on a scroll and muttering to himself. Next to the desk is a replica of a stone tower, approximately five feet tall.

- The replica is a tower with six levels including the basement. The basement should look familiar except the natural crystal caverns aren't shown and there is a connecting passage to Area #28. The other floors contain different rooms that one may find in a wizard's tower. Tiny ghostly figures of humans roam the halls inside the replica, playing out daily activities and chores (harmless), other robed figures wander the halls or practice magic. Observers can easily spot the secret door in **Area #34**.
- The ink has run out long ago, but the ghost keeps going through the motions, re-using the same stack of parchments. The parchment has been so thickly scribbled that none of the sentences remain legible.

- The ghost can provide information but won't look up from his work: He shares his name as Yorlend and he is busy copying spell scrolls for Master Zamora. If he is interrogated, his mumbled replies are mostly incomprehensible but he does make mention an obelisk and strange creatures of shadow. "Black snake is growing...", "...janitors are complaining about obsidian appearing on the walls..." "...I swear I've seen five eyes watching me from the shadows...", "Must clean the Keeper's area someday, ugh I hate pipe smoke", "I hope Phorisa will come around soon, she has the most beautiful eyes", "Red Lights? Have you not seen them? Master thinks they are harmless", "The master insisted it be constructed above the site of the impact."
- If someone tells him to stop working, he takes a deep breath, smiles, and slowly starts to fade as he sets down the quill.
- The quill is **cursed**. If the quill is picked up, the wielder needs to make a saving throw versus spells or begin to write the sentence: "In midnight clad, they blot out the sun".....forever (or until a *Remove Curse* or *Dispel Evil* is cast).

42. The Keeper of Names: A full suit of exotic platemail stands in the center of this room, minute runes of binding and containment covering every inch of its surface. The empty hands are cupped, as if previously gripping a two handed weapon. Its empty gaze seems to peer at anyone in the entrance as though he/she were an intruder. Great obsidian double doors inlaid with silver runes lay just beyond the armor. The runes spiral and create five silver ovals, two on either door, with the last one resting in the seam.

- If anyone enters the room the armor speaks. Its voice is impossibly deep, a chorus roaring from a well of molten glass. "WE KNOW THE NAMES OF ALL THINGS. LEAVE NOW OR JOIN US IN THIS ACCURSED PLACE." It answers no other questions. If the PCs do not immediately retreat, it begins (see below).
- **Trap:** Anyone touching the door leading to **Area #43** causes the silver ovals to flare up, shooting 5 different targets for 2d8 damage. A successful saving throw versus spells inflicts only half damage. Thieves get a +10% of discovering the trap but won't be able to disarm it. *Dispel Magic* disarms the trap, *Knock* and other similar spells work normally to open it without setting off the trap.

Monster: Keeper of Names: AC 2, Move 6 (cannot leave room), HD 7, hp 42, THACO 13, Attack Special or 1d10, Defense: Special, Size M, XP 1000.



The Keeper of Names: A terrifying entity from the lightless void, trapped and bound in a prison of iron.

The Keeper acts 1.5 times per round, once on its own initiative and at the end of every second round. It will target the nearest creature and begin reciting its name, origin, place of birth, hopes, fears, secrets and finally its destiny and purpose. It proceeds inexorably, and its control over the character increases as it continues its recitation. Whenever it takes damage it will switch to the person who dealt it. Naming affects any sentient creature capable of language. The Keeper's words transcend language and are understood by anyone they are directed at. Even deafness only provides partial protection, allowing the characters a saving throw vs paralysis to resist being Named for a single round (if the Keeper can act twice in one round the character must still make a saving throw for the second naming). The Effects of being Named will persist for 1 month or until the Keeper is slain.

GM's Note: this is a complex creature. It is easiest to put a token or mark next to each character that has been targeted by the Keeper to keep track of where he is on the naming track.

1. **True Name.** As the Keeper utters the character's True Name he is struck with a sense of ominous foreboding. He takes a -1 to hit and damage. The Keeper becomes immune to all of his unarmed attacks and grappling attempts.
2. **Trappings.** The Keeper recites the properties and origins of the character's most prized possessions and the things he will attain by them. Weapons of masterwork quality and ornate armor are revealed to be primitive and useless. The character is overcome with despair and suffers a -2 to hit and damage (to a minimum of 1). Whatever weapon the character is currently wielding can inflict no damage or negative effect upon the Keeper while the character persists.
3. **Origins.** The Keeper unravels the character's every action, showing him to be little more than a leaf floating on the river of the past. The character sees the utter futility of further resistance, taking a -4 penalty to all attack and damage rolls (minimum of 1). If the character has spellcasting powers, these will no longer affect the Keeper. Wizards may still cast spells at other characters, Clerics are barred from casting any spells, as they come to see themselves as mere slaves, whose apparent choice of servitude is the inevitable result of blind, natural forces.
4. **Destiny.** The Keeper reveals to the character the implications of existing within an entirely deterministic universe. Everything the character has ever done was going to happen anyway, regardless of the character's intent or conviction. The Character sees now that he was always destined to become one with the Keeper. The character must save vs death. Success means he continues to fight, despite knowing that further resistance is ultimately futile, acting only as if slowed. Failure means the character is dominated by the Keeper, losing all penalties of prior Namings.
5. **Doom.** This action is an exception in that the Keeper will only Name a character for the 5th time if it already has two characters under his control. The Keeper ends the character's thread of fate and adds it to its own. A hideous white light emanates from within the Keeper's armor. Characters so affected are utterly devoured at the most fundamental level, leaving behind only a pillar of salt. The Keeper recovers d8 hit points per level of the caster. Characters slain in this fashion may only be restored via a carefully worded *Wish*, provided the Keeper is slain and at least a pinch of salt of the character's body remains.

Though it is formidable, the Keeper does have some weaknesses. Undead creatures are treated as if turned by a 20th level cleric when they are Named, but are unaffected otherwise. The Keeper will fight any creature that is immune to Naming (constructs, oozes, dogs etc.) with its Iron fists, inflicting 1d10 damage.

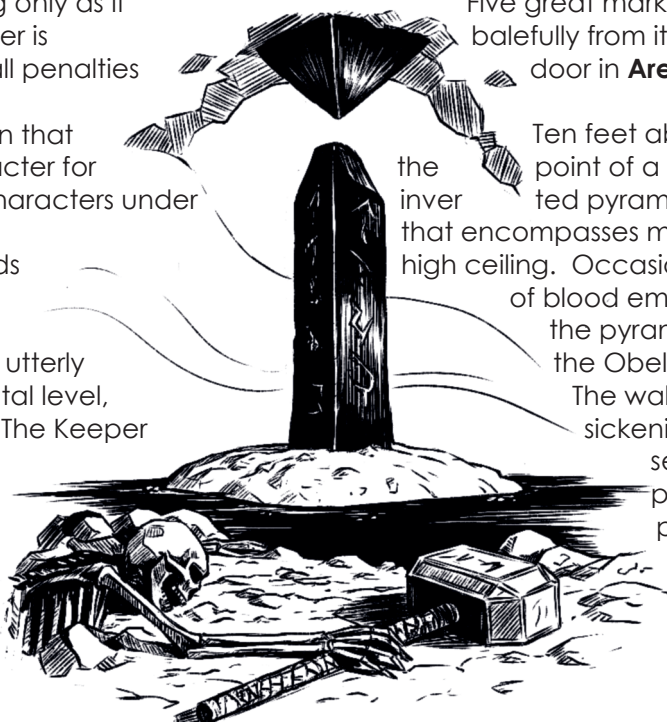
The Keeper is bound to the room and cannot leave it under any circumstances. It does not heal naturally, only by absorbing others into itself. Since it is similar to an undead creature, albeit of a more fundamental type, it can be turned as a wraith. Turning the Keeper resets the Naming tracks of all characters, meaning it will have to name them anew. A Silence spell will disable the Keeper for 1 full round (after that it is automatically dispelled). A *Command*, *Charm* or *Dominate* spell cast on Named characters will push them one step up the Naming track (e.g from Destiny to Origins). *Dispel Evil* deals 1d6 damage per level of the caster to the Keeper. The Keeper is bound to never harm anyone wearing a purple robe, a turban and a pipe, or anyone who appears (via illusions) to do so.

Treasure: Ancient Armor (AC 2 if worn, always radiates overwhelming evil if *detect evil* is cast, worth at least 1000 gp), **Hand of the Keeper.**

43. Obelisk that Thirsts: This entire cavern is covered completely in obsidian and cracks thrust outward from the center. A skeleton in chainmail sprawls face down on the damp floor gripping an impressive two-handed hammer (**Starfall**). It lies where it fell, pointed towards an ominous six foot high obsidian obelisk that squats within a dark pool of strange, viscous liquid.

Five great marks seem to glare balefully from its surface (similar to door in **Area #42**).

Ten feet above the obelisk is the point of a monstrous sized inverted pyramid of jet black stone that encompasses most of the 30 foot high ceiling. Occasionally a single drop of blood emerges and falls from the pyramid point to fall upon the Obelisk, quickly absorbed. The walls pulse with a sickening crimson light that seems to increase in potency as time progresses.



- With each pulse (every third round) the characters are plagued by alien vistas; visions of great gulfs of time and space, a cold, dark universe, lit by tiny embers of starlight, plied by great ships of black stone and cold halls inhabited by hideous obsidian terrors.
- The pyramid is the bottom of the obsidian platform (**Area #9**).
- Characters take 1 hp of damage per round while in the water or if touching the obelisk and/or pyramid unless somehow protected (i.e. *Protection from Evil*).
- Two rounds after this chamber is entered, the viscous liquid from the obelisk ripples and several obsidian boned skeletons with horns emerge from it and attack. The obelisk begins to release a mist (harmless).
- Six rounds after the chamber is entered, the obelisk's mist forms the Obsidian Lord (see **New Monster**).
- The two handed hammer or other crushing weapon can shatter the obelisk, ending the evil (AC 5, hp 100), including any creatures that spawned from its substance.

Monster: (4) Obsidian Skeletons: AC 3, Move 12, HD 2, hp 15 ea, THACO 19, Attack 1 (spear 1d8), Size M, Morale 16, XP 120 ea. Special: Spell immunities, half damage slash and pierce weapons, double damage from crushing, immune to turning.

(1) Obsidian Lord: AC 2, Move 12, HD 8, hp 60, THACO 13, Attack 4 (3 claws 1d6+1, 1 tail 1d10 + poison), Size L (11' tall), Morale 19, XP 7,000. Special: Poison-3d6 damage, save vs. poison for half. Eye beam—lose one level of experience.

Treasure: Starfall (see New Magic Items). Successful destruction of the obelisk nets a bonus of 1,500 xp to each surviving character.

Sidebar – WHAT IS HAPPENING?!?: The Obelisk that Thirsts is the tomb of one of the Tzitzimilt, a long-extinct civilization of vampiric entities that once plagued the stars when the universe was not yet so bright. Long has the creature lain dormant in its tomb, before the blood of sacrifice, fed to it by the Wizard Zamora, awoke it.

Still too weak to take physical shape, the Obelisk drove the inhabitants of the tower insane, causing them to fight amongst themselves, seeking to feed off the slaughter. The wizard Zamora realized his error far too late.

With the advent of the Red Prophet, it has a new pawn, and a seemingly endless supply of sacrifice gives it power enough to restore its servants, heralding its arrival. Actually restoring the Tzitzimilt to full potency would take the spilled blood of a nation.

Conclusion: Destruction of the obelisk causes everything that is spawned from it (creatures, platform, obelisk, etc.) to disintegrate into fine dust, ending the threat to the world.

A party who saves the (majority of the) prisoners should get a bonus of 2,000 XP to divide amongst themselves. If Khazra escapes, he seeks revenge against the architects of his demise and could well become a re-occurring villain. Surrounding villages certainly hear of Khazra's defeat over time and may give benefits to the party as determined by the GM (free room and board, a feast in their honor, etc.).

If seven days pass, the Obelisk releases a powerful Obsidian Lord (14 HD and 20' tall) that raises absolute devastation on the surrounding countryside at night, retreating only by day. Obsidian skeletons do its bidding, bringing corpses back from its raids of destruction to feed their blood into the Obelisk.

Obsidian continues to cover the area at a rate of two feet per day until it blots out the sun....



APPENDIX I: NEW SPELLS

Level 1

Spear of Blood

Caster/Level (Sphere): Priest/1 (Combat)

Range: 60 feet

Duration: 1 round

Effective Area: 1 target

Components: V, S, M

Casting Time: 7

Saving Throw: None

The caster needs a source of blood for this spell to function, either from a corpse, an injured target, or even harming themselves (1d4 damage). Blood erupts out of the blood source and hovers in place. The caster shapes the blood into a javelin-shape, crystallizing it. A successful attack roll (+ wisdom bonus) delivers 1d6 damage + wisdom bonus. The caster receives one javelin for every three caster levels to a maximum of five javelins. A missed attack roll makes the javelin collapse into a pool of blood.

The Quickening

Caster/Level (Sphere): Priest/1 (Combat)

Range: 0

Duration: 1d2 rounds +1 round per level

Effective Area: Caster

Components: V, S,

Casting Time: 1

Saving Throw: None

When this spell is cast, the caster emits a hideous piercing shriek as his blood is filled with the vigor and potency of the Bull God. Blood runs from his eyes and mouth and it is impossible for him to do anything but shriek prayers exalting the Bull God (this makes spellcasting impossible for the duration of the spell). The spell provides a +1 to all attack rolls as well as a surge of strength for attempting activities based on physical strength (bend bars/lift gates, open doors, etc.) and chances are rolled as if the caster had one higher point in strength. The spell becomes more powerful as his caster level increases. Levels

1-3 is +1, 4-6 is +2, 7-9 +3, till 10-13 +4 for its maximum.

Curse of Sanguine Castigation

Caster/Level (Sphere): Priest/1 (Combat)

Range: 30 feet

Duration: instantaneous

Effective Area: Individual

Components: V, S,

Casting Time: 1

Saving Throw: Half

Pointing his finger and chanting the forbidden word of 'Tzil,' the caster boils the blood of the infidel. The target of the caster's wrath takes 1d8 damage plus wisdom bonus (if any). Half damage occurs if the target makes a successful saving throw versus spells. The caster must have both hands and legs free as the somatic components of this enchantment are quite intense.

Level 2

The Serpentine Conjuraction

Caster/Level (Sphere): Priest/2 (Necromancy/Conjuraction)

Range: 5 yards/level

Duration: 1 round +1 round per lvl.

Effective Area: Corpse, special

Components: V, S, M

Casting Time: 1

Saving Throw: Special

This spell requires a fresh corpse (1 day/level of the caster) or pint of blood to work. The caster animates the blood into a viper-like shape to attack the target of his choosing. It erupts from the chosen corpse or dying creature in a putrescent explosion and leaps at the target.

The viper's bite is toxic those who roll a successful save versus poison take only ½ damage. The bite also has 1% chance per point of damage of causing Hemophilia. The viper is connected to the corpse or blood source by its serpentine body. It can strike targets in a radius around the body of up to 2 feet per level of the caster.

The caster may designate nearby undead as material components, provided they still have blood and are no older than 1 day/level of the caster. Intelligent undead get a saving throw. The Blood viper has the following profile:

Caster Level	AC	HP	Dmg.
1-4	3	1d4,+1 /lvl	1d4+1/ lvl
5-6	2	2d4,+1 /lvl	2d4+1/ lvl
7-8	0	2d4,+2 /lvl	2d4+2/ lvl
9-11	-1	3d4,+2 /lvl	2d4+2/ lvl
12-13	-2	3d4,+2 /lvl	3d4+2/ lvl
14+	-3	4d4,+3 /lvl	4d4+2/ lvl

Level 3

Blood Puppet

Caster/Level (Sphere): Priest/3 (Combat)

Range: 60 feet

Duration: 1 round per level

Effective Area: 1 target

Components: V, S, M

Casting Time: 5

Saving Throw: Neg.

The caster targets a humanoid creature (7' tall and below) and controls their blood unless they make a saving throw vs spell at -2. Controlling the blood inside the creature allows the caster to control their movements, but the caster must devote his full concentration to the process. The caster may direct the target to attack other creatures but the target gets a -2 to all Attack Rolls. The target may only perform actions the caster himself would be capable of (i.e. no spellcasting or special abilities). If the target is simply left immobile, the caster may perform other actions for the round (though spellcasting breaks the spell).

APPENDIX II: NEW MONSTERS

Obsidian Serpent

Climate/Terrain: Obsidian Obelisks/Deserted ruins

Frequency: Unique

Number Appearing: 1

Organization: Individual

Activity Cycle: Any

Intelligence: Animal

Treasure: N/A

Alignment: Neutral

Armor Class: 3

Movement: 12

Hit Dice: 7

THACO: 13

Attack: 2 (bite 2d10, tail 1d8 + poison)

Saving Throws: As 7th level Fighter

Special Traits: Swallow whole, double damage from crushing weapons, immune to fire and cold attacks.

Magic Resistance: 25%

Size: G (25' long)

Morale: 16

Experience: 4,000

Obsidian serpents are hideous monsters of living obsidian. Obsidian serpents are the guardians of the Obelisk that Thirsts, formed of its substance and imbued with its power. Though it devours the living and the dead alike, it requires no sustenance but the eldritch radiance given off by its creator.



The obsidian serpent grows constantly. Once it reaches 25' feet in length, it buds off a part of its mass to eventually hatch into a new obsidian serpent.

Combat: The bite of the obsidian serpent inflicts 2d10 damage. In open areas, the serpent can whip its tail around with deadly accuracy, inflicting 1d8 damage on a successful hit and injecting a poison that gradually transforms the victim into living obsidian. A successful saving throw vs petrification means the target is only slowed, a failed save means the poison has set in and unless the target receives a Dispel Magic, Stone to Flesh or Polymorph spell within 24 hours, the victim turns into an obsidian statue. The target remains slowed until cured.

On a natural 20, the obsidian serpent swallows its target. The victim suffers 3d6 damage each round from the razor sharp ridges inside the creature's hollow interior. Swallowed victims may attempt to cut their way out with small weapons (daggers, etc.) suffering a -2 to hit, and succeeding after they inflict a total of 7 damage.

Obsidian serpents are immune to fire and cold based attacks and take double damage from blunt weapons.

Obsidian Skeleton

Climate/Terrain: Near Obsidian Obelisks

Frequency: Very Rare

Number Appearing: 2d10

Organization: None

Activity Cycle: Any

Intelligence: 0

Treasure: None

Alignment: Neutral

Armor Class: 3

Movement: 12

Hit Dice: 2

THACO: 19

Attack: 1 (by weapon)

Saving Throws: Fighter 2

Special Traits: Half damage from slashing and piercing weapons, spell immunities, double damage from crushing weapons. Immune to turning and fire.

Magic Resistance: 25%

Size: M

Morale: 16

Experience: 120



Obsidian skeletons are the slaves and soldiers of the Obelisk that thirsts, the embodiment of its will. They resemble normal skeletons, albeit entirely composed of obsidian.

Combat: Obsidian skeletons are mindless and attack anything living that is near an obsidian obelisk. They are immune to *charm*, *fear*, *hold person*, and *sleep* spells. They are also immune to holy water and fire and may not be turned. Their connection with the obelisk lends them 25% magic resistance.

Obsidian Lord

Climate/Terrain: obsidian obelisks

Frequency: Unique

Number Appearing: 1

Organization: Individual

Activity Cycle: Any

Intelligence: 13-15

Treasure: None

Alignment: Chaotic Evil

Armor Class: 2

Movement: 12

Hit Dice: varies

THACO: varies

Attack: 4 (3 claws 1d6, tail 1d10 + poison)

Saving Throws: varies with HD

Special Traits: Poison-3d6 damage, save for half. Eye beam (see below) and immune to fire and cold based attacks.

Magic Resistance: 35%

Size: L (11' tall)

Morale: 19

Experience: varies, dependent on HD,

Obsidian Lords are the lieutenants, councilors and assassins of the Obelisk that Thirsts. They are invested with a fearsome, alien intelligence and the endless lust for slaughter on par with that of their creator. Their snake-like body is covered with scales of thick obsidian, three arms end in wickedly sharp claws and their face is that of a horned dog with five red insectile eyes. A tail that ends in a sharp spear-like point hovers above their monstrous face, poised to strike with the force of an arbalest.

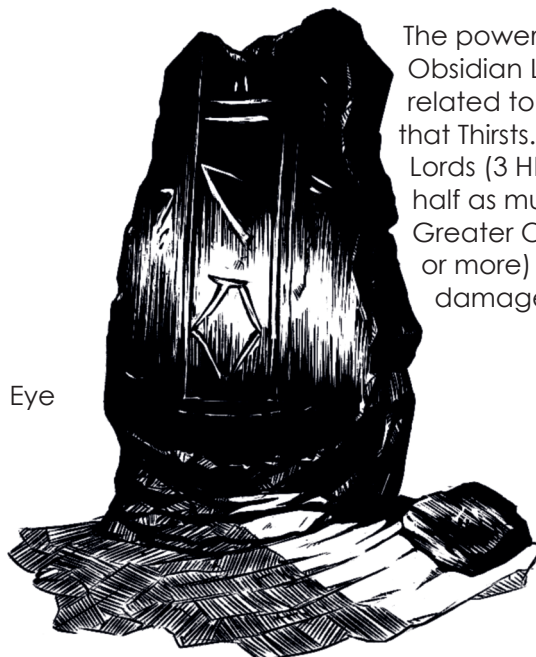
The Obsidian Lord's power is dependent on the power of the Obelisk that Thirsts; the more blood it has absorbed, the more powerful the Obsidian Lord can become.

Obsidian can be harvested from slain Obsidian Lords for weapons and armor.

Combat: Obsidian Lords are a terrifying combatant, attacking with their three claws (1d6 damage) and tail (1d10 + poison). The tail injects a poison that turns people into obsidian unless a saving throw vs poison is made. The first failed save means the target is *slowed*. A second failed save turns the target into a statue of obsidian. A *Polymorph*, *Stone to Flesh* or *Remove Curse* ends the first effect, only a *Stone to Flesh* spell will end the second.

Instead of an attack, the Obsidian Lord can fire a concentrated ray of negative energy from its five eyes. Anyone in the path of the midnight-black ray that fails to make a saving throw vs wands loses 1 experience level.

All Obsidian Lords are immune to fire, cold, take double damage from blunt weapons and can be turned as *vampires*.



The power and size of an Obsidian Lord is directly related to that of the Obelisk that Thirsts. Smaller Obsidian Lords (3 HD or less) may inflict half as much damage while Greater Obsidian Lords (10 HD or more) inflict double the damage listed.

APPENDIX III: NEW MAGIC ITEMS

Amulet of the Bull

This bull-headed brass amulet twists the alignment of the wearer to evil within 1 week and radiates evil if checked. A crack in the amulet suggests it had been damaged in the past and a bit of cord holds it together. When the command word is spoken, the wearer summons forth the skeleton of a minotaur from the Crimson Paradise itself, dripping with the blood of sacrifice. The creature performs the wearer's bidding for 1 turn 1/day, though it only follows orders that allow it to kill.

Red-boned Minotaur: AC 8, Move 12, HD 3, hp 24, THACO 17, Attack 2 (horns 1d8, bite 1d4), Size M, Morale 19, XP 175.

If destroyed, the minotaur can't be summoned for one week. If turned, the minotaur is dismissed back into the amulet. **XP** 1,500.

Blood of the Gorgon



This rose-red crystal vial holds magically enhanced gorgon's blood. Used in conjunction with a headdress, rod, or other appropriate trappings, the blood is painted on one's face. In 1d4 rounds, the user polymorphs into a minotaur, gaining all of its abilities (and healing 2d8 hp). Each use of the **Blood of the Gorgon** has a 10% cumulative chance of infecting the user with an odd sort of lycanthropy, turning them into a minotaur permanently. The user shape-shifts back to their original race only on the night of a full moon. A *Remove Curse* cast by a cleric of at least 12th level rids the target of the curse. Any 5th level wizard with the secret behind the **Blood of the Gorgon** can create a new dose, which requires only 500 gp worth of rare herbs and a pint of gorgon's blood.

Note: Without a headdress, rod, or other symbol portraying a bull or minotaur, the **Blood of the Gorgon** has no effect. **XP** 1,000.

Conqueror's Barricade

The **Conqueror's Barricade** shield is a gleaming golden disk etched with the faint outline of a sun. The inside straps are embroidered with golden runes of warding and victory. For all intents and purposes, it acts as a **Shield +1**. On command, the shield radiates a soft golden hue in a 10' radius. The true power of the shield is apparent during battle. Three times per day, the wielder may transfer the +1 of the shield to their weapon for one round. A normal weapon would hit and damage as a +1 weapon while the shield loses its magical AC bonus for the round. This works even if the weapon is already magical. **XP** 600.

Corvey's Feather

With only a silver stem to make it stand out from others, this bright red feather from a couatl has the power to conjure forth a pile of feathers, suitable for a bed. The effect lasts for 12 hours (or canceled beforehand) before returning to a single feather. The folktale of the halfling hero Corvey, who always missed the comforts of home, is well known among any community of halflings. Corvey possessed several items to make his adventuring life as comfortable as possible. Unfortunately, with his demise in bed at the age of one-hundred forty, his possessions were split up among his many greedy relatives and eventually scattered across the realm. Other items of note were said to include a spoon, a mug, boots, a belt buckle, a walking stick and a stuffed parrot. Whoever could possess all items would be sheltered entirely from the many hardships of the adventuring life, finally able to adventure in comfort. **XP** 200.



Serpent's Fangs

Appearing as nothing less than the rune-carved fangs of a giant cobra or other such venomous serpent, the **Serpent's Fangs** are coveted by assassins and serpent worshippers alike. In order for the fangs to be effective, the wearer must first remove two of their own cuspids and place the fangs in their mouth. They bond with the wearer in five minutes and may be removed in the same amount of time. In lieu of a normal attack, the wearer may make a bite attack with the fangs, inflicting a single point of damage and requiring the target to roll a saving throw vs poison or be paralyzed for 1 turn. Other versions of the Fangs, with different types of venom, are said to exist. Those using the Fangs or known to have them in their possession are shunned by others as an agent of evil. **XP** 250.

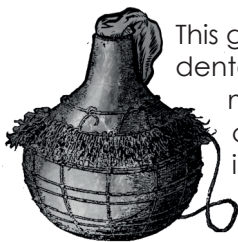
Gharoom

Gharoom is a golden helmet of superb craftsmanship and terrible aspect. The eyes emit a red glow and allow infravision to 90 feet. The helmet is the vessel for the evil spirit Gharoom, said to be one of the dreaded Seven, elite champions of the Dread Emperor Morvas.

The helmet attempts to possess whoever puts it on. A successful saving throw versus death at -4 is required to avoid this effect.

Gharoom revels in fighting, mutilation and the lamentations of his enemies. Those so possessed chop off body parts, howl in victory, and continue to mutilate enemy corpses long after they are dead. The helmet has the ability to speak through its wearer: orc, hobgoblin, goblin, gnoll, and bugbear. **Gharoom** provides a +1 to all attack rolls when fighting elves and dwarves. Finally, **Gharoom** increases the strength ability of the wearer by 1 while worn. A *Remove Curse* or *Dispel Evil* ends the possession, allowing the wearer to take off Gharoom. **XP** 2,500.

Gourd of the Old Blood



This gourd is plain and dented but still manages to contain the liquid inside safely, throughout long ages. It is rumored that the **Gourd of**

the Old Blood still holds the blood from the first of the Red Prophets, Red Kravak. Said to have been imbued with the power of the Bull God himself, the blood still retains much of its ancient potency, and whomever imbibes this foul concoction is granted the powers of Red Kravak himself.

The imbiber of the **Old Blood** immediately and forever hears the heart beats of any living thing within a 10 foot radius. This ability reduces the possibility of surprise or sneak attack on the imbiber by half. In large groups of people (10 or more), there is a 10% chance that the sound of their combined heartbeats causes madness, and the imbiber must make a saving throw vs spell or act as though *confused* until he is removed at least 30 feet from the crowd.

Once per day, the imbiber may work themselves up in a berserker rage and gain the benefits of +2 to all attack and damage rolls with melee weapons, but a -2 to AC and all saving throws. In addition, the imbiber may continue to fight even if reduced to their negative constitution score in hp before succumbing to wounds. The rage lasts until there are no living creatures within eyesight, or until the Berserker successfully breaks it off. The rage may be ended voluntarily with a wisdom check, though the Berserker only gets three tries. The second and third attempt get a -2 and a -4 to the test respectively, and attempting to break off the rage takes a full round. These abilities are all permanent unless removed by a *Dispel Evil* of 12th level casting or a

Wish. There is enough blood in the gourd for one dose. **XP 1,000.**

Hand of the Keeper

Some infinitesimal fragment of the Keeper's Power yet dwells within the Gauntlet. An un-living flaw in the very fabric of the multiverse, the Keeper dwelt in the black gulfs between the stars and the darkest reaches of the Astral Plane, feeding on the names of travelers, until captured and bound by the sorceries of Zamora.

If worn, a fraction of the Keeper's insight is transferred to the caster. Pointing the Gauntlet at anyone immediately reveals his Name, place of birth and a single dark secret or flaw. This may be done 1/day. The Gauntlet radiates overpowering evil and the character counts as evil for the purpose of spells that work on alignment (*Protection from Evil*, *Holy Word* etc.). **XP 1,250.**



The Cloak of the Dauntless

An elaborate garment of ancient bone, gold and scarlet silk, woven by blinded mystics to put iron in the hearts of the degenerate mongrel emperors of long-lost Ki-Tai and Lang-Sum. Two gilded aurochs horns protrude from the shoulders of this majestic garment, projecting dread into the hearts of the wearer's enemies. The **Cloak of the Dauntless** renders the wearer immune to fear and fear-like effects. Once per day, by invoking the power of the cloak in the ancient language of Ki-Tai, the wearer may intimidate one target for six rounds, giving him a -2 on all attack rolls directed against the wearer. **XP 1,000.**



Naziron's Ingenious Instrument of Inescapable Imprisonment or "Anchor"

Most owners tired of this item's real name and shortened it to **"Anchor"**. **"Anchor"** appears as a onyx cube approximately the size of a six-sided dice. When a target is focused on and the command word spoken, **"Anchor"** increases in size and weight. The size never exceeds a 4 foot cube. Anchor attains up to 6x the weight of the target. An eyelet on top of the cube emerges for a chain to be attached. It's possible for **"Anchor"** to misjudge its target. For example, a human with a **Girdle of Giant Strength**, may still be able to move with **"Anchor"**. Anchor does not affect anything larger than 10 feet tall. Bards and sages believe there exists an unbreakable chain that is **"Anchor's"** companion called **Nazirion's Inventive Implement of Inexorable Impotency** or **"Chain"**. **XP 750.**

Saskrat

Saskrat is a 6" stone statue of a chameleon with its feet as its base. When its name is spoken, **Saskrat** animates and begins to move towards the closest potion bottle, beaker or even water/wineskin and climbs to the opening. It darts a long tongue into the potion and samples the liquid. Depending on the liquid, the lizard then color: sickly green for poison, red for harmful effect, pink for healing, blue for an alteration effect (i.e. **Potion of Gaseous Form**), yellow for a divination effect (i.e. **Potion of Treasure Seeking**), and no color for water, wine, or other alcoholic beverages. If attacked and slain while in its taste testing phase (AC 7, hp 4), the item is destroyed. **Saskrat** can be used three times per day. **XP 750.**

Starfall

Starfall is a two handed maul, forged of meteoric Iron. It acts as a **Maul +2**, which delivers 2d4+2 damage to small, medium, and large opponents. When used in combat, **Starfall** begins to emit a low humming noise and crackles with purplish energy on a successful hit. On command, **Starfall** may emit a purple 5' radius glow. Starfall is almost unknown to sages, but some believe it to be crafted from the same falling star that brought the Obelisk that Thirsts. **XP** 1,200.

Taegos

Taegos is a smooth, round gypsum stone. When its name is spoken, it heats itself and boils liquid up to 125° C in 6 rounds. It retains heat up to 1 hour before turning off, but can be used again immediately if desired. Despite its heat, it does not cause any fires, even if a burnable is placed upon it. Clever adventurers might be able to trick enemies into picking it up, in which case the effect is like that of a *heat metal* spell that ends the instant the stone is removed from one's person. **XP** 250.

Veindrinker

This cruelly serrated battle axe of dwarf-forged iron serves as a **Battle Axe +2**. The head of the axe is shaped like a dragon breathing flame, with the edge of the flame serving as the axe blade. Every successful hit upon a target heals the wielder 2 hp in addition to any damage. Targets slain become bloodless corpses. Once per week, Veindrinker must feed and drain a human-sized target of its blood or it loses its magical bonuses until it is restored. **XP** 1,200.



APPENDIX IV: MONSTERS and NPC's

Feral, covered in self-inflicted wounds, they gibber and shriek as they throw themselves onto your swords.

Cultists: AC 10, Move 12, 1st level Fighter, hp 9 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 35 ea. Each has 1d12 cp, and 1d4 sp. Usually naked or shredded clothing. Equipped with cruel daggers (50%), 1d6 darts (40%) or shortswords (10%).

Proud, with eyes made hard by killing. They jeer and curse at you as they advance. Should you fall, you know your death will not be quick.

Guards: AC 8, Move 12, 2nd level Fighter, hp 12 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 14, AL NE, XP 65. Each has 1d20 cp and 1d8 sp. Equipped with blood-spattered hides and leather armor. Equipped with a dagger and shortbow. Additional weapon Spear (30%), battle axe (30%), Short Sword (30%) or Two-handed Sword (10%)

They wear tattered robes embroidered with the hideous visage of the Bull God. Together with their shaven heads, a flowing network of scar tissue from hundreds of self-inflicted cuts gives them an almost inhuman aspect.

Acolytes: AC 9, Move 12, 1st level Cleric, hp 6 ea, THACO 20, Attack 1 (by weapon), Size M, Morale 13, AL NE, XP 65 ea. **Typical Spells:** Bless, Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, or The Quickening. Each has 1d20 cp, 1d6 sp, and 1d4 gp. Dressed in crimson robes. Equipped with Daggers (60%), short swords (30%) or Handaxes (10%).*

Priests: AC 5, Move 12, 3rd level Cleric, hp 18, 21, THACO 20, Attack 1 (hand axe 1d6), Size M, Morale 12, AL NE, XP 120 ea.

Spells:

Level 1: Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, or The Quickening

Level 2: Aid, The Serpentine Conjuraton

* = Clerics of the Bull Good may only use edged weaponry.

The Brazen image of the Bull God covers all of their face but unblinking, bloodshot eyes with pupils the size of pinpricks. The helmets transform their battle cries into metallic, inhuman roars.

Berserkers: AC 8 (7 w/ shield), Move 12, 3rd Level Fighter, hp 22 ea, THACO 17, Attack ½ (by weapon +1 to hit, +2 damage), Size M, Morale 20, AL NE, XP 175. Each has 1d20 cp, 1d8 sp, and 1d12 gp and equipped with horned helmet, bull's horn (bellows warnings). Weapons Two-handed Sword (40%), bastard sword (30%), or Battle Axe and Shield (AC 7).



War Dogs: AC 7, Move 15, HD 2, hp 15 ea, THACO 19, Attack 1 (bite 1d4+1), Size S, Morale 7, XP 65 ea.

An exotic man of almost godlike physicality, exuding both terrible bone-crushing strength and a feline grace. His eyes are deep waters in which men drown. His voice is penetrating, hypnotic and strangely cultured. He is either from a faraway continent, a different time or another world altogether. His skin is inked with dead tongues and incomprehensible curses. He cares nothing for the lives of his new people and would sacrifice them all to attain the Crimson Paradise. Though he is by no means a coward, Khazra prefers to let his followers do the fighting.

Khazra the Red Prophet: S 17, I 13 W 17 D 18 C 12 Ch 15, AC 4, Move 12, 6th level Cleric, hp 40, THACO 18, Attack 1 (**Veindrinker** 1d8+3), Size M, Morale 15, AL NE, XP 650. Items: **Veindrinker**, **Ring of Protection +2**, **Cloak of the Dauntless**, 20 pp, 50 gp, small emerald set in serrated butcher knife (120 gp).

Spells:

1st Level: Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, The Quickening

2nd Level: Heat Metal, Obscurement, Silence 15' Radius, The Serpentine Conjuraton

3rd Level: Blood Puppet, Pyrotechnics, Summon Insects

An emaciated ghoul of a man, his shifty eyes betray cunning, ambition and cowardice in equal measure. His unkempt hair is clotted with the blood of a hundred sacrifices and his teeth have been filed to a needle point. He is obsessed with revenge on the Red Prophet and his every waking moment is filled with thoughts of betrayal. He conspires in secret, sowing doubts, eroding loyalty, gathering supporters for when the time is right. He does anything to overthrow the Red Prophet, even if it means working with outsiders.

Luvag: S 8 I 15 W 14 D 16 C 17 Ch 13 AC 2, Move 12, 5th level Cleric, hp 34, THACO 19, Attack 1 (Scimitar 2d4-1), Size M, Morale 11, AL NE, XP 420. Items: **Bracers of Defense AC 4**, Scimitar, 14 pp, 45 gp and necklace of shrunken heads with gem-inlaid eye-sockets (500 gp).

Spells:

1st Level: Cure Light Wounds, Faerie Fire, Curse of Sanguine Castigation, Spear of Blood, The Quickening

2nd Level: Flame Blade, Heat Metal, Silence 15' Radius, The Serpentine Conjunction, Wyvern Watch

3rd Level: Summon Insects

This one is an enigma. His face is as bland as his garments. His robes never grow filthy even in the caverns. His eyes are empty, his smile reptilian, but he knows the hearts of men and can play a crowd like an extension of himself. His illusions are always subtly bland or off, as though part of the world is simply dead to him. His heartbeat quickens when the air fills with blood, though faith is alien to him. He knows, or suspects that there is something more to the slab, and he will find out what it is, seeking its power for his secret masters.

The Taskmaster: AC 7, Move 12, 5th level Illusionist, hp 17, THACO 19, Attack 1 (dagger 1d4), Size M, Morale 10, AL NE, XP 420. Possessions: "**Anchor**" (heavy cube), **Serpent's Fangs**. Permanently Immaculate white robes (worth 1000 gp to a wizard). Spellbook is smooth-polished black stone covered with interlocking grooves, forming arcane formulae (learning to read the spellbook takes 4 weeks of intense study).

Spells (memorized):

Level 1: Audible Glamour, Phantasmal Force, Wall of Fog, Ventriloquism

Level 2: Blindness, Mirror Image

Level 3: Spectral Force

Spells(in spellbook): 1st – Color Spray, Change Self. 2nd – Forget

A fanatic among fanatics. His eyes shine with the light of true faith and countless unspeakable acts. He towers over others by a head. He would die for the Bull God, and certainly kill for it.

Master of Rituals: AC 6, Move 12, 4th level Cleric, hp 22, THACO 18, Attack 1 (hand axe 1d6), Size M, Morale 16, AL NE, XP 420. Equipment: helmet made of a bull skull with horns, lacquered bone armor (AC 6) with several red feathers hanging from it, ceremonial cloak made of Crimson Tear flowers. **Amulet of the Bull.**

Note: always has one berserker with him at all times.

Spells:

Level 1: Cure Light Wounds, Curse, Curse of Sanguine Castigation, Sanctuary, Spear of Blood, The Quickening

Level 2: Hold Person, Silence 15' Radius, The Serpentine Conjunction

Champions

His fur is missing in places, replaced with scar tissue and old marks of branding. He looks tired but attacks with the ferocious energy of the desperate and the mad. Chieftain to a decimated tribe, Gorelaugh bides his time for an escape and revenge. He grasps any chance at an alliance but he is incapable of loyalty and the death of his tribe has driven him mad, thus he betrays the party at any sign of weakness. He is obsessed with killing Velan and mutters to himself (and others) about increasingly elaborate scenario's involving Velan's death.

Gorelaugh (Gnoll Chieftain): AC 3, Move 9, HD 4, hp 22 (30), THACO 17, Attack 1 (Halberd 1d10 +1) AL CE, Size L, Morale 8 XP 270. Equipped with halberd.

An old basilisk, with gaping holes where its eyes should be. No blood to be spilled from stone after all. The agony of its maiming has left it vicious and hateful, and it ends its miserable existence in an apocalyptic rampage if it is given the chance.

Drak (basilisk): AC 4, Movement 6, HD 6+1, hp 37, THACO 15, Attack 1 (bite 1d10), Size M, Morale 18, XP 700 (reduced for no petrification ability).

Something has changed this gentle creature into a blood-caked instrument of slaughter. Velan revels in bloodshed and brays deafeningly at the lives he takes. Piercing red light glares from the sockets of his smooth, featureless golden helmet. As long as Velan wears the helmet Gharoom, he is fearless and fights on until reduced to zero hit points. Should the helmet ever be removed, he goes mad with grief.

Velan the Centaur: AC 4, Move 18, HD 4 hp 32, THACO 17, Attack 3 (2 hooves 1d6+1 and spear 1-8+1), Size L, Morale 14, XP 175. Carries key to chest. Equipped with **Gharoom** (str increase, infravision, languages) and **Conqueror's Barricade** (shield +1).

Friendly NPC's

A surly plainsman, malnourished but unbroken. Prominent Crow tattoo on back. Though a reliable and courageous ally, Rhekka is overcome with hatred for the People of the Bull for their acts against his people and stops at nothing to ensure their destruction, urging on his allies to show no mercy even if they surrender.

Rhekka (male Human): S15 I13, W16, D15 C12 Ch14 AC9 Move12, 3rd level Cleric*, hp21, Attack1 (by weapon—prefers battle axe +1 to hit) Size M, Morale14, AL LG, XP120. **Spells:**

Level 1: Bless, Cure Light Wounds, Magical Stone, Remove Fear

Level 2: Flame Blade, Trip

A comely woman of the wild. Terrified of Khazra (immediate morale check). Wants to return to her grove as soon as possible but assists if pressed. Refuses to leave until the Great Steed Aeryon is freed.

Asaeris (female human): S13 I14 W17 D13 C13 Ch15 AC10 Move12, 2nd level Druid, hp10 (14), Attack1 (by weapon) Size M, Morale8, AL N, XP65.

Spells:

Level 1: Cure Light Wounds, Faerie Fire, Invisibility to Animals, Protection from Evil

Bald. Button nose. Mischievous eyes. Pathological prankster, insists on using comedic illusions even in the face of dire peril.

Oolbar (male gnome): S9 I17 W12 D17 C12 Ch10 AC7, Move6, 4th level Mage (Illusionist), hp7 (11), Attack1 (by weapon), Size S, Morale12, AL CG, XP175. Has stashed away **Corvey's Feather** and managed to hide it from his attackers.

Spells:

Level 1: Audible Glamer, Phantasmal Force, Ventriloquism

Level 2: Hypnotic Pattern, Mirror Image.

Weeks of grueling captivity have driven this man mad. Urges the party to lay waste to the People of the Bull but attempts to escape with their gold at the earliest opportunity. Refuses to co-operate with Rhekka, naming him a spy of the People of the Bull.

Skola (male human): S12 I15 W5 D16 C14 Ch9 AC8, Move12, 3rd level Thief, hp14, THACO19, Attack1 (by weapon), Size M, Morale5, AL CN, XP120. Skills: PP20%, OL60% FRT65% MS20% HS25% DN15% CW70% RL0%.



APPENDIX V: MONSTER 'CHEAT' SHEET

Area	Monster/NPC
Varies	Cultists: AC 10, Move 12, 1st level Fighter, hp 9 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 12, AL NE, XP 35 ea. Each has 1d12 cp, and 1d4 sp. Usually naked or shredded clothing. Equipped with cruel daggers (50%), 1d6 darts (40%) or short swords (10%).
Varies	Guards: AC 8, Move 12, 2 nd level Fighter, hp 12 ea, THACO 19, Attack 1 (by weapon), Size M, Morale 14, AL NE, XP 65. Each has 1d20 cp and 1d8 sp. Equipped with blood-spattered hides and leather armor. Equipped with a dagger and shortbow. Additional weapon Spear (30%), battle axe (30%), Short Sword (30%) or Two-handed Sword (10%).
Cultist Caverns / Varies	Acolytes: AC 9, Move 12, 1st level Cleric, hp 6 ea, THACO 20, Attack 1 (by weapon), Size M, Morale 13, AL NE, XP 65 ea. Typical Spells: <i>Bless, Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, or The Quickening.</i> Each has 1d20 cp, 1d6 sp, and 1d4 gp. Dressed in crimson robes. Equipped with Daggers (60%), short swords (30%) or Handaxes (10%).
Caverns of Blood	Priests: AC 5, Move 12, 3rd level Cleric, hp 18, 21, THACO 20, Attack 1 (hand axe 1d6), Size M, Morale 12, AL NE, XP 120 ea. Spells: <i>Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, or The Quickening; Level 2: Aid, The Serpentine Conjunction</i>
Varies	Berserkers: AC 8 (7 w/ shield), Move 12, 3 rd Level Fighter, hp 22 ea, THACO 17, Attack ½ (by weapon +1 to hit, +2 damage), Size M, Morale 20, AL NE, XP 175. Each has 1d20 cp, 1d8 sp, and 1d12 gp and equipped with horned helmet, bull's horn (bellows warnings). Weapons Two-handed Sword (40%), bastard sword (30%), or Battle Axe and Shield (AC 7).
3, Varies	War Dogs: AC 7, Move 15, HD 2, hp 15 ea, THACO 19, Attack 1 (bite 1d4+1), Size S, Morale 7, XP 65 ea.
9, 23, 26	Khazra the Red Prophet: S 17, I 13 W 17 D 18 C 12 Ch 15, AC 4, Move 12, 6 th level Cleric, hp 40, THACO 18, Attack 1 (Veindrinker 1d8+3), Size M, Morale 15, AL NE, XP 650. Items: Veindrinker, Ring of Protection +2, Cloak of the Dauntless , 20 pp, 50 gp, small emerald set in serrated butcher knife (120 gp). Spells: <i>Cause Fear, Cure Light Wounds, Curse of Sanguine Castigation, Spear of Blood, The Quickening; Level 2: Heat Metal, Obscurement, Silence 15' Radius, The Serpentine Conjunction; Level 3: Blood Puppet, Pyrotechnics, Summon Insects</i>
9, 21	Luvag: S 81 15 W 14 D 16 C 17 Ch 13 AC 2, Move 12, 5 th level Cleric, hp 34, THACO 19, Attack 1 (Scimitar 2d4-1), Size M, Morale 11, AL NE, XP 420. Items: Bracers of Defense AC 4 , Scimitar, 14 pp, 45 gp and necklace of shrunken heads with gem-inlaid eye-sockets (500 gp). Spells: <i>Cure Light Wounds, Faerie Fire, Curse of Sanguine Castigation, Spear of Blood, The Quickening; Level 2: Flame Blade, Heat Metal, Silence 15' Radius, The Serpentine Conjunction, Wyvern Watch; Level 3: Summon Insects</i>
9, 22	The Taskmaster: AC 7, Move 12, 5 th level Illusionist, hp 17, THACO 19, Attack 1 (dagger 1d4), Size M, Morale 10, AL NE, XP 420. Possessions: " Anchor " (heavy cube), Serpent's Fangs . Permanently Immaculate white robes (worth 1000 gp to a wizard). Spells: <i>Audible Glamer, Phantasmal Force, Wall of Fog, Ventriloquism; Level 2: Blindness, Mirror Image; Level 3: Spectral Force</i>
9, 20	Master of Rituals: AC 6, Move 12, 4 th level Cleric, hp 22, THACO 18, Attack 1 (hand axe 1d6), Size M, Morale 16, AL NE, XP 420. Amulet of the Bull. Spells: <i>Cure Light Wounds, Curse, Curse of Sanguine Castigation, Sanctuary, Spear of Blood, The Quickening; Level 2: Hold Person, Silence 15' Radius, The Serpentine Conjunction</i>
9, 11	Gorelaugh (Gnoll Chieftain): AC 3, Move 9, HD 4, hp 22 (30), THACO 17, Attack 1 (Halberd 1d10 +1) AL CE, Size L, Morale 8 XP 270. Equipped with halberd.
9, 12	"Drak" (basilisk): AC 4, Movement 6, HD 6+1, hp 37, THACO 15, Attack 1 (bite 1d10), Size M, Morale 18, XP 700 (reduced for no petrification ability).
9, 13	Velan the Centaur: AC 4, Move 18, HD 4 hp 32, THACO 17, Attack 3 (2 hooves 1d6+1 and spear 1-8+1), Size L, Morale 14, XP 175. Carries key to chest. Equipped with Gharoom (str increase, infravision, languages) and Conqueror's Barricade (shield +1).
Varies if summoned	Bull of Heaven: AC 5, Move 12, HD 8, hp 54, THACO 13, Attack: 2 (horns 2d8, trample 1d6 + special), Size L, Morale 8, XP 1,400. Special: Double damage on a charge. Breath weapon, 1/turn 30' cone of crimson mist (save vs death or all attacks against the affected are treated as a Sword of Wounding for the duration of 1 turn). +1 or greater weapons to hit. Immune to piercing damage, half from slashing. Takes half damage from fire attacks (save vs. spells for none) but double damage from lightning and cold. Goes berserk on a failed morale check. For purposes of special vulnerabilities, treat as water elemental.
Cage #2	Madman: AC 10, Move 12, HD 1, hp 5, THACO 20, Attack 1 (by weapon) Size M, Morale 5, XP 15. Won't leave Sir Chicken.
5	Slave Overseer (Ogre): AC 5, Move 9, HD 4+1, hp 30, THACO 17, Attack 1 (Slam 1d10 or by weapon +6), does double damage on a charge (using bull horns). Size: L, Morale 12, XP 175. Carries key to hanging cages in Area #4.
6	Brute (berserker): AC 5 (leather+dex), Move 12, 4 th level Fighter, hp 26, THACO 17, Attack ½ (whip 1d2 +3 to hit, +4 damage or handaxe 1d6 +3 to hit, +4 damage), Size M, Morale 15 AL CE XP 175. Special: The brute can trip, disarm or damage when using the whip. Roll vs strength (18/37) on a 20 sided dice to determine if tripped, roll vs. paralyzation to see if disarmed. Whip (15' reach) with ivory pommel (45 gp), handaxe, leather armor, pouch with 5 pp, 17 gp. Keys to chains in area #10.
6	Stableman (cultist): AC 8, Move 12, 2 nd level Fighter, hp 6 (10), THACO 19, Attack 1 (shortsword 1d6), Size M, Morale 12, AL NE, XP 65. Silver horse pin (10 gp).
6	Bull: AC 7, Move 15, HD 4, hp 28, THACO 17, Attack 2 (horns 1d6/1d6), Size L, Morale 8, XP 175. Special: Charge inflicts 3d4 damage plus 1d4 trample dmg.
7	Old Crone: 0-level, AC 10, hp 4; young boy AC 9, hp 5.
8	Gort the Eagle-Eyed (bugbear): AC 10, Move 3, HD 3+1, hp 1 (24), Attack 1 (by weapon, +2 to hit with bow), Size L, Morale 11, XP 120. 3/day, Gort can fire one arrow with a THACO of 3 if he takes three rounds to aim.
19	Red Kravak: AC 2, Move 9, HD 3, hp 22, THACO 17, Attack 2 ('hands of wounding' 1d6 and acts like Sword of Wounding), Size M, Morale 20, XP 420. When slain, the statue crumbles to dust.
29-32, 43	Obsidian Serpent: AC 3, Move 12, HD 7, hp 50, THACO 13, Attack 2 (bite 2d10, tail 1d8 + poison--2d6, save for half), Size H (25' Long), Morale 16, XP 3,000. Special: Swallow whole on a natural 20. Victim takes 3d6 damage per round from acid. Immune to fire attacks.

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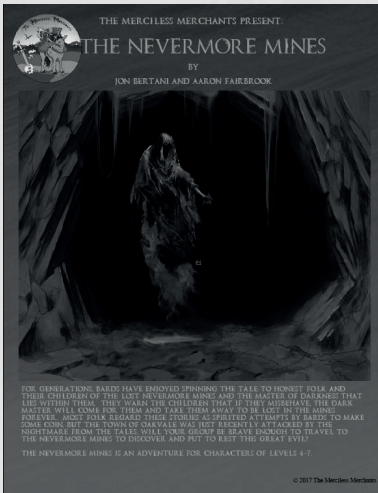
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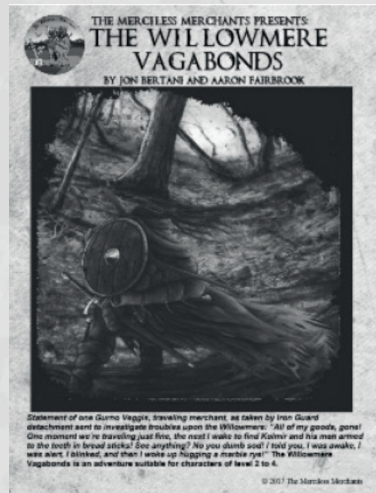
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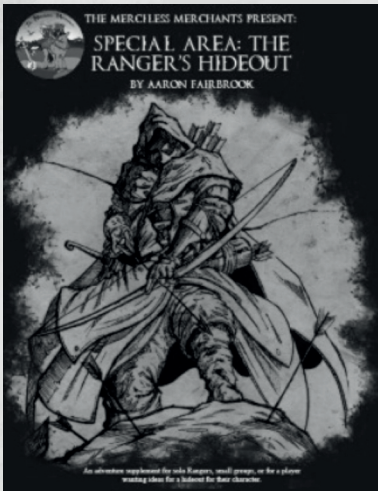


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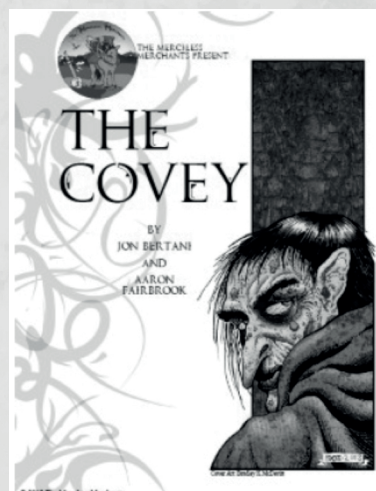
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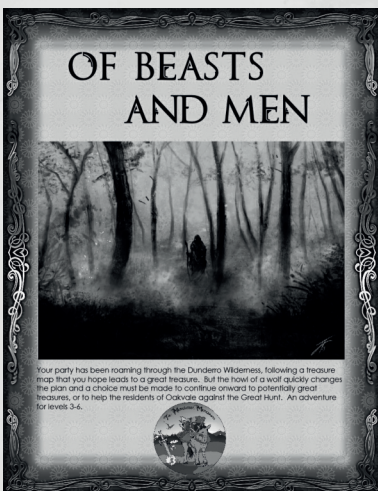


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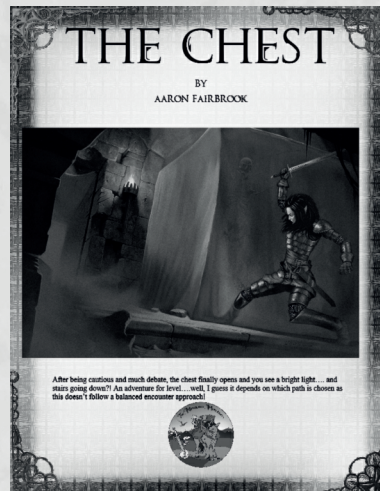
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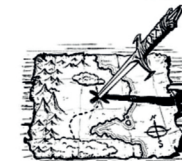
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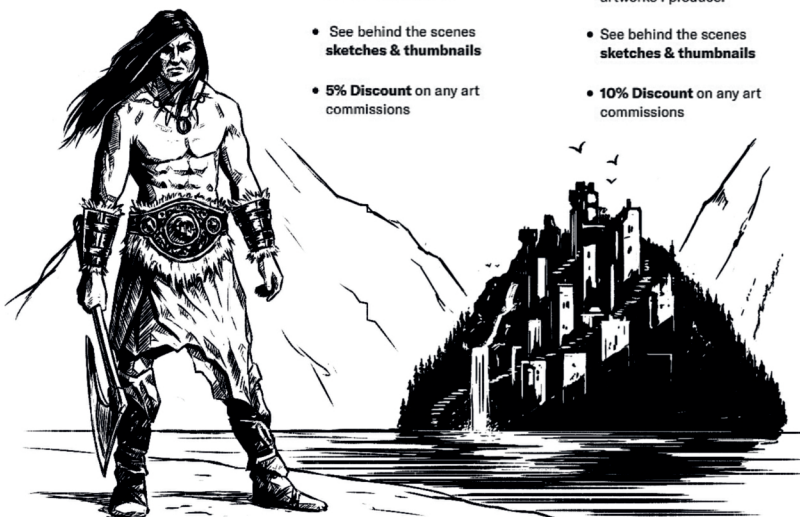
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