
DUNGEON
FULL OF
MONSTERS

Dungeon Full of Monsters

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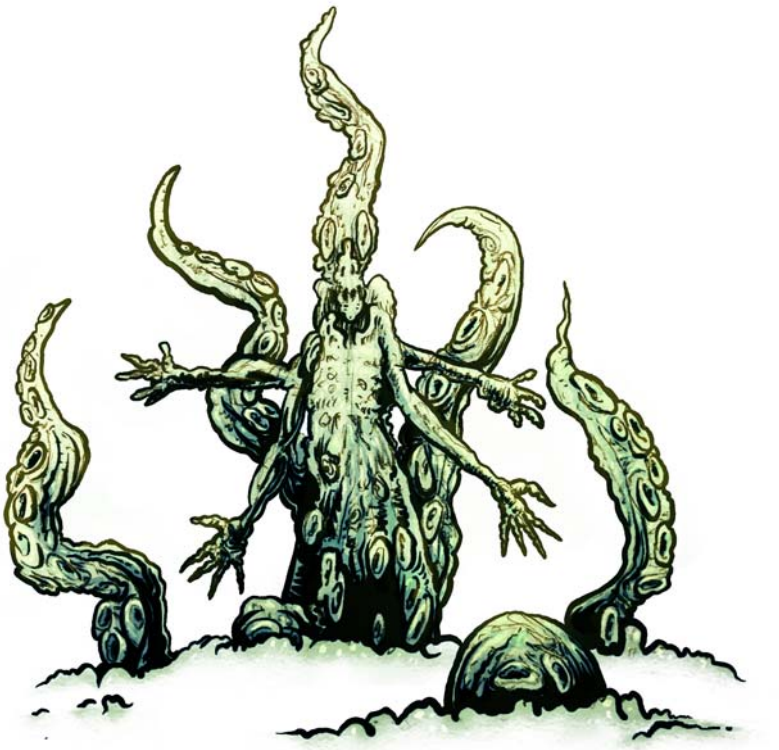
You can also use this book with *The Nightmares Underneath*, if you do the following:

- Assume that HD = Level, and that most monsters have Hit Die 1d8.
- Convert ability scores to attributes: Constitution = Health; Strength = Ferocity; Wisdom = Willpower. Creatures that are not alive have a Health score of 0. For saves that would be based on Constitution, use Ferocity instead of Health. For saves that would be based on force of will outside of social interactions, use Willpower instead of Charisma.
- Convert AC to Armour: Shield = 11; Leather = 13; Chain = 15; Plate = 17.
- Give spellcasting monsters random spells from an appropriate school, or use the nearest equivalent spells to those named in their descriptions. You can also invent magical effects as necessary.
- Ignore movement rate; use Speed instead, if necessary.
- Ignore Save type; use Level and attribute scores instead.
- Ignore Treasure Type and either give wandering monsters no treasure or use your own judgment.
- Instead of using nightmare creatures, use only the monsters in this book and award experience points for treasure recovered from anywhere in these dungeons. Assume that 1c is one cypher (instead of one "coin").

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INTRODUCTION



How to Use this Book

Dungeon Full of Monsters is a modular megadungeon. Instead of definitively mapping a gigantic subterranean environment, the first half of this book provides you with a large variety of individual dungeon sections, so you can either assemble them into the form you prefer most, or fit them together randomly. The second half of this book describes the various monsters that wander through these underground areas.

You can also use these modular dungeon areas on their own, or create small dungeons by combining a mere handful of them together. You will need to create more entrances in order to do so, as this book provides only three decent ways for adventurers to access the dungeon, some of which are more obvious than others.

This introduction contains three sections. The first explains how to manage the modular dungeon areas, how to randomly determine which one comes next in play, and which monsters can be encountered randomly on the different levels.

The second section explains the rules that are referenced within this book which differ from those in Labyrinth Lord, and describe how the stat blocks are laid out.

The third and final part of this introduction contains rumours and leads that can be discovered by would-be raiders of Skull Mountain. They function as background colour, things to search for when exploring the dungeon, and information that savvy adventurers can use to their advantage when dealing with the dungeon's inhabitants.



Skull Mountain

Nestled between the rough hills of the Black Peaks, Skull Mountain is an infamous and magical place. A monstrous necropolis of the ancient world lies beneath it, crushed by the gods. Hideous beings from a multitude of worlds flock to it, the dead rise from their graves within its confines, and cults wage war for control of it. This mountain, grinning down upon the world beneath it, is not just a mountain—it is also a dungeon full of monsters.

There are towns and villages nearby, between the rivers, forests, and plains. Some have been terrorized by more than one evil wizard over the centuries, but these days, people are most worried about wandering monsters. They seem to grow ever more common the closer one gets to Skull Mountain. It is up to you to describe those nearby settlements, peoples, and cultures. This book concerns itself only with the dungeon. However, it should be noted that the more remote Skull Mountain is, the harder it will be for your players to mount expeditions into it and have their characters survive.

Getting Into the Dungeon

There are three main entrances to the dungeon. The first and most obvious is the **Blue Gate** (page 40), which lies at the foot of the mountain. Everyone knows it grants access to the Monster King's necropolis beneath the ground—but only for those who can defeat the Blue Knight who stands guard, barring passage to all.

The Blue Knight is an extremely tough opponent, who whittles down the power of any party he fights, win or lose. Combined with the fact that the Blue Gate leads to Level 5 of the dungeon—the most dangerous section of all—this entrance should be attempted only by adventurers of high level or those who possess powerful magic.

On the top of the mountain, there is but a single built structure: **Harlan Blackhand's Tower** (page 101). A fearsome undead wizard known throughout the land for his bloodthirsty penchant for murder, Harlan Blackhand has not been seen for an oddly-long time. Even before he disappeared, he was behaving erratically. Perhaps his tower—which has been used by other wizards to enter the dungeons beneath Skull Mountain before—has been left unguarded?

Harlan Blackhand's Tower leads to Level 1 of the dungeon. Even though it is possible to encounter fairly dangerous enemies while passing through, it is still the best way for low-level characters to get inside.

The third entrance that dungeoneers might use is located where a flat, grassy stretch of land meets the mountain. **The Slugotaur Caves** (page 166) are mostly-hidden from far away, but can be found by those who carefully scout out the mountain and its environs. This is the primary way in and out for the various cultists and monsters who plague the surrounding areas.

The Slugotaur Caves are part of Level 3, which means they are a formidable challenge to even a large party of low-level adventurers, but far less costly or dangerous than trying to enter through the Blue Gate.

When the PCs first enter Skull Mountain by one of these three entrances, cross that entrance off the list.

Running the Dungeon

Because this dungeon is presented as a modular collection of areas, there is no "official" or proper way these areas fit together. You may combine them prior to running the game, but they are designed to be assembled randomly during play, so that no one knows the finished layout of the dungeon until it has been fully explored.

If you are running the game, keep your own map that will act as a master key, since the dungeon does not change once you have generated connections between different areas. If the players want to keep a map as well, that is their responsibility.

Levels

The dungeon areas have been divided into five different levels that correspond roughly to both how far beneath the surface they are, and how dangerous they are. Higher-level dungeons are more dangerous and further underground. Lower-level dungeons are closer to the surface and easier to explore without being killed.

PCs can enter Level 1, Level 3, and Level 5 from the outside, without needing to explore any part of the dungeon. The Blue Gate, Harlan Blackhand's Tower, and the Slugotaur Caves are fixed starting points, and each of them have a number of exits. Once the PCs enter one of those areas, you cross it off the list and begin to randomly determine which areas are connected to them.

Connecting Dungeon Areas

The normal procedure is to place new areas on the map—the master map key that the GM uses to keep track of the dungeon as it is created—in locations adjacent to wherever the PCs are exploring, starting with the three entrances.

When the PCs enter the Blue Gate for the first time, cross it off the list, roll 1d6 for each of its three exits (in any order you like), and count down the list of Level 5 dungeon areas, ignoring the Blue Gate, which is now crossed off. Whichever area you stop at is where that exit leads to. Note this on your map, cross that area off your list, and repeat for the remaining exits, skipping over any areas that are crossed off.

When the PCs enter Harlan Blackhand's Tower for the first time, cross it off the list, roll 1d6 for each of its three exits (in any order you like), and count down the list of Level 1 dungeon areas, ignoring Harlan Blackhand's Tower, which is now crossed off. Whichever area you stop at is where that exit leads to. Note this on your map, cross that area off your list, and repeat for each of the other exits, skipping over any areas that are crossed off.

When the PCs enter the Slugotaur Caves for the first time, cross it off the list, roll 1d6 for each of its five exits (in any order you like), and count down the list of Level 3 dungeon areas, ignoring the Slugotaur Caves, which is now crossed off. Whichever area you stop at is where that exit leads to. Note this on your map, cross that area off your list, and repeat for each of the other exits, skipping over any areas that are crossed off.

Whenever the PCs enter a new area, roll 1d6 for each passage leading out that does not already have a destination. Count down the list of areas for that dungeon's level, starting from the top, ignoring any areas that are crossed out. Whichever area you end on is where that passage leads to. Note this on your map, cross that area off your list, and repeat for each passage leading out.

If there are exits in the new area that lead to specific other areas, note these areas on your map as well. Most entrances and some exits do not dictate where they lead to, which means you must roll and count down that level's list of areas in order to find out. **If the PCs enter a new level in this manner,** determine where the new area's passageways lead by counting down the list as normal, but start from the area where the PCs entered the level from. If you count past the end of the list, loop back around to the beginning. This makes it is possible to discover one of the three main entrance from the inside.

If the PCs do not enter an area that you have placed on your map, do not roll to determine where its passages lead to. Wait until they have entered that area.

If you reach the end of a list and need to continue counting, the procedure is different for each of the levels. You might continue counting on a higher level, or loop back to the beginning of the same level's list. Consult the rules of the level you are on.

Entrances and Exits

Each area has one or more entrances or exits. Unless otherwise specified, when the PCs enter a new area, they do so via one of the entrances. They are not supposed to gain entrance to a new area through an exit unless they have been directed there by an exit in another area, or they are already inside Skull Mountain and have found one of the three areas that connect to the outside. Otherwise, there is no difference between entrances and exits.

Empty Passageways

Once an area has been placed on the map, any entrance or exit that does not lead to another area specifically is considered an open passageway. When you place an empty passageway on the map, it leads to one or more open passageways that you have on the map. This allows the areas already on your map to connect with each other. It is up to you to determine which open passageways an empty passageway leads to. Only you know what your map looks like, and every version of this dungeon will be different. Use your judgment.

These Are Not Random Tables

List entries for each of the five levels have not been numbered because you cross them off as you add them to the map. They do not function the way random tables normally do, and the order they are listed in is significant.

Level One

	Connects to:
Harlan Blackhand's Tower (entrance)	
Bone Catacombs	New Bone Monastery
A Curious Cabinet	
The Iridescent Lake	
The Looted Tomb	
Pillared Halls	
Ruined Sanctum	Mass Graves and Subterranean Sea
Empty Passageway (do not cross this entry off).	
The Yawning Gulf	Howling Caves
Prismatic Pools	
The Woodshed	Drakdagor's Basement
Empty Passageway (do not cross this entry off).	

Empty passageways on Level 1 are either dead ends or lead back to one or more open entrances or exits of areas previously discovered.

If you reach the end of Level 1, loop back to the beginning if Harlan Blackhand's Tower is not yet crossed out. If it is, continue counting on Level 2.

Random Encounters on Level One

Roll 1d6 and then 1d20 to determine wandering monsters:

1-3	Common Encounters		
1	1d6+1 Bloodworms.	**11**	3d6 Iridescent Globes.
2	2d6 Cone-Faced Marauder.	**12**	1 Man-Eating Mollusc.
3	Death Cultists.	**13**	1d8 Mutant Orcs.
4	1d8 Degenerate Reptiloids.	**14**	1d6+1 Myconians.
5	Dragon Cultists.	**15**	1 Optical Fungus
6	1d4 Feral Spiderman.	**16**	2d4 Pygmy Cave Trolls.
7	2d4 Fire Elf Soldiers.	**17**	1 Skinwearer.
8	1d6 Fungated Zombies.	**18**	1d6 Tongueworm Larvae.
9	1d6+1 Goblin Mercenaries.	**19**	1d4 Tongueworm Parasites.
10	1d4 Insane Bugbears.	**20**	Zombies.

Random Encounters continued...

4-5	Rare Encounters		
1	Level 2 encounter.	**11-12**	2d6 Death Cult Recruits.
2	Level 2 unique encounter.	**13**	1d4 Eye Fucker Soldiers.
3	Level 3 encounter.	**14**	1d4 Giant Tongueworms.
4	Level 4 encounter.	**15**	1d4 Golden Serpents.
5	1d6 Anamhedonic Ghosts.	**16**	Living Shadows.
6	1d6+1 Blubbering Manglers.	**17**	1d6 Rhinocorn Homunculi.
7-8	Chaos Cultists.	**18-19**	1d6 Skinwearers.
9-10	1d8+1 Clay Golems.	**20**	1 Tormented Mass.

6	Unique Encounters
1	An adventurer infected by the bluish multitudes.
2	1d8 adventurers exploring the dungeon, looking for loot.
3	A bag of drugs that was dropped in haste, by someone running away.
4	A campfire with a pot of stew boiling away, but no people nearby.
5	Clouds of hickory smoke engulf the whole area.
6	A dead person who looks just like one of the PCs.
7	A Frost Gnome that is lost and cannot find its way back to the frost flame.
8	A fresh pair of severed hands.
9	Giant, poisonous mushrooms growing from the walls.
10	Illusory piles of treasure that disappears after 1d6 turns.
11	An impeccably carved statue made of ice.
12	Klax Vellax, 2d6 Blubbering Manglers, and 1 Chaos Cult encounter.
13	A leg-hold trap, poorly hidden.
14	1d6 lepers who were kidnapped and left here in the dungeon.
15	A local child, lost in the dungeon.
16	A magic writing quill that never runs out of ink.
17	A pair of wizards engaged in an arcane duel.
18	A swarm of ants dragging a heavy gold ring (worth 20c).
19	Ragadrinn and 1d8+1 Death Cult Initiates.
20	Vartosh Malleon, hunting the death cult.

Replace unique encounters with astral gluttons, bluish multitudes, frost gnomes, puppet golems, or Snake Eyes if any of them begin wandering outside their areas; or with new encounters of your own design.

Level Two

	Connects to:
Empty Passageway (do not cross this entry off).	
The Yellow Smoke	Desolate Plain and Temple of Larrangkvog
Ebon Doorway	
Painted Caves	Slime Pits
Fungus Valley	Mushroom Lair
Mass Graves	Ruined Sanctum
Empty Passageway (do not cross this entry off).	
The Abandoned Temple	
The Citadel	
Howling Caves	Yawning Gulf
Drakdagor's Basement	Woodshed
Zombie Pits	
Empty Passageway (do not cross this entry off).	

Empty passageways on Level 2 are either dead ends or lead back to one or more open entrances or exits of areas previously discovered.

If you reach the end of Level 2, either count backwards or loop back to the beginning of Level 1.

Random Encounters on Level Two

Roll 1d6 and then 1d20 to determine wandering monsters:

1-3	Common Encounters		
1	2d4 Bugbears.	**11**	3d6 Iridescent Globes.
2	1d8+1 Clay Golems.	**12**	1d8 Mutant Orcs.
3	1 Cyclopean Sky Devil.	**13**	1d6+1 Myconians.
4	Death Cultists.	**14**	1 Optical Fungus.
5	1d8 Degenerate Reptiloids.	**15**	2d4 Pygmy Cave Trolls.
6	Dragon Cultists.	**16**	Reptiloid Parasites.
7	1d4 Eye Fucker Soldiers.	**17**	1d6 Skinwearers.
8	1d6+1 Eyeball Syndicate Arachnoids.	**18**	1d4 Tongueworm Parasites.
9	2d4 Fire Elf Soldiers.	**19**	1d8 Zealots of Chaos.
10	1d8 Hippareion Mutants.	**20**	Zombies.

Random Encounters continued...

4-5	Rare Encounters		
1	Level 1 encounter.	**10-11**	1d4+1 Golden Serpents.
2	Level 1 unique encounter.	**12**	1d6+1 Green Witches.
3	Level 3 encounter.	**13**	Living Shadows.
4	Level 4 encounter.	**14-15**	3d6 Myconians.
5-6	Chaos Cultists.	**16**	1 Purple Cloud.
7	1d3+1 Dragon Cult Berserkers.	**17-18**	1d4 Reptiloid Sorcerers.
8	1 Eye Fucker Ward Boss.	**19**	1d6 Rhinocorn Homunculi.
9	1d6 Giant Tongueworms.	**20**	2d6 Tongueworm Larvae.

6	Unique Encounters
1	The Abbess of the New Bone Monastery and 2d8 Nuns of the Bone Goddess.
2	1d8 adventurers, carrying a wounded comrade, looking for an exit.
3	Aleändro Carvayano, 2d6 Anamhedonic Ghosts, and 1 death cult encounter.
4	1 Astral Glutton.
5	The Blackbone Abbess and 2d6 Blackbone Nuns.
6	Confidential papers belonging to a random faction.
7	1 Drow Queen.
8	A foreign magic-user, possessed by a demon, skulking in the darkness.
9	The Frost Giant and 1d8 Frost Gnomes.
10	The Giant Golden Hand.
11	The Giant Golden Head.
12	1 Incarnation of Lepravosia.
13	Mbazi the Moonless Night, 1d6 Ghost Bleeders, and 2d6 Bleeding Men.
14	1d4+1 monsters fighting each other in a frenzied brawl.
15	A pair of monsters duelling each other, oblivious to anything else.
16	A piece of treasure worth 1d10 × 100c at the end of a trail of blood.
17	Qasim Abbariyid and 2d10 Red-Robed Dragon Cultists.
18	Rafa Serpesso, Suella the Snake, and 1 dragon cult encounter.
19	A random monster is found dead.
20	Zebbagrulom and 1d4 Eye Fucker Soldiers.

Replace unique encounters with astral gluttons, bluish multitudes, frost gnomes, puppet golems, or Snake Eyes if any of them begin wandering outside their areas; or with new encounters of your own design.

Level Three

	Connects to:
Slugotaur Caves (entrance)	Mushroom Lair and Temple of Chaos
Cavern of the Clay God	
The Dragonfort	
The Mushroom Lair	Old Mine and Slugotaur Caves
Slime Pits	Painted Caves
Temple of Larrankvog	Yellow Smoke
Unicorn Burial Ground	
Empty Passageway (do not cross this entry off).	
Reliquary of the Saints	Forbidden Temple
Death Caves	Temple of the Death Gods
The New Bone Monastery	Bone Catacombs and Subterranean Sea
Empty Passageway (do not cross this entry off).	

Empty passageways on Level 3 are either dead ends or lead back to one or more open entrances or exits of areas previously discovered on Levels 2, 3, or 4.

If you reach the end of Level 3, loop back to the beginning if the Slugotaur Caves are not crossed off, or roll 1d6 to determine where to go next if they are:

1-3	Continue counting on Level 2 to find the next dungeon area.
4-5	Continue counting on Level 4 to find the next dungeon area.
6	Loop back to the beginning of Level 3 to find the next dungeon area.

Random Encounters on Level Three

Roll 1d20 to determine wandering monsters:

1	Level 1 encounter.	**11-12**	Chaos Cultists.
2	Level 2 encounter.	**13**	1d8+1 Clay Golems.
3	Level 2 unique encounter.	**14**	Death Cultists.
4	Level 4 encounter.	**15**	Dragon Cultists.
5	Level 5 encounter.	**16**	1d4 Feral Spidermen.
6	1d6 Bleeding Man Scouts.	**17**	2d4 Fire Elf Soldiers.
7-8	1d4 Blind Cave Haunters.	**18**	Hippareiones.
9	1d6+1 Blubbering Manglers.	**19**	Reptiloid Parasites.
10	2d4 Bugbears	**20**	Zombies.

Level Four

	Connects to:
Empty Passageway (do not cross this entry off).	
Gallery Space	
Pit of Mold	
The Old Mine	Mushroom Lair
The Frost Flame	
The Monster Throne	
Empty Passageway (do not cross this entry off).	
The Forbidden Temple	Reliquary of the Saints
The Shrine of Many Hands	Halls of Madness and Iocacea
Temple of the Death Gods	Death Caves and the Vault
The Vault	Temple of the Death Gods
Witch Garden	
Empty Passageway (do not cross this entry off).	

Empty passageways on Level 4 are either dead ends or lead back to one or more open entrances or exits of areas previously discovered on Level 3, Level 4, or Level 5.

If you reach the end of Level 4, either count backwards or loop back to Level 3.

Random Encounters on Level Four

Roll 1d6 and 1d12 to determine wandering monsters:

1-4	Common Encounters	5-6	Rare Encounters
1	Level 1 encounter.	**1**	1d8 Blackbone Nuns.
2	Level 2 encounter.	**2**	1d6 Bleeding Men.
3	Level 3 encounter.	**3**	2d4 Fire Elf Soldiers.
4	Chaos Cultists.	**4**	1d8 Flagellant Nuns.
5	Death Cultists.	**5**	1d8 Greater Clay Golems.
6	1d4 Feral Spidermen.	**6**	1d6+1 Green Witch Leaders.
7	1d8 Greater Bugbears.	**7**	1d8 Nuns of the Bone Goddess.
8	1d6+1 Green Witches.	**8**	1d6 Rhinocorn Wraiths.
9	Living Shadows.	**9**	1d6 Suckering Worms.
10	1d4 Reptiloid Sorcerers.	**10**	1 Tormented Mass.
11	1d4 Servants of Iocace.	**11**	Zombies.
12	Level 2 unique encounter.	**12**	Level 5 encounter.

Level Five

	Connects to:
The Blue Gate (entrance)	
Casino In	Casino Out
Casino Out	Casino In and Subterranean Sea
A Desolate Plain	Yellow Smoke
Halls of Madness	Shrine of Many Hands
Temple of Chaos	Slugotaur Caves
Tomb of the Possessed	
Empty Passageway (do not cross this entry off).	
Subterranean Sea (do not cross this entry off).	
The Blood Pool	
Throne of Chaos	
Empty Passageway (do not cross this entry off).	

Empty passageways on Level 5 are either dead ends or lead back to one or more open entrances or exits of areas previously discovered on Level 4 or Level 5.

If you reach the end of Level 5, loop back to the beginning of Level 5.

Random Encounters on Level Five

Roll 1d6 and 1d12 to determine wandering monsters:

1-4	Common Encounters	5-6	Rare Encounters
1	Level 1 unique encounter.	**1**	1 Avatar of Iocace.
2	Level 2 unique encounter.	**2**	1d8 Champions of Chaos.
3	Level 3 encounter.	**3**	1 Death Cult Pirate Captain.
4	Level 4 encounter.	**4**	1 Drow Queen.
5	1d6 Casino Syndicate Arachnoids.	**5**	1d8 Greater Bugbears.
6	Chaos Cultists.	**6**	Hippareiones.
7	Death Cultists.	**7**	1 Mass of Limbs.
8	1d4+1 Drow Necromancers.	**8**	3d8 Mutant Orcs.
9	1d6+1 Green Witch Leaders.	**9**	1d6 Rhinocorn Wraiths.
10	Living Shadows.	**10**	1 Spider Matriarch.
11	1d4 Reptiloid Sorcerers.	**11**	1d4 Syndicate Illuminati.
12	1d6 Suckering Worms.	**12**	1 Tentacle Man.

Advantage and Disadvantage

Instead of listing small numerical penalties, such as +1 or -2, for things that affect the PCs' rolls (for fighting, searching, etc), this books recommends advantage and disadvantage. The exact bonus or penalty each of these apply, and the exact method it is applied, is up to the individual GM.

Advantage

Having an advantage is a good thing. Advantage means you either roll an extra die and then remove the least favourable die result (keeping only the best dice), or you can apply a numerical bonus to die rolls where higher is better: +2 to +4 on a d20, +1 or +2 on 2d6 or 1d12, or +1 to a single d4, d6, d8, or d10. The opposite modifiers apply to rolls where lower is better.

Disadvantage

Being at a disadvantage is not a position you want to be in. Disadvantage means you either roll an extra die and then remove the most favourable die result (keeping only the worst dice), or you can apply a numerical penalty to die rolls where higher is better: -2 to -4 on a d20, -1 or -2 on 2d6 or 1d12, and -1 to a single die that is a d4, d6, d8, or d10. When rolling lower is better, similar numbers should be added to the roll, not subtracted from it.

Coins

Treasure values are given in "coins," which refers to the unit of experience points in your game. The value of "100c" (one hundred coins) is the same as 100xp, whether that is gold pieces, silver pieces, credits, or something more outlandish.

Monster Stat Blocks

Monsters have stat blocks that look like this:
Alignment, AC, HD, Morale, Move, Numbers, Save, Size, Speed, Surprise, Treasure.
Ch, Co, De, In, St, Wi.
Number and type of attacks per round (including damage).

- Immunities, vulnerabilities, and other special qualities.

Ability Scores

Monsters have been given ability scores in case you need them. Ability names have been abbreviated to the first two letters and listed in alphabetical order.

For monsters with the minds of animals, their Intelligence score represents their level of perception, not reasoning or knowledge. For unliving monsters such as the undead, their Constitution score represents their toughness, not health. Use these attribute scores as necessary, and assume that they can of course vary between individual monsters.

Alignment
Five alignments are used: chaotic, evil, good, lawful, and neutral. If you only need three, evil = chaotic and good = lawful. If you want nine, use your judgment.

Armour Class
Monsters have the same armour class as the type of armour listed here.

Hit Dice
Monsters are never given Hit Point scores. Roll their Hit Dice or choose a number.

Morale
Test an individual monster's morale when:
- It encounters something it is extremely vulnerable to.
- It suffers a terrible blow at the hands of an enemy.

Test the morale of a group of monsters when:
- Their side has been reduced by half (defeated, killed, or incapacitated).
- Their side takes its first fatality.
- They are confronted by an overwhelming threat.

To test morale, roll 2d6 and add the morale rating of the monsters (or their leader):

0-3	The monster(s) rout immediately, fleeing and scattering. They refuse to fight at all, even if cornered and captured.
4-6	The monster(s) lose their nerve and decide to retreat. If overwhelmed, they panic. Otherwise, they retreat carefully.
7-9	The monster(s) continue to fight if they have the advantage. If they are losing, outnumbered, or at a considerable disadvantage, they back off carefully and look for a better avenue of attack.
10+	The monster(s) cannot be deterred and will fight to the bitter end.

If you are using the normal morale rules, just add 7 to the modifier listed.

Move
The first number listed is how far the monster may move in one turn. The second number (in parentheses) is the number of feet a monster may move in one round.

Numbers
The first number listed is to be used for random encounters. The second number (in parentheses) indicates how many are found in a lair. Do not use the larger number for normal, randomly-generated wandering monster encounters.

Save

Monsters roll their saving throws the same as PCs of the class and level listed. C = Cleric, F = Fighter, M = Magic-User.

Size

Most pets are tiny. Dogs are small. Horses are large. Whales are huge. No size rating is given for monsters that are "medium sized," or roughly the same size as adult humans.

Speed

To determine initiative, each player rolls 2d6 and adds their Dexterity modifier. Rolling higher than a monster's Speed score means you act before them in initiative order. Rolling lower means the monster acts first. A tie means you act simultaneously. Roll once for each PC. Monsters always act in order of highest Speed score to lowest.

When the PCs are trying to catch or evade a monster, have them roll 2d6+7, and add their Dexterity modifiers. Then roll 2d6 for the monsters and add their Speed score. Whoever rolls higher achieves their objective, either catching up or escaping.

Surprise

When a party of PCs encounters a monster, or a group of monsters, test for surprise. Have the party's leader roll 2d6 and add their Intelligence modifier. Apply the surprise modifier of the monsters and consult the table:

0-6	The party is surprised and the monster(s) may attack them, observe them surreptitiously, or leave without engaging them.
7-9	Both groups become aware of each other at roughly the same time. Neither side has the advantage.
10+	The party surprises the monster(s). They can attack first, observe the monster(s) surreptitiously, or evade them without engaging.

If the PCs are being stealthier than adventurers normally are—i.e. not always waving torches around in the darkness and clomping through caves in heavy armour—give them an additional bonus: +1 for being quiet and using dim lights, +2 for being invisible, +2 for moving silently without a scent.

Treasure Type

Treasure type A through O (or VIII to XXII) is only ever found in the monster's lair. Treasure type P through V (or I to VII) is found on each individual monster. No type is listed if a monster eschews the hoarding of treasure.

Partners & Patrons

If the PCs need a reason other than greed to explore Skull Mountain, here are some:

The Church of Law

Although the mountain is a fairly provincial area, and there are no great cities nearby, still it is nominally watched over by the Church of Law, and the church is sworn to protect its flock. If the identities of either the chaos cult or the death cult become widely known, lawful priests will have to do something about it. They could hire the adventurers, or people like them, to investigate any malicious cult activities in and around Skull Mountain and either report back or take action on their own initiative.

Gang Wars

The caves and dungeon lairs beneath Skull Mountain are fiercely contested between a number of criminal organizations, chief among them being the **Casino Syndicate**, which is run by strange worms from another dimension; the various **cultists of the chaos gods**, both human and not; the notorious **death cult**, a unified conglomeration of death worshippers from around the known world; and the **Eyeball Syndicate**, a bunch of crude gangsters lead by some giant, floating eyeballs.

Yet there are others as well who wish to break in and seize territory for themselves. The **clay golems** and the **spider people** are both industriously constructing brand new gods for themselves, the **Myconians** eat brains to increase their power, and the **Fire Elves** seek to rid their lands of the monsters that spill out of Skull Mountain. All the while, many more creatures arrive here from other worlds, and what will happen beneath the mountain when the **puppet golems** escape from their prison? Or the **bluish multitudes** from theirs?

The Red Queen

The queen of the **Fire Elves** is willing to hire mercenaries to fight the monsters that keep attacking her people's lands, or even to accompany the raids her soldiers are making. See pages 278-279 for more information on the Fire Elves and their queen.

Slugotaurs

A boy from a nearby village, **Robart**, tells the PCs that slug-headed horse-men are hiding in a cave in the side of Skull Mountain. He is a teller of tall tales and so he cannot tell his own people about it—they will not believe him. But he thinks maybe the outsiders will rescue those who have been kidnapped.

Adults in the area can confirm that belligerent centaurs with inhuman heads have been attacking travellers and settlements in the area. They have probably hired more militiamen to protect them, if they have the coin. What else can they do? Perhaps a wealthier town will hire a band of adventurers to strike back against these monsters, and they will be able to sleep safely at night once more.

Some Wizard's Goblet

Along the frontier edges of civilization, where rich men carve out new empires from the amalgamated soil of chance, rumour, and blatant exploitation, the usual protections of lawful society do not apply. This is where Vartosh Malleon steps in, to remove problems in exchange for gold. When this is the only way, the cost is worth it.

Vartosh is searching for the Chalice of Shadows, a legendary magic item that was stolen from his employer. He has tracked it back to Skull Mountain, but is now uncertain as to how to proceed. For the chalice seems to be in the possession of none other than Aleändro Carvayano, a powerful necromancer and the leader of an immense, and immensely successful, criminal death cult.

Who did this death cult steal the chalice from? Vartosh will not name his employer, but research might reveal it. You could do worse than roll 1d10:

1	**Avandis**, a powerful boss in the Fomorian underworld.
2	**Duke Hollister XXII Chrysostomos**, a powerful noble who is obsessed with magic and the occult.
3	**Kinara Ferduzan**, called the "Red Duchess" for her cruel tyranny.
4	The living shadows of **Khazred Häül**, the flying stone head of destruction.
5	**Maggie Marlinspike**, a witch from the village of East Ditch.
6	**Reginald Front-de-Boeuf**, leader of the cult of the Horned God.
7	**The Swamp Witch** (who retrieved the chalice from the swamp).
8	An undead woman known only as "**the Lich Sorceress**."
9	**Winston**, a fellow vapour-addict and leader of a band of opportunistic thaumaturges who stole the chalice from someone else in the first place.
10	The wizard **Narriot Zorbal**, usually known as "Zorbal the Damned."

Vartosh Malleon 175xp

Lawful, AC Plate, HD 5, Morale +1, Move 90' (30'), Save F5, Speed 8, Surprise -1, Treasure Type U / VI. Ch 9, Co 18, De 16, In 10, St 20, Wi 13.

2 sword attacks per round (1d8+1 damage each), or **1 magical rifle attack** (1d6 damage, 300 yards range).

- Can hide and move silently as a thief in the wilderness.
- Immune to gas and vapour.

Vartosh is addicted to performance-enhancing vapours. He carries canisters and uses a mask to administer it, for when he's clean and sober, his physical ability scores are halved.



The Vault Heist

In the endless caves that snake beneath Skull Mountain, a secret war is being waged. The **death cultists** push inexorably on with their plan to destroy all other philosophies, and feed those who hold divergent ideas into the ravenous maws of their evil gods. If they are allowed to grow and flourish, every other cultist in the land will be forced to surrender to death—and from the perspective of the **dragon worshippers**, they appear to be winning this war.

But all is not yet lost. Indeed, the death cultists have numerous resources at their disposal, and one of the most important is their wealth. For humans are not the only creatures that lust after gold and shiny jewels—there are plenty of monsters whose aid can also be bought with such lucre. If wealth is to be hoarded, it must be hoarded somewhere, and the location of the **death cult's vault** full of valuables is a secret that has not been able to escape the cult of the dragon.

Suella the Snake is but a petty thief not well-liked in the human underworld because of her reptilian features, but the plan to raid the death cult's vault is her brainchild. **Rafa Serpesso**, a dragon dog trainer and loyal dragon worshipper, has been given command of the heist.

Day and night they toil, digging through the earth. Soon they will tunnel into the back of the vault, bypassing the hordes of undead creatures and cult necromancers that guard its entrance. If they do not work fast enough, someone will discover them—someone whose silence cannot be bought with death—and the plan will be ruined. Perhaps if the PCs prove loyal or useful enough to the dragon cult, they might be allowed to assist in this heist, and share in the profits. Or perhaps some dragon-worshippers have loose lips, and the PCs plan to finish the heist themselves?

Rafa Serpesso 175xp

Chaotic, AC Chain, HD 5, Morale +2, Move 120' (40'), Save C6, Speed 8, Surprise 0, Treasure Type U / VI. Ch 17, Co 16, De 13, In 10, St 14, Wi 12.

1 sword attack per round (1d8 damage) or **1 spell** (magic missile).

Rafa Serpesso is always accompanied by **1 or more dragon dogs**, and at least **1d6 green-robed dragon cultists**.

- Double damage from cold and frost-based attacks.
- Half damage from acid and lightning.
- Immune to poison.
- Rafa may cast Magic Missile up to three times per day.

Beneath his tough-guy exterior, Rafa is both a dreamer and loyal to a fault, but these two sides of his personality have been at war of late. He is a natural leader, but sometimes he wonders if maybe he's getting too ambitious to stay with the dragon cult…



Suella the Snake 75xp

Chaotic, AC Chain +1, HD 4, Morale 0, Move 120' (40'), Save F6, Speed 9, Surprise -2, Treasure Type U / VI. Ch 5, Co 14, De 17, In 13, St 7, Wi 13.

1 dagger attack per round (2d8 damage, **save vs. poison** for half) or **radiant eyes**.

- Double damage from cold and frost-based attacks.
- Half damage from acid, fire, and lightning.



Suella has all the abilities of a 6th level thief (including backstab), and a 1 in 3 chance of being able to shoot radiant beams from her eyes each round. They cause 1d10 damage to 1 target, and everyone looking in her direction must **save vs. spells** or be blinded for 1d6 rounds.

She is extremely flexible and can shed her skin like a snake. Suella cannot be bound by any mundane means.

Ymara's Collection

Always in need of new alchemies and ritual ingredients, this strange sorceress urges adventurers to descend into the depths of Skull Mountain and return with carcasses she can add to her collection. Ymara offers to pay 200c in gold for the corpse of a monster she has never seen before, or whose parts she has an urgent need for.

When a corpse is brought to her, if you roll its Hit Dice or lower on 1d6, it fits the bill and she pays for it. There is also a 1 in 6 chance she will pay the same adventurers for a second corpse if they can provide one.

Ymara the Sorceress 75xp

Evil, AC Leather, HD 4, Morale 0, Move 120' (40'), Save M8, Speed 9, Surprise 0, Treasure Type U + V (VI + VII in lair). Ch 14, Co 8, De 13, In 18, St 7, Wi 12.

1 weapon attack per round (1d6 damage) or **1 spell**.

- Double damage from necromancy.
- Half damage from mundane weapons and unarmed attacks.
- Immune to fire and lightning.



Ymara has the following spells memorized:

First Level: Detect Magic, Magic Missile, Read Languages, Sleep.

Second Level: Invisibility, Locate Object, Wizard Lock.

Third Level: Fireball, Lightning Bolt.

Fourth Level: Charm Monster, Wall of Fire.

Rumours of Riches

But if treasure is all it takes, here are some things adventures might want to hear. If you want to tell them one at random, roll 1d12 and count down the list.

Chaos Magic

Foul devotees of chaos have flocked to Skull Mountain in recent years, drawn no doubt by tales of the Monster King's reputed horde. The seers tell of dead gardens feasted on blood, of halls that echo with the cries of the insane, and of mirrors that reflect not what you are, but the doom you could be. Adventures beneath the mountain inevitably produce tales of rainbow-coloured waters infused with dark sorceries, of skins with no body that still cannot die, and of countless obscene idols. Clearly the fruits of chaos lie waiting to be plucked by one daring wizard or another.

A Dragon

What creature hoards gold more greedily than a dragon? And one has been spotted flying through the lands around Skull Mountain. Where else could it have its lair, but in some terrible, monster-ridden hellhole? If you seek its treasure, seek it there!

The Five Dead Kings

In all his conquests, the Monster King had five rivals he hated more than any other. When he defeated these five kings, he captured them, cursed them to live forever as undead monstrosities, then sealed them in mighty stone sarcophagi to be used as traps for his enemies.

The Flowered King ruled from a glass and iron castle full of magnificent gardens. His kingdom was known for never using stone, having made an oath to leave all stone within the ground. He was warned by the elves to prepare for war, but ignored them, thinking his sorcerers were more than a match for the Monster King. He was wrong.

The Jewelled King, whose greed knew no bounds and was surpassed by none, rose against the Monster King as soon as he could, in a bid for power and easy riches. Rumour has it that the Monster King stuffed his corpse full of his own gemstones before raising him from the dead and sealing him inside a tomb.

The Iron King, who despised all wealth and luxury, stood fast against the Monster King longer than anyone. When he was finally defeated, the Monster King burned the flesh all over his body with red-hot coins for 20 days and 20 nights before ending his life.

The Vampire King was first an ally of the Monster King, but then betrayed him. Some say this betrayal hurt more than anything else in the world, and for that reason, the Vampire King—whether he was truly undead before or not—lies waiting within his sarcophagus for unwise adventurers to set him free.

The Wolf King, terror of the north and dispenser of justice, was one of the loudest and staunchest enemies of the Monster King, and a true friend of lawful civilizations everywhere. But even justice cannot defeat war, and now this king, too, suffers from the curse of life-in-death.

Hessarach

Those who know sorcerers and wizards who regularly deal with divine figures have heard the rumours of a god beneath the mountain, and so have many others who only know such people peripherally, through a friend of a friend or some such. They have heard of a bird-headed deity surrounded by a pool of blood, who will take one's treasure—not grant it, but take it!—and bestow blessings and divine favours in exchange. Not everyone thinks this is a good deal, of course, for most adventurers are the worldly type of scoundrel, but those who deal in the arcane know that the favours of heaven can mean the difference between life and death inside a dungeon full of monsters.

Lepravosia

When the gods buried the Monster King's necropolis, they buried a thousand other things, too. They buried temples to evil monster gods, the tombs of people sacrificed to those gods, and even places that never even had any dealings with the Monster King at all, never mind actually being part of his city. Many of those buried places were, and still are, protected by Lepravosia.

Called the Devourer of Thieves, she once protected pantheistic temples all over the ancient world, where she was glorified in frescoes of man-eating hags in the West and stone statues resembling pagan fertility goddesses with the heads of eels in the East. For a small share of the tithes and sacrifices a temple received, Lepravosia would ensure that incarnations of her awful form appeared before thieves and consumed them, savaged them, or tore them limb from limb.

Some of those temples belong to gods that the world has long forgotten. Are they dead now? Do they lie upon the astral plane, dreaming of a future where humanity has rediscovered them? We do not know. But we can be sure that Lepravosia still protects those temples, for some who have braved the buried tunnels below Skull Mountain have seen her. And they have seen her rend the bodies of their comrades for daring to hope for riches. But this is not all bad news! For if Lepravosia still stands guard over these holy places, it means there is still treasure there, waiting to be ours.

Lord Valdegaian's Tomb

Deep within the bowels of the earth there lies the tomb of a lord who was once fabulously wealthy. He was said to have been buried laden with gold and jewels, in a casket made of diamonds, itself resting inside a gilded cage.

Astute research may discover that he was buried on his younger brother's instructions, and that this same brother was later beheaded for the crime of poisoning, in an entirely unrelated affair. Even more astute research may incline the researcher to think that this brother was even innocent of the crime!

Nevertheless, that was so very long ago, and the dungeoneers of today are nothing if not hungry for loot. It is said that he was buried on the exact spot where Skull Mountain is today, so his treasure must be there as well, hidden amidst the horrors of the underworld.

The Lost Riches of the Rhinocorns

"Long ago, a civilization of unicorns ruled far to the south. Rhinocorns, some people call them. They were destroyed by the Po empire, but that's not really important. Here's the thing, you see: they were rich. They had gold and jewels and magical implements, but their gigantic menagerie of lucre was looted, broken up, or scattered across the continents as the unicorns fled from their destruction. Anyway, long story short: there's rhinocorn treasure beneath Skull Mountain. Is it guarded? Who knows! There are monsters under there, to be sure, but they're not out here spending money, are they? It must be in there, still."

Magical Mines

"There is treasure in the earth, but not all of it in the form of riches lost to human hands. Veins of weird ores snake through the living rock, sparkling with magical power. Some were known to the ancient world but have since been forgotten, the magical arts they fuelled no longer practiced. Some are the worst kind of poison, but you might need that if you want to succeed at slaying monsters. Keep an eye on the exposed rock around you, and you might get lucky. And if you can get lucky, you can get rich, too, mark my words!"

The Oracle

Would you like to know your future before it happens? Do you need advice on the proper, or most profitable, course of action? If the official oracles are too expensive for you (and gods above, they probably are!), there is an oracle inside the mountain. It's free, if you can stand to brave the possibility of meeting terrible, man-eating monsters in the dark.

But this oracle is located in an area that's already been looted and picked through. Few monsters really go there, now. Other adventurers have been there already, and had their fortunes told. Some of them snicker behind their hands at you, but they'll still tell you roughly where to find it. They might laugh at you now (they won't laugh after you come back rich!), but at least everyone takes the rumours about this oracle seriously. Just go through the basement of **Harlan Blackhand's tower**, and it's not that long a journey. Past the **two winged goddesses** and the cave-in, there's a **hall full of laughing faces** on the walls, and then to the right is the room with the oracle in it. Take some **paper and water** with you, if you want to receive your fortune. Take some sharp steel with you, too, and maybe a few bottles of oil in case you need to light some bastard up. It's still dangerous in there, no matter what those adventurer types like to say.

Shrines of the Monster King

Though the buried necropolis below Skull Mountain is active once again, there is still no sign of the Monster King. And yet, he is worshipped, so they say. There are shrines dedicated to him throughout the caves, piled high with treasures and riches. It is said that when he was still alive, these shrines would even grant his followers spells and other powers. For more information about the **Monster King**, see page 231.

Snake Eyes

"There weren't always monsters haunting Skull Mountain. Back in the old days, it used to just be a big hill that sort of looked like a skull. These days, there's monsters all over it. They have some sort of cult up there, with demon worship, and human sacrifice! The whole lot, it's awful.

"This one adventurin' type, he told me how he got hisself kidnapped by them. They took him down to a cave at the very bottom of the mountain, and they left him there. It was huge, he said! And covered in smoke coming out of cracks in the floor. He saw so many terrible things down there, he said, but the worst of all of them was Snake Eyes. Some kind of flying head, wielding swords, with actual snakes instead of eyes! He managed to escape because he ran the fastest—everyone else he got kidnapped with was cut down.

"Or that's the tale he told, anyway. Can't rightly say if it were true or not, didn't see it myself. I saw some of those other fellers who was with him before he went up to the mountain, though, and then I never saw them again after, so I believe it. Listen, son. There's monsters up there, damn right, and they're killers, even if they don't feed people to the Snake Eyes."

The Treasures of Drakdagor

The tales of Drakdagor's sins are many and varied. If even a portion of them are true, he was truly a despicable man. He wore clothes made of human flesh. He threw hundreds of slaves into the ocean in an attempt to poison the mighty kraken. He was tricked into devouring his own children, but when the ruse was revealed, ate this meal with even greater gusto. He created a disease that turned his enemies into blobs of blue jelly that would merge together into one huge mass of bloodthirsty evil and violence.

Or so they say. But some things are true—the bodies inside the walls of his tower were discovered when it was demolished. The seals on the doors to the underworld below killed dozens of labourers. His notebooks detail vast inquiries into the limits of human suffering, but who can tell if they are fact or fiction? Wizards often create their own legends and brag about the accomplishments of others that they have decided to claim for themselves.

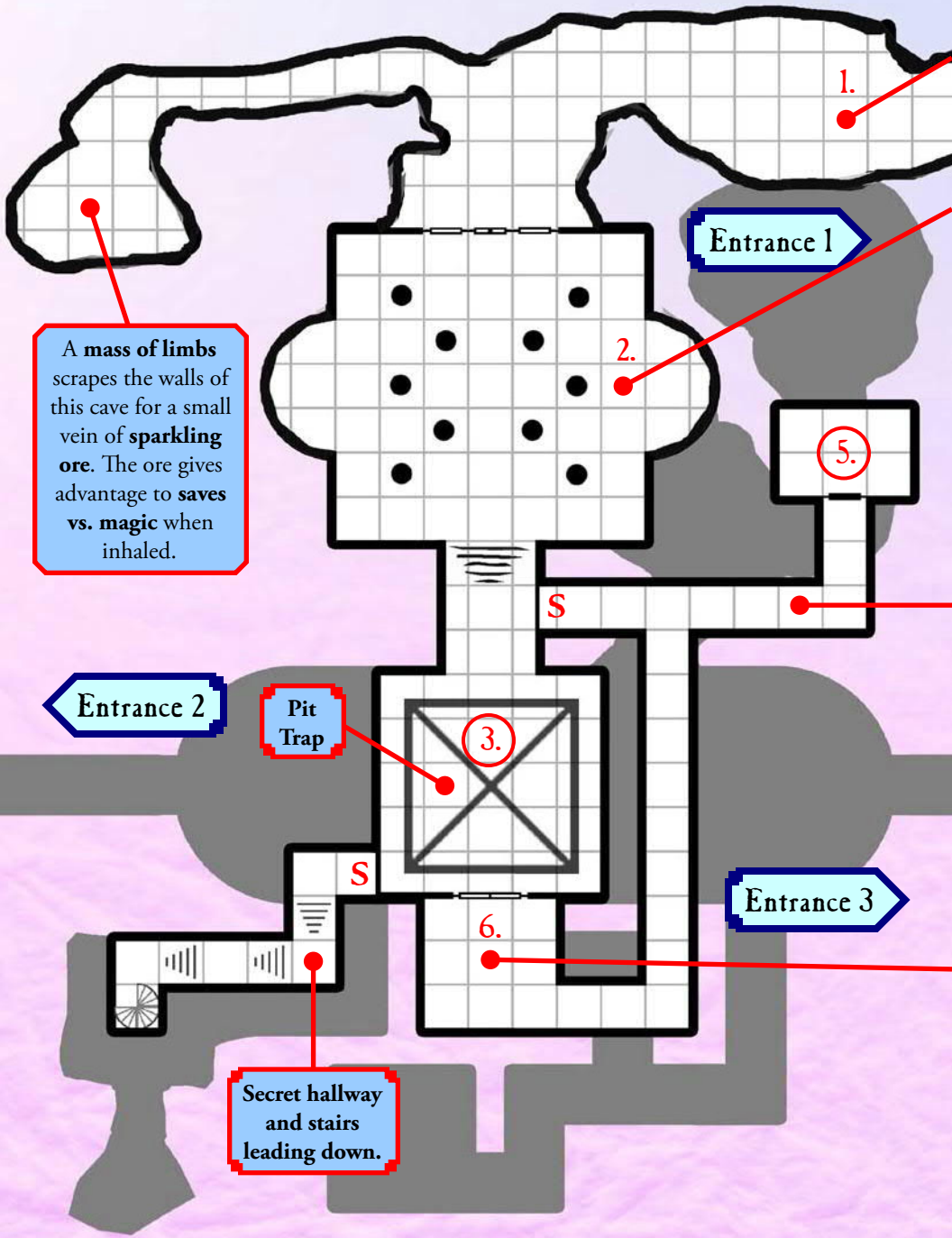
The tales of what treasures still remain in his subterranean stores are equally overwrought. He flaunted a **green jar** when the Leper King petitioned him to cure the plague ravaging the eastern half of his empire. Inside was a cure for both ailments. He kept a **phoenix egg** in his study, sealed in a cage of light, so he could read at night by it. He had a **magic sword** that could spit out any words ever spoken by those it had slain. He had **statues made of gold**, encrusted with jewels, said to have been looted from the tombs and temples of ancient sorcerer-priests, just like the one in Nairomia that belongs to the king. None of these have ever been found, nor have the **verdigris tablets** that contained his spells. Where else could they be but beneath the earth where his tower once stood? They are probably still locked away with the mummified remains of all the monsters he turned people into…




THE
DUNGEON

The Abandoned Temple

1 square = 5 feet



Entrances: If the passage leading here is a cave, use Entrance 1. If it is a built hallway, use Entrance 2 or Entrance 3, whichever is more convenient for your mapping.

1. Carved Cave

The space that leads to the three doors of the temple has been carved from stone. It was clearly once an outside area. There are **petrified trees** partially dug out. The **doors of the temple** were once made of iron-bound wood but are also petrified.

2. Worship Hall

This hall is empty. A **secret door** at the bottom of the stairs is camouflaged by tiles.

- Black and white tiled floors and walls.
- Defaced statues of forgotten gods.
- Doric columns.
- Smells like dust.
- Very high, fan vaulted ceiling.

3. Antechamber

If you know the proper prayers (which were forgotten by living creatures long ago), you can walk through this room without any trouble. **If you don't** (and *you don't*), the floor opens, you fall 60 feet into the lower halls (room 8), taking 4d6 damage (save vs. death for half), and then a stone statue of **Lepravosia**, summoned to this plane by magic, falls on top of one of you (save vs. petrification or take another 4d6 damage). Others nearby suffer 1d6 damage from flying shards of stone (save for half).

- Dust and debris in the corners.
- Very high, fan vaulted ceiling.

4. Secret Passageway

In the walls are **26 small niches**, each of which contains a small, **silver birdcage** that is worth 5c and contains a desiccated bird corpse. Every bird is a different species.

5. Small Secret Room

The door is made of iron and locked. If it is picked unsuccessfully, a **cloud of poison** emerges, causing 3d6 damage to the first person it touches, 2d6 damage to the second, and 1d6 to the third (save vs. poison for half).

Inside, the room is bare stone, carved with monstrous figures. Hidden behind a **secret panel** is **Dragonbutcher**, a magic *sword +1, +5 vs. dragons*. The wielder of Dragonbutcher takes half damage from dragons and other giant reptiles.

6. Treasure Room

The double doors are locked and have not been opened in hundreds of years. Inside is a hoard of gems and golden jewellery, laid out on several velvet-draped altars. There are about 20 pounds of **low-quality gems** here, worth 2,500c in total, and an additional 250 pounds (or more) of gems that are **worthless glass fakes**. It takes **at least 2 turns** to sort through all of them and remove only those that are valuable. None of the gold is real and the velvet cloth is rotten.

Laid between these riches are numerous coils of rope that transform into **5 bloodworms** when intruders touch any of the treasure (real or fake).

7. Left Entrance

The hallway is made of bloodstained red bricks and the ceiling is black from smoke. The half-dome ceiling is decorated with square panels, each one painted with a different monster saint (although many have worn off). The tiled floor features a large central mosaic of a chimera and several tiny mosaics of Lepravosia.

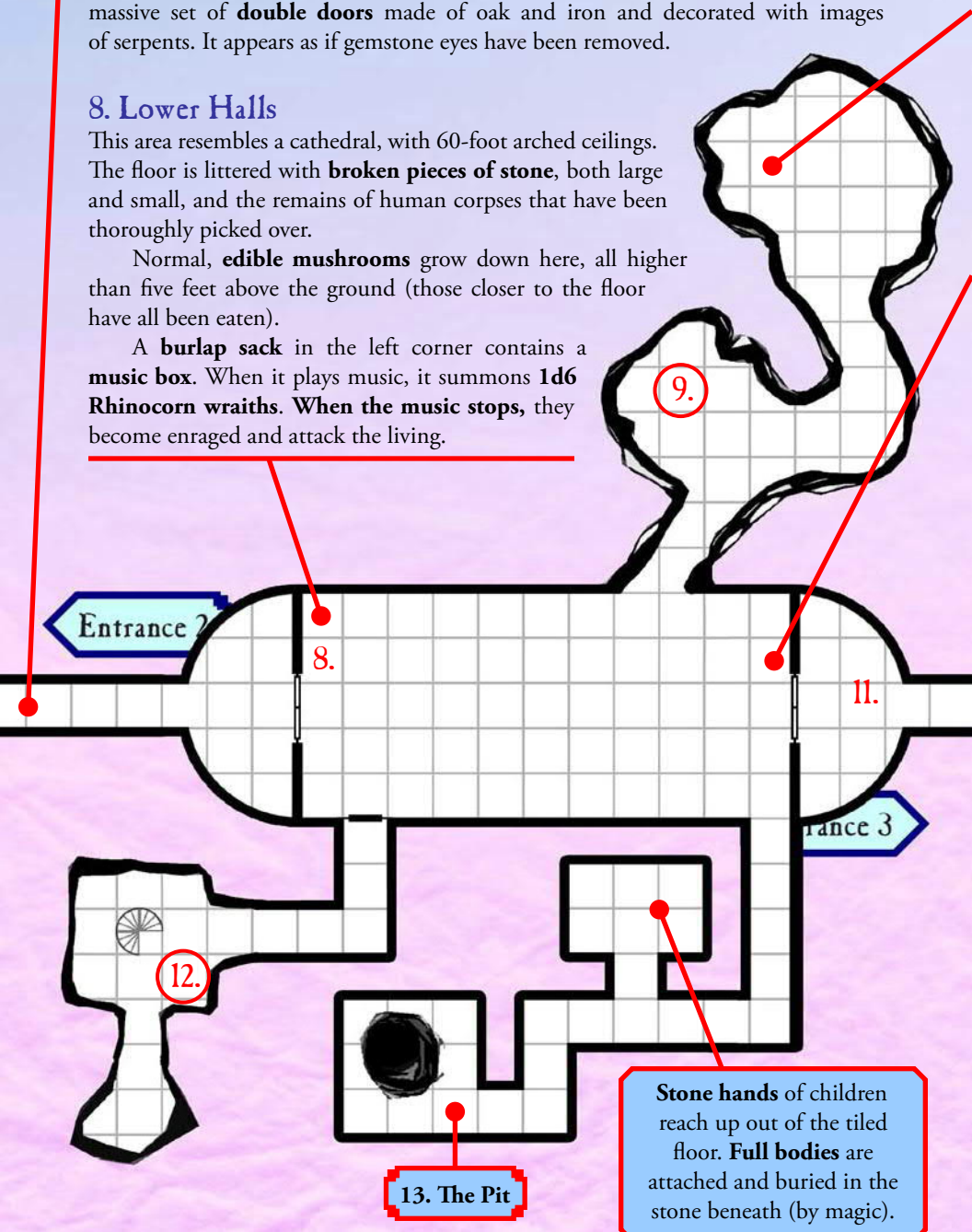
A few short steps made of chipped and dented marble lead up to a massive set of **double doors** made of oak and iron and decorated with images of serpents. It appears as if gemstone eyes have been removed.

8. Lower Halls

This area resembles a cathedral, with 60-foot arched ceilings. The floor is littered with **broken pieces of stone**, both large and small, and the remains of human corpses that have been thoroughly picked over.

Normal, **edible mushrooms** grow down here, all higher than five feet above the ground (those closer to the floor have all been eaten).

A **burlap sack** in the left corner contains a **music box**. When it plays music, it summons **1d6 Rhinocorn wraiths**. **When the music stops,** they become enraged and attack the living.



9. First Cave

1 man-eating mollusc carved into the shape of a chest sits in the middle of purple fungus and greyish mold. A **glow** can be seen from further inside the cave.

10. Second Cave

Bioluminescent fungus covers the walls of this cave. In the middle of the cave is a **marble statue** of a beautiful woman, posed as a goddess. Anyone who touches it will see her, in the flesh, staring at them from out of the corner of their eye, at random times over the course of the next 2 days.

11. Right Entrance

Almost a mirror image of the left entrance (room 7), except the monster saints are all different and there are several thick bloodstains on the floor, which is extremely dented and damaged, as if a battle or two had occurred here.

12. Melted Room

The **iron door** has 2 locks that have not been opened for centuries. A **spiral stone staircase** leads up 45 feet and then to a secret door to the antechamber (room 3). The walls and ceiling of this area have been melted by magic, and a hallway flows out to a dead end. Beyond these melted walls lie dozens more temples—probably full of treasure—that were buried by the gods along with the rest of the Monster King's necropolis. But they remain buried and forgotten beneath the rock.

13. The Pit

A **chain ladder** attached to rusty manacles (bolted into the wall) leads down into a **pit**. At the bottom are several desiccated **adventurer corpses**. One is wearing remarkably-preserved hide armour (*leather +2*) and the holy sword **Restbringer**, which is +2 in the hands of a lawful wielder, +3 vs. undead always, and no bonus otherwise. Any spell that bends time or space cast inside this hole also summons a **mass of limbs**.
• The bottom of the hole is sparkly. • Smell of ozone and lemon.

Random Encounters in the Abandoned Temple

Wandering monsters in the carved cave (room 1) are Level 2 encounters. There are no random encounters in the upper temple (rooms 2 to 6). **In the lower halls** (rooms 7 to 13), roll 1d10 to determine what monsters are encountered:

1	1 Blind Cave Haunter.	**6**	1 Mass of Limbs.
2	1 Bloodworm.	**7**	1d6+1 Myconians.
3	1 Bluish Multitude.	**8**	1d10 Pygmy Cave Trolls.
4	1d6 Green Witches.	**9**	Level 2 encounter (pages 14-15).
5	1d4 Hippareion Darkbringers.	**10**	Level 3 encounter (page 16).


The Blood Pool
1 square = 5 feet
Entrance
Evidence of old veins of **hallat** can be seen in the walls, but no more than a single dose can be gathered now.
2.
3.
Statue
4.
5.
7.
1.
6.
Jagged Walls

Entrances: A single tunnel that appears to be a natural cave leads here.

There is glowing green **phosphorescent lichen** all over the ceiling of this cave, providing enough light to see by. A few **black feathers** lie scattered across the ground.

1. The Blood Pool

Sometimes this cave is empty, but each time it is entered, there is a 2 in 3 chance that it contains a large pool of blood, with a stone spire rising out of its middle. Atop the stone spire lounges **Hessarach**, a petty god of refuse and scavengers.

If any PCs touch the pool of blood, there is a 1 in 20 chance that it (along with Hessarach) appears again whenever they enter a new area of the dungeon. This may prove highly disconcerting to that area's regular inhabitants.

• Conspicuously strong copper taste in the air. • A feeling of ominous dread.

2. The Carvings

Warning signs have been carved in the walls here, or painted on with feces: skulls, lightning bolts, circles with crosses inside them, triangles with eyes, and even a few unintelligible symbols.

• Patches of phosphorescent lichen paint the walls slightly green.

3. Prayer Niche

Inside a carved-out hollow in the wall is a 600-pound **stone statue** of a multi-armed and heavily pregnant **fertility goddess**. Her face has been chipped off.

4. A Hole in the Ground

Inside what appears to be a natural hole lurk **1d6 bloodworms**. They attack anyone who looks down the hole, but will not emerge on their own unless the pool of blood is present.

If anything is killed inside the hole, there will be 2d6 bloodworms the next time this area is explored.

5. Garbage

A **pile of useless trinkets** have been left here by the followers of Hessarach (or those who at least sought his blessings) when the pool of blood did not appear. Contents include: a dented helmet, a doll with no legs, a dozen or so rusting weapons, an incomplete set of playing cards, moldy food, a partly-melted silver amulet (worth 5c), several pieces of ruined armour, and the bottom half of a shredded spellbook (completely ruined).

None of these items can now be sacrificed to Hessarach, as finding them here does not count as scavenging or looting. In essence, they already belong to him, and he always knows their whereabouts and who has possession of them. He will happily sell or trade this information to a person's enemies.

6. Jagged Walls

The cave walls here are rough and jagged, enough to lacerate flesh and scrape up leather and metal. You suffer +1 damage if an attack pushes you against them.

• Bloodstains. • Chips, dents, and scrapes. • Tiny bits of cloth and leather.

7. Grey Dust

Tracks have disturbed a patch of grey dust on the ground. If the pool of blood is absent, there is also a thin coating of grey dust where it would normally be.

The Scavenging God

Hessarach is a petty god of refuse and scavengers. He desires his followers to cleanse themselves of cast-off things so he might claim them and gain power from them. Of course, he also demands that they overturn society, revolt against their kings, and throw down those gods that rival his power. He accepts new followers gladly.

Even as he is the enemy of human civilization, so too is Hessarach the enemy of most other subterranean creatures. He is likely to attack or be attacked by all of them when he appears, except for astral gluttons, bloodworms, chaos cultists, green witches, Lepravosia, and living shadows, all of whom can either ignore him or profit from his activities. Iocace is particularly hostile to Hessarach.

Hessarach 650xp

Chaotic, AC Plate, HD 7, Morale +2, Move 240' (80') flying, 120' (40') walking, Save C7, Speed 10, Surprise -1. Ch 18, Co 18, De 16, In 14, St 16, Wi 12.

2 battleaxe attacks per round (2d8 damage each).

A successful attack with the battleaxe also drains 1d6 points of Strength, which are recovered at a rate of 1 point per day. Anyone reduced to zero Strength is consumed by the pool of blood.

- Double damage from air elementals or similar creatures.
- Immune to disease, necromantic magic, poison, and non-magical weapons.
- Immune to enchantment spells and mind control used by anyone with fewer hit dice.

Perhaps ironically, Hessarach's bones are made of a precious, otherworldly gemstone, and are worth 2d4 × 10,000c (depending on how intact they are).

Hessarach prefers to convert those he meets rather than fight. If combat goes badly for him, he is not afraid to flee. But he would much rather make offers, and negotiate for trades. He will take what has been scavenged or discarded and give power in exchange. The more something was worth before it was broken and cast away, the more power he gains from it.

If you sacrifice valuable goods you have scavenged or looted, they sink into the blood pool and Hessarach blesses you. Until this blessing is removed, you have advantage on all rolls you make while attacking the local (human) authorities, undermining their influence, or resisting their efforts to maintain law and order.



The Blue Gate

1 square = 5 feet

Entrance



Exit 1

1.

2.

3.

4.

5.

Exit 3

A sapphire worth 9,000c hides inside a secret niche in this wall.

White Stone Shrine

An ancient, mostly-ruined piece of stone has attracted **6 tentacle men** who want to bask in the divine residue of a dead and forgotten god.

Exit 2

Entrance: The gates are easy to open, but the Blue Knight stands beyond them.
Exits: All three exits count as entrances to those already exploring the dungeon.

There are **no random encounters** in rooms 1-3, which are avoided by monsters. In the adjacent caves, there is a 50/50 chance of either a Level 4 or Level 5 encounter.

1. Duelling Ground

The blue gates themselves are 10 feet wide and 20 feet tall, elaborately decorated with geometric patterns in various shades of blue. **If they are opened from the outside,** or someone is transported here by magic, luminous orbs illuminate this room and the **Blue Knight** stands ready to challenge would-be intruders. **If this room is entered from the hallway** (room 2), it remains dark.

• Arched ceilings 50 feet high and painted sky blue. • Light blue pillars, all damaged.
• Pale blue and indigo tiled floors, battered and chipped.

2. Museum

Bas relief carvings cover every wall here. They depict the rise of Mortegaunt, how he came to be known as the Monster King, his battle with the Dawn King, his death and his entombment in the necropolis he built for this purpose, and its burial by the gods beneath what is now Skull Mountain, after being judged by Selmiral and Temniphos, and found wanting.

Although this account may feel like propaganda to some, all of the events depicted, which include many violent and profane acts committed by the Monster King and his followers, are true to life. Nothing is exaggerated.

3. Idols

This room is made of sandstone and cracked blue marble. Upon a dais are **2 statues**:

- A dark blue statue of **Temniphos of the Unblinking Eye**, the One Who Dwells in Depths of Cyan, with his arms crossed, and his eyes glowing cyan. There are 10,000c worth of sapphires decorating this statue.
- A worn iron statue of **Selmiral the Morningstar**, Lord of Two Crystals, God of the Six-Pointed Star, stands armless, with rust running down its face like tears.

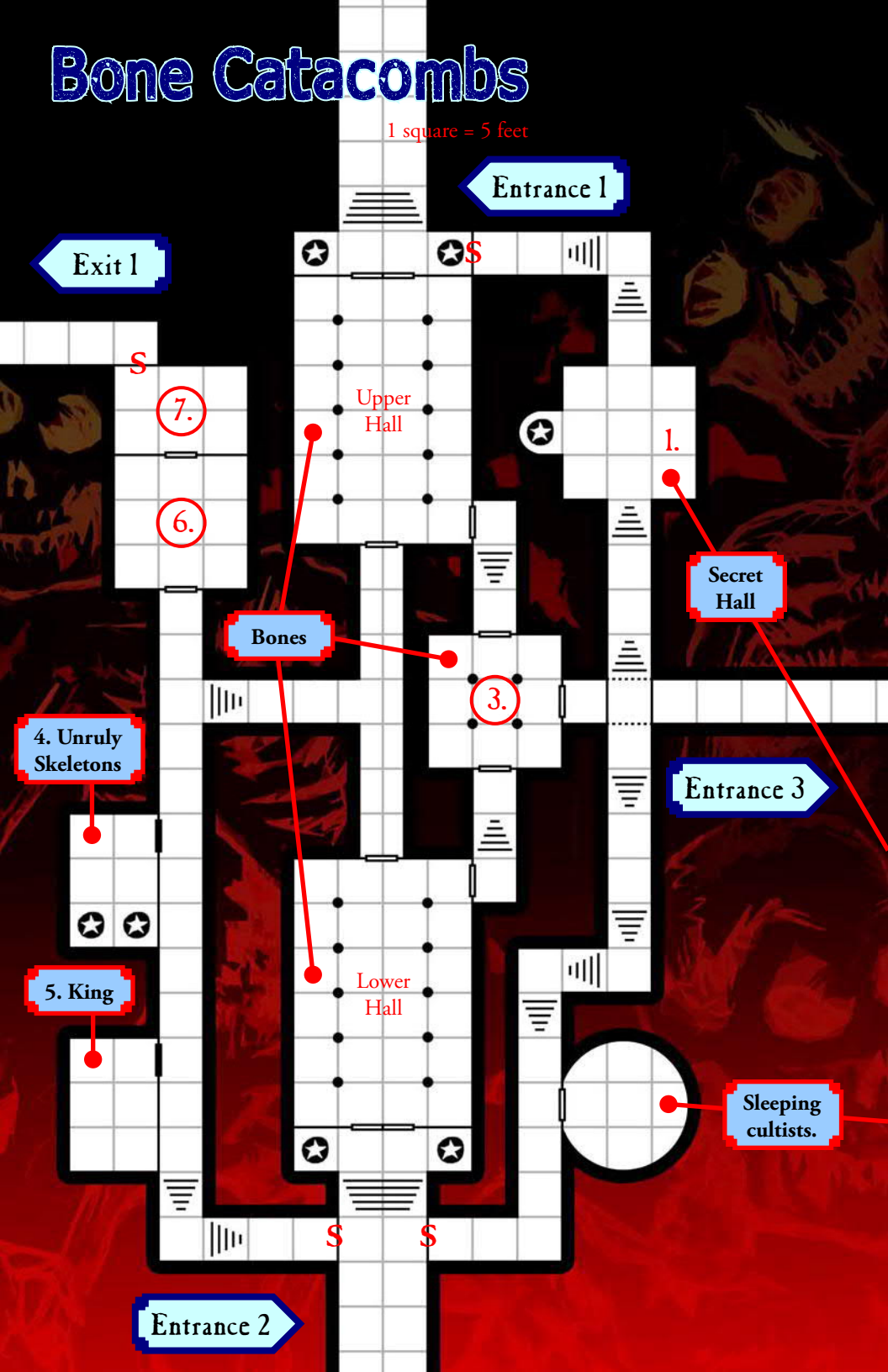
If someone disturbs either of these idols, the Blue Knight appears and attacks them. He pursues them relentlessly until they are dead, or he is. Even if they have defeated the Blue Knight before, they must defeat him again to escape divine vengeance.

4. Surveillance Point

A **glass orb** lies inside a pile of bones, garbage, and rusted metal. The Casino Syndicate can see what happens nearby the orb and will dispatch troops to attack their enemies.

5. Partially Excavated Area

Some of the dirt and stone of this cave has been carved and dug out and added to the **cave-in** that the nearby hallway ends in.


Bone Catacombs
1 square = 5 feet
Entrance 1
Exit 1
S
7.
6.
Upper Hall
S
1.
Secret Hall
Bones
3.
4. Unruly Skeletons
Entrance 3
5. King
Lower Hall
Sleeping cultists.
S
S
Entrance 2

Entrances: The first two are identical grey stone hallways that each lead to a catacomb, while Entrance 3 is a stone hallway covered in grime and mold.
Exits: The secret exit from room 7 leads to the **New Bone Monastery**.

The Halls of the Catacombs

An arched passageway made of grey stone blocks leads to a short set of marble stairs, where **2 statues of the grim reaper** flank the huge brass double doors. Cavorting skeletons decorate these doors, which squeak noisily and cannot be locked.

Inside, a 10 foot wide, 15 foot high hallway leads to a single door 30 feet away. To each side, pillars keep an 8 foot high arcade separated. The arcades are **full of bones**, which sometimes spill out into the hall. For each living person that enters the hall, there is a 1 in 6 chance that some of these bones will animate and attack (roll dice equal to the intruders, any 1s indicates an encounter with 1d8 skeletons).

Harlan Blackhand used to let the death cultists store bones in these catacombs, and they would practice animating undead here. They still keep the place tidy.

Skeletons of the Catacombs — 10xp each

Evil, AC Leather, HD 1, Morale +5, Move 60' (20'), Numbers 1d8, Save F1, Speed 4. Ch 0, Co 16, De 6, In 2, St 12, Wi 4.
1 claw attack per round (1d6 damage).

- Half damage from slashing weapons.
- Immune to disease, mind control, piercing weapons, and poison.

Skeletons not destroyed do not leave the catacombs, instead they wait for intruders to return. They have no treasure and never flee. If turned, they fall to pieces instead. They never attack the death cultists.

The two halls are mirror images of each other, save for the locations of the secret doors.
Upper Hall: Behind the right-hand statue, the wall moves when a specific stone is pushed. The door is obvious from inside the secret hallway.
Lower Hall: The two secret doors are magical illusions covering open doorways that prevent anyone passing through unless they touch the wall with a **skeleton key** first.

1. The Secret Hall

Inside the secret hallway, the top secret door is obvious, but the bottom one appears to be a dead end. The 15 by 15 foot room has a domed brick roof and a niche containing yet another statue of the grim reaper. This one has small bone fetishes left as offerings next to its feet.

2. Guest Room

The walls here once had small niches to hold bones, but they were filled with mortar and a skull affixed to each one, so now the walls are rows of skulls. The domed ceiling is 10 feet high at the centre, where only a 5 foot diameter circle is free of skull niches.

There is a 1 in 6 chance that **1d6+1 death cultists** are sleeping in this room. They have a **skeleton key**, which locks the door from both the inside and outside.

3. Pillared Room

There are no arcades, but there are bones piled against the walls here, the same as in the larger halls. The pillars are carved to resemble skeletons standing with their arms interlocked, and towers of skulls on top of their own skulls.

4. Skeleton Jail

The death cultists have put the **7 most unruly skeletons** in here and spiked the door shut. There are **2 statues** of forgotten monster gods at the far end of the room.
• Dusty floor. • Plain grey stone masonry.

Unruly Skeleton — 13xp each

Evil, AC Leather, HD 1, Morale +5, Move 60' (20'), Save F1, Speed 5, Surprise 0.
Ch 0, Co 16, De 6, In 2, St 12, Wi 4.
1 claw attack per round (1d6 damage).

- Half damage from slashing weapons.
- Immune to disease, mind control, piercing weapons, and poison.
- Must be turned as 4 HD wraiths.

5. The Flowered King's Tomb

The **stout oak door** to this room is crudely **nailed shut** from the outside. Inside is a **black stone sarcophagus** that contains the mummified body of the **Flowered King**, who springs to life and attacks when anything inside his sarcophagus is touched.

The Flowered King — 200xp

Evil, AC Chain, HD 4+1, Move 60' (20'), Save F4, Speed 4, Surprise 0.
2 magic sword attacks per round (1d8 damage each, plus special).
Cursekeeper: Anyone harmed by this jet black sword must **save vs. death** each time the sun comes up or suffer 1d8 damage, until they make 1 successful save.

- The dead king never tests morale.
- Immune to mental effects and non-magical weapons except those made of stone.

His people lived in iron cages shaped like castles that were full of gardens, and swore oaths to the gods that they would leave stone in the ground and not employ masonry of any kind. The Monster King buried him with his royal regalia, after defacing these items with acid, so the king's silver and emerald **crown** is now worth only 300c, his silver and gold **bracelets** are now worth only 200c each, and his elaborate gold and silver **necklace** set with rubies and emeralds is now worth only 1,200c.

6. Tiled Room

The walls are entirely covered in small black and white tiles. The floor is red-tiled and a skeleton lies in the middle of it, the bones all glued together. There is a pool of **shiny black ooze** on the ceiling.

Shiny Black Ooze 25xp

Chaotic, AC Plate, HD 2+2, Morale +1, Move 0', Save F4, Size Large, Speed 7, Surprise -1. Ch 0, Co 18, De 12, In 8, St 12, Wi 6.

2 tentacle attacks per round (1d4 damage each).

- Double damage from cold and frost-based attacks.
- Half damage from fire and lightning.
- Immune to blunt weapons, disease, and mental effects.

The ooze has been magically conditioned to ignore death cultists and the undead. **If it fails a morale test,** it stops attacking. **If wounded,** the ooze bleeds dark purple fluid. **If killed,** it stops sticking to the ceiling (which is red-tiled like the floor).

7. Panelled Room

The walls and flat ceiling are decorated with intricately-made (but very damaged) wood and metal panels, covered in arabesque grillwork. Wrought iron decorations celebrate the gods of death and show scenes of human sacrifice.

2 guardian zombies stand against the left wall. They only attack lawful creatures, ignoring all others. **2 guardian zombies** stand against the right wall. They attack anyone who has not sworn obeisance to one or more of the gods of death.

Exit: A secret door behind one of the panels leads down to the collection of idols (room 5) in the **New Bone Monastery**.

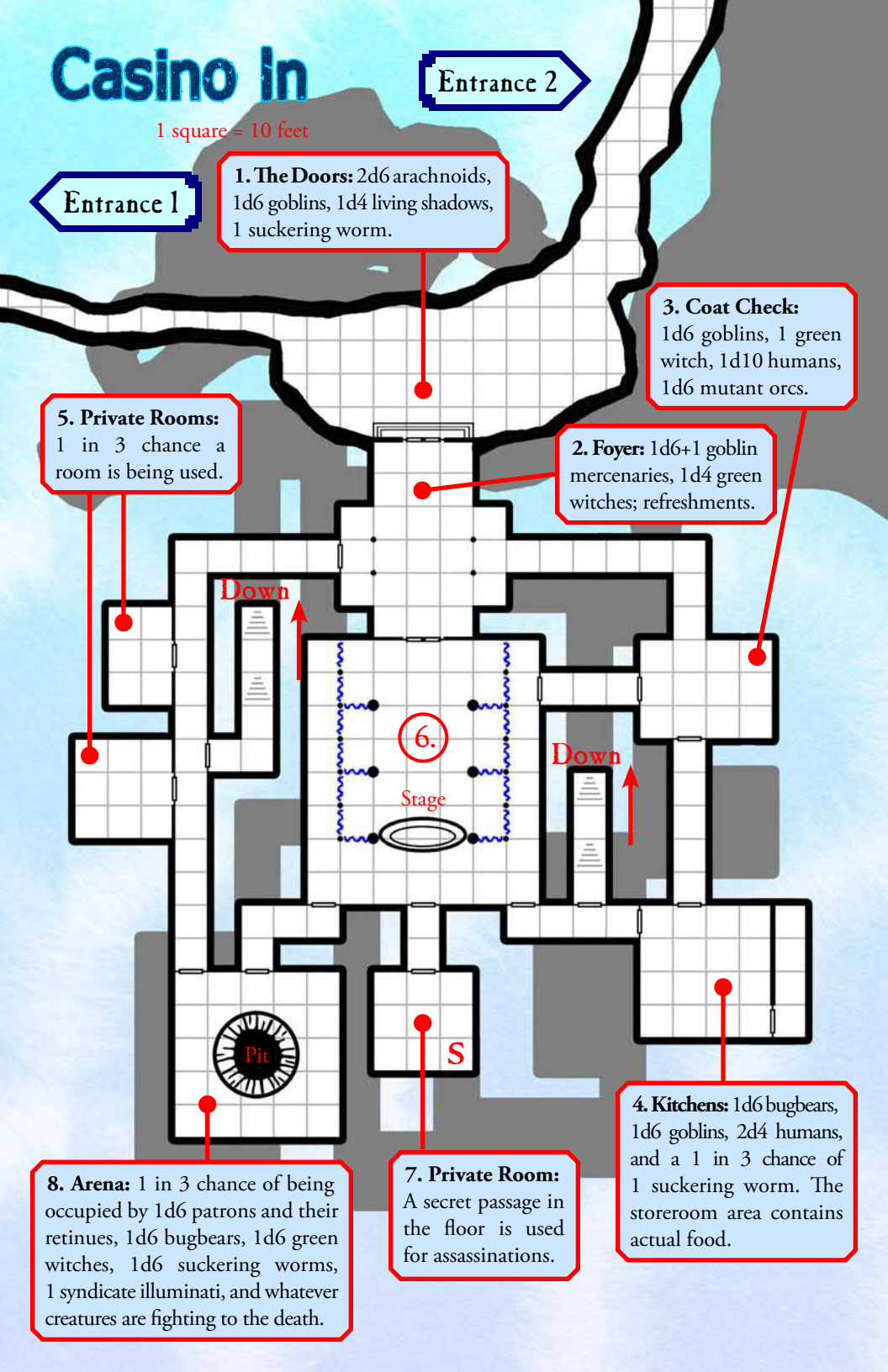
Random Encounters in the Bone Catacombs

Random encounters inside either hall are always skeletons of the catacombs. **Elsewhere,** roll 1d12 to determine what monsters are encountered:

1	1d6 Blackbone Nuns.	**7**	1d4 Nuns of the Bone Goddess.
2	1d6 Cone-Faced Marauders.	**8**	1d4 Pygmy Cave Trolls.
3-4	Death Cultists.	**9-10**	1d8 Skeletons of the Catacombs.
5	1d8 Fire Elf Soldiers.	**11**	1 Unruly Skeleton (page 44).
6	2d6 Iridescent Globes.	**12**	Zombies.

Casino In

1 square = 10 feet



Entrance: Two cave tunnels lead to the front doors of the casino.
Exit: Both exits lead down to **Casino Out**.

There are no random encounters here, only staff and punters.

1. The Iron Doors

The heavy double doors of the casino stand at the top of a short flight of marble stairs. The cavern they face has a hard-packed dirt floor and high ceilings.

6. The Casino Floor

The **casino floor** is always occupied by **2d10 patrons** and their retinues; **1d20 human slaves** of varying sobriety, available to be used, devoured, or sacrificed as necessary; plus **2d6 arachnoids**, **1d6 bugbears**, **1d6 suckering worms**, and **1 syndicate illuminati**.

Curtains normally hang from the pillars, creating private areas in the arcades. Magical, **glowing stones** are arranged at the tops of the pillars and hang from the ceilings, illuminating the entire area. The same lights are used in the private rooms.

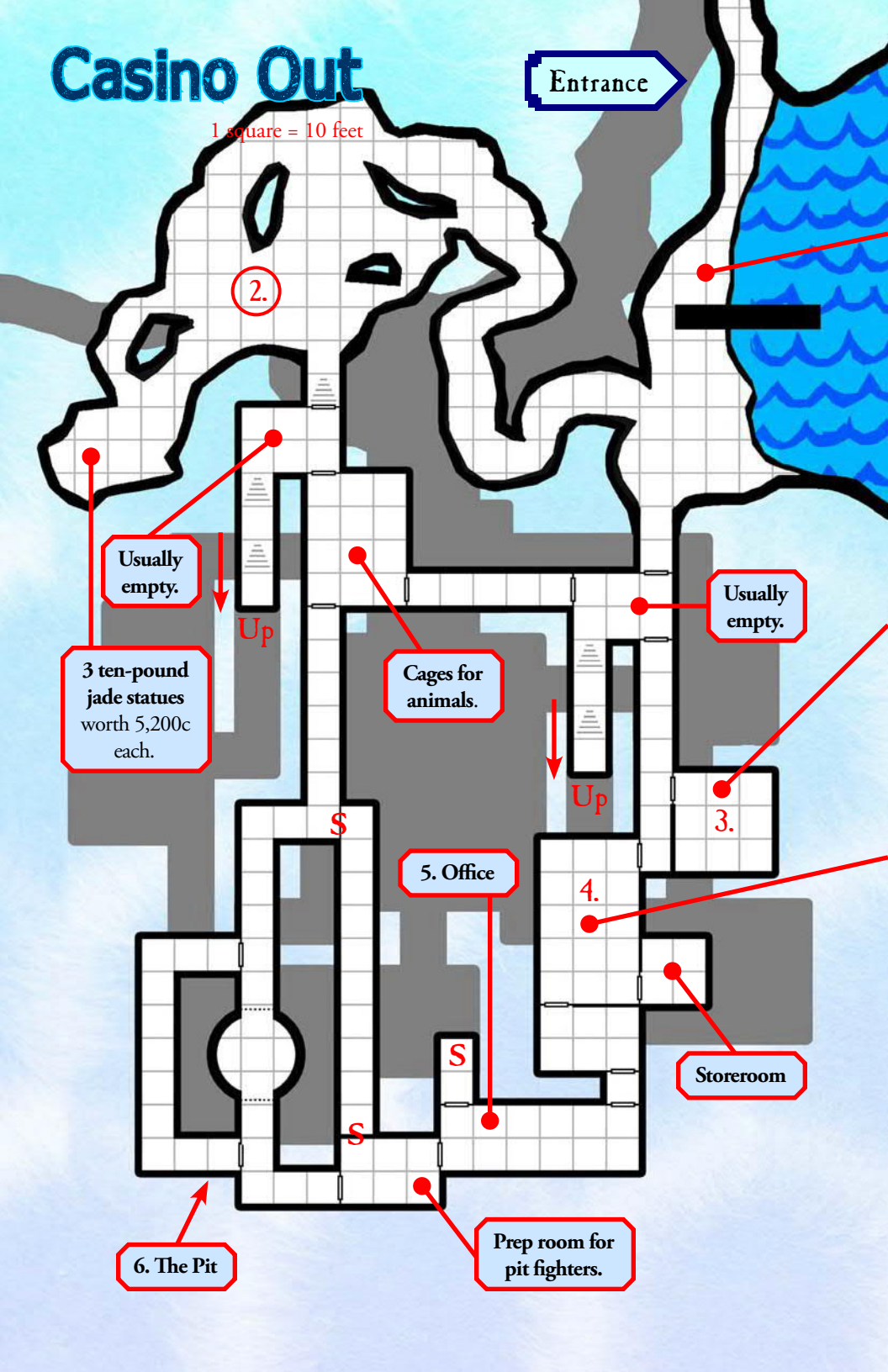
Casino Staff

Staff consist of arachnoid mercenaries, bugbears, goblin mercenaries, green witches, living shadows, mutant orcs, suckering worms, and enslaved humans (or other surface races). Slaves are kept in the barracks below (see **Casino Out**). Being subject to spells that keep them from lying, they are used to witness and verify private bets, cook and perform for the customers, deal cards, and serve as bloodsport. Important and useful slaves are removed across the subterranean sea to far-off lands when they are not needed at the casino. Other slaves serve until dead.

The Punters

Customers who gamble at the casino are varied, but are always flush with coin and usually accompanied by a large retinue. Roll 1d20 for examples (or choose from your own collection of intelligent monsters):

1	Chaos Cultists.	**11**	Goblin Mercenaries.
2	Coven of witches.	**12**	Gorgon.
3	Cultists of an evil deity.	**13**	Infernalist.
4	Dark elf prince.	**14**	Manticore.
5	Dragon.	**15**	Mutant Orcs.
6	Drow matriarch.	**16**	Ogre chieftain.
7	Duke of Hell.	**17**	Reptiloid Sorcerer.
8	Evil wizard.	**18**	Suella the Snake.
9	Eye Fucker.	**19**	Vampire noble.
10	Giant.	**20**	Vartosh Malleon.


Casino Out
1 square = 10 feet
Entrance
2.
Usually empty.
Up
3 ten-pound jade statues worth 5,200c each.
Cages for animals.
Usually empty.
Up
3.
S
5. Office
4.
S
Storeroom
S
6. The Pit
Prep room for pit fighters.

Entrance: A cave tunnel leads to the docks section, and the **Subterranean Sea**.
Exits: The stairs and the secret passage in the office (room 5) lead up to **Casino In**.

There are no random encounters here, unless they come from a ship or the entrance.

1. The Docks

Travellers sometimes come across the **Subterranean Sea** to reach the casino. There is always a 1 in 3 chance that some kind of watercraft is moored here, and if so, another 1 in 3 chance that a second one is, too. **1d6 arachnoid mercenaries** guard the area, lounging on the beach or peering down the cave passage leading out.

2. Caverns Full of Light

These crystal caves produce and refract a **magical light**, which is blinding enough to impose disadvantage on anyone who uses their eyes. There are always **3d6 suckering worms** and **2d6 syndicate illuminati** here. They will leave in small groups to investigate any disturbances in the surrounding areas.

3. Unusable Treasures

Behind a locked door lie only 3 things, none of which the casino syndicate can use:

- **Amulet of Peace:** a tarnished silver amulet in the shape of a heart that halves all damage inflicted by and upon both the wearer and anyone else within 20 feet.
- **Crown of Rulership:** a golden tiara that increases the wearer's Charisma to 18 and, if they are neither good nor lawful, also reduces their other attributes to 8.
- **Kraken Staff:** a short rod decorated with a bronze kraken. Once per day, the wielder may summon the kraken (who appears for only 1d6 rounds if there is no large body of water nearby) to attack chaotic and evil beings.

4. The Barracks

Normally, the barracks house around **1d10 arachnoid mercenaries**, **1d6 bugbears**, **1d20 goblin mercenaries**, **2d20 humans**, and **1d10 mutant orcs**. The secondary room has more comfortable beds and windows to observe the other staff. The smaller storeroom is full of cleaning supplies, cured meats, pickled vegetables, and drugs.

5. The Office

In the office are **1d4 living shadows**, **2d6 syndicate illuminati**, and the following:

- 14,000c worth of jewellery (weighing 100 pounds total).
- 30,000c worth of large, crude gemstones (weighing 30 pounds total).
- 50,000c worth of mixed coins in chests (weighing 500 pounds total).
- 70,000c worth of small diamonds, emeralds, rubies, and sapphires.

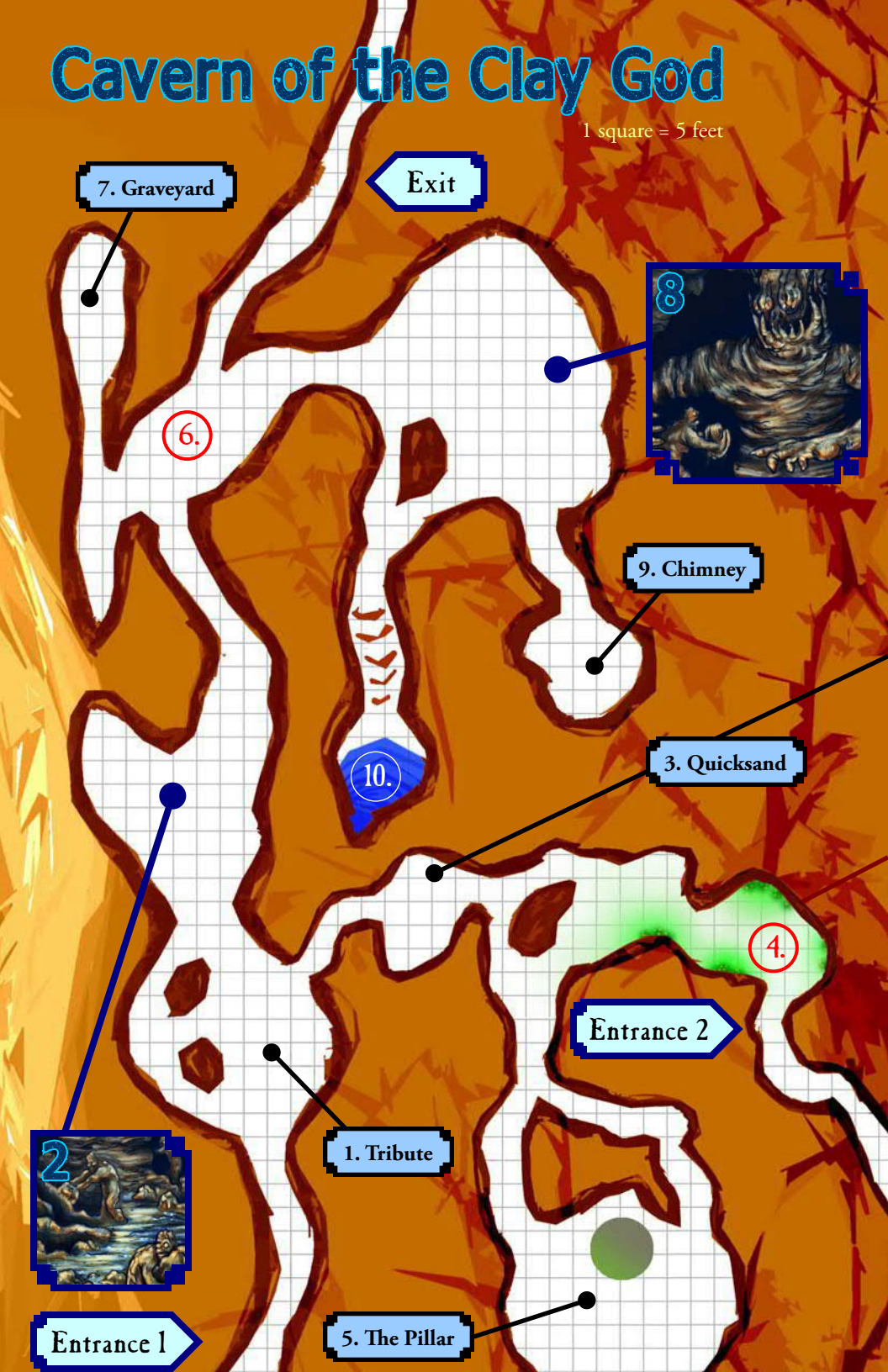
Exit: The secret passage is for expediting assassinations in room 7 of **Casino In**.

6. The Pit

Iron-jail doors lock from the outside of the 15-foot pit and keep fighters inside.

Cavern of the Clay God

1 square = 5 feet



Entrances: One leads to the tribute piles (room 1), the other to the tablets (room 4).
Exit: A single tunnel leading off from the empty cave (room 6).

1. Tribute Piles

Other monsters leave **tributes** here for the clay golems and their nascent god. Most of it is worthless—shiny baubles and strange pieces of art—but there are some valuables buried under garbage and earth. **Each turn of searching,** roll your Dexterity or lower on a d20 to find one of the following items (roll 1d6):

1	Alchemical powders worth 400c.	**4**	*Sword +1*, lion head pommel.
2	Golden torc worth 1,000c.	**5**	Vial of perfume worth 150c.
3	Jewelled sceptre worth 2,500c.	**6**	Wooden statuette, holds 1 spell.

2. The Mine

2d6 clay golems work here, mining small amounts of **magical clay** from the walls and kneading clay brought from elsewhere. Normal clay must be worked long and hard before it may become part of the clay god.
• Artificial pool. • Mining Tools. • Soft, muddy ground.

3. Garbage & Quicksand

The floor is strewn with **garbage**: bits of clay, bones, leaves, rotting food, rusted metal tools, scraps of fabric, sticks and stones, and tiny bugs. Underneath is quicksand. **If you fall in,** you must **save vs. paralysis** or sink slowly, until submerged. Roll your Strength or lower on a d20 to pull someone out before they drown. The ground is solid around the edge of the cave.

4. Warning Tablets & Glowing Fungus

Tablets are prominently displayed. On them, **crude warnings** in numerous languages foretell a doom that comes to those who refuse to respect the magic beyond. They were left here by those who use the magical iron pillar in room 5.
• Garbage. • Glowing fungus (poisonous if eaten). • Smells like grass.
• Symbols carved into the walls. • Well-worn ground.

5. The Pillar

Garbage all over the ground has been pushed away from the pillar, a path created by creatures accessing it, most of whom consider this place neutral ground.

The pillar is pure iron without a speck of rust, 13 feet in diameter. The rounded top brushes the roof of the cave, the bottom is buried—the pillar extends downward forever. Magic whose effects include communication or summoning are twice as powerful in the pillar's presence, and the range of such spells is extended almost infinitely. The minds of dead gods, planets beyond time and space, beings held inside impregnable prisons—they can all be contacted through the pillar's amplifying power.
• Dried blood. • The occasional corpse. • Stench of rot and filth.

6. Empty Cave

This cave is empty save for the odd piece of garbage and numerous trails of clay.

Exit: A roughly five-foot-wide tunnel leads away to the rest of the dungeon.

7. Graveyard of Prisoners

There are human bodies here, perfectly preserved because they are entirely encased in clay. A thorough search uncovers at least **2d6 bodies**, including:

- **Marlin Hollander Brass,** the famous witch-hunter.
- **Prince Arbellos,** missing for several years. He has 40c in his purse, and there is a 50c reward for information about his fate or whereabouts.

Other bodies have a 50/50 chance of possessing 1d20c worth of valuables.

8. The God Chamber

The golems toil tirelessly in this vast cavern to build their **god**, which already has the semblance of humanoid form but is not mobile enough to leave this chamber. The god is attended by **2d6 clay golems** and **1 clay golem leader**, who work the clay until it is magical enough to become divine flesh.

Some incredibly **valuable tributes** lie scattered in the mud around the clay god: over 60 pounds of alchemical supplies, coins, and jewellery that is worth about 2,600c in total, and a golden coronet worth 700c all by itself.

Nascent Clay God — 900xp

Chaotic, AC Plate+1, HD 8, Morale +3, Move 0' (0'), Save F8, Size Huge, Speed 10, Surprise 0, Treasure Type E / XVIII. Ch 16, Co 18, De 18, In 16, St 18, Wi 16.

1 fist attack per round (3d6 damage).

- Half damage from fire and lightning.
- Immune to gas, poison, non-magical weapons, and powers that affect the mind.
- Suffers 1d6 damage from fast-flowing water on contact.

If attacked, the god summons 1d8+1 more clay golems, who arrive in 1d6 rounds.

Though still "asleep," the nascent god can defend itself from attackers. Once it wakes, it will be able to incarnate itself materially in a form very similar to this.

9. Chimney

A **narrow passageway** leads up to the surface 100 feet above, and might be used as an exit, although it is a very tight fit, beginning about 30 feet above the ground.

• The ancient remains of numerous bonfires.

10. The Pool

Carved steps lead down to a **pool of drinkable water**, contained here by a layer of non-porous rock. Below the water, this tunnel leads to a dead end. The clay golems draw water from here to use in kneading their clay.

• Wet and dried clay marks.

The Clay God Awakens

It has taken decades for the clay golems to get this far into building their god, but now they are almost finished. It will take either **four more expeditions** into the dungeon or **four attacks** on local alchemists and magic-users before the clay god is awakened fully. If the nascent god is destroyed before then, the surviving clay golems must begin the process again somewhere else.

Once the god awakens, it ascends to divine realms in or beyond the astral plane. All its servants find their mental capacities increased, and all clay golems gain the ability to mimic the appearance of living creatures. They do not gain a person's knowledge or mannerisms, but they can learn to play the part. This ability will allow the clay golems to infiltrate human kingdoms and replace their inhabitants with more clay doppelgängers from inside the halls of power. In this way, the humans, and their civilizations, will be destroyed.

Chaotic clerics who choose to worship the clay god lose the ability to cast the following spells: Light, Protection from Evil (level 1); Bless, Snake Charm, Speak with Animal (level 2); Growth of Animals, Striking (level 3); Create Water, Sticks to Snakes (level 4); and Insect Plague (level 5). However, **they can prepare the following magic-user spells** as if they were clerical spells of the same level: Shield, Infravision, Pass-Wall, and Wall of Stone. They can also cast Locate Object as a 2nd level spell, Polymorph Others and Polymorph Self as 3rd level spells, and Move Earth as a 5th level spell. They also gain a new 1st level spell:

Summon Clay Golem — Level 1

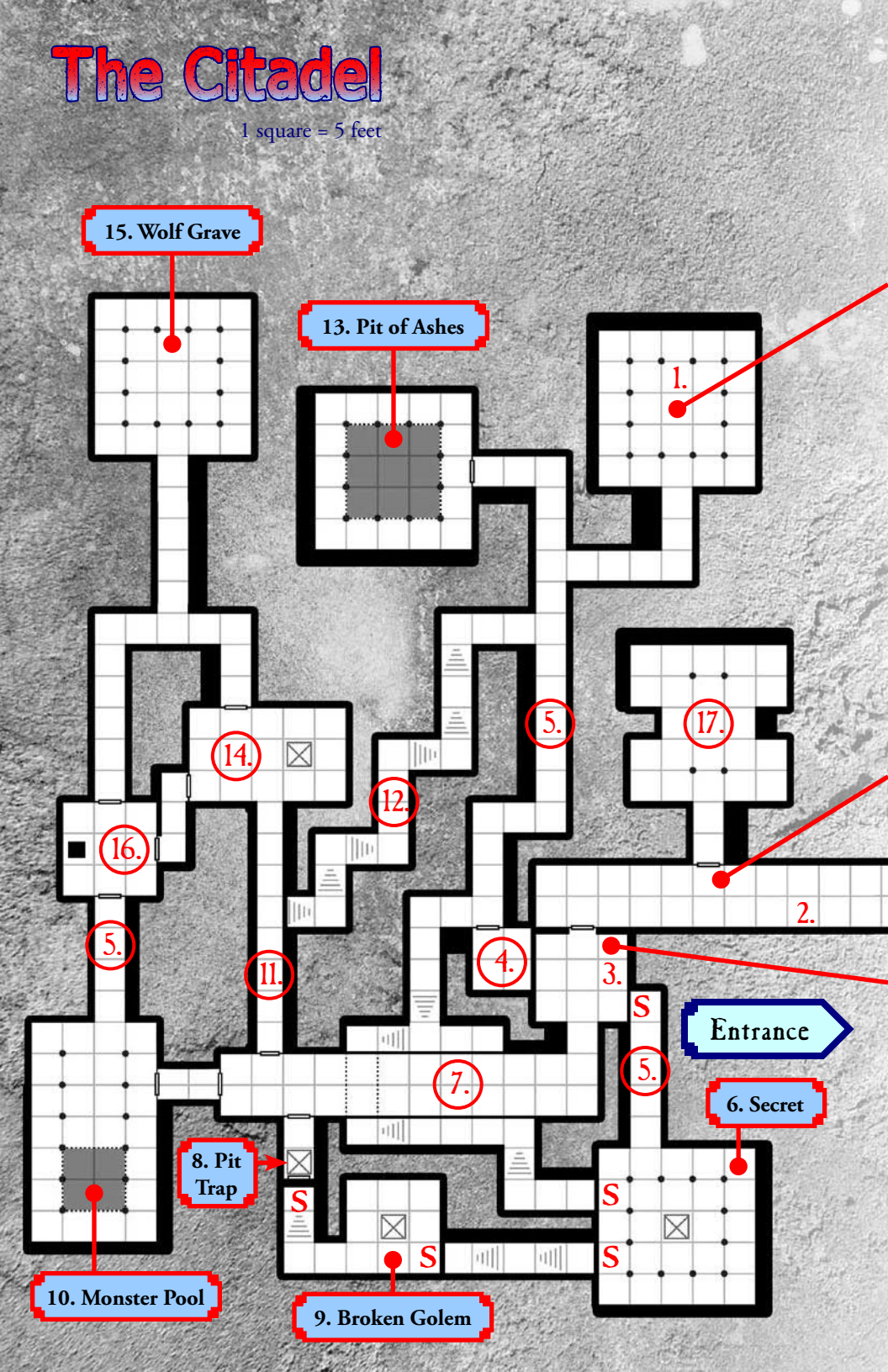
Range: 60 feet. **Duration:** Special.

This spell causes one or more clay golems to appear and do the caster's bidding. If they are needed to fight, this spell summons 1d4 clay golems who fight for 1d6 + caster level rounds and then crumble away. For any other reason, one golem is summoned and remains for 1 hour per caster level, and then becomes inanimate.

Random Encounters in the Cavern of the Clay God

Monsters other than clay golems are only encountered travelling between Entrance 1 and the exit, or visiting the iron pillar via Entrance 2. Monsters encountered in rooms 3, 8, 9, or 10 will always be clay golems. **Elsewhere,** roll 1d12:

1	1 Blind Cave Haunter.	**8**	3d6 Iridescent Globes.
2	Chaos Cultists.	**9**	1d8+1 Mutant Orcs.
3-5	1d6 Clay Golems.	**10**	1d6+1 Myconians.
6	Dragon Cultists.	**11**	2d4 Pygmy Cave Trolls.
7	Hippareiones.	**12**	1d4 Reptiloid Sorcerers.


The Citadel
1 square = 5 feet
15. Wolf Grave
13. Pit of Ashes
1.
5.
17.
14.
12.
16.
2.
5.
11.
4.
3.
S
Entrance
5.
7.
6. Secret
8. Pit Trap
S
S
S
S
10. Monster Pool
9. Broken Golem

Entrance: There is one passage accessing both the citadel doorway and the lab door.

Inside the citadel, there are grooves and holes all over the walls, floors, and ceilings, except those covered in frescoes. The traps here are maintained by **12 citadel golems**, who reset everything when intruders are killed, and clean up any garbage left behind.

1. Golem Room

The **12 citadel golems** stand in this grey stone room when they have no duties to attend to. **When traps are triggered,** they leave to reset them, and they also make regularly-timed circuits of the citadel in order to clean up garbage.

Citadel Golem — 35xp each

Lawful, AC Plate +1, HD 3, Morale +5, Move 60' (20'), Numbers 1, Save F6, Speed 5, Spell Immunity 1 in 6, Surprise 0. Ch 0, Co 18, De 6, In 6, St 18, Wi 6.
1 fist attack per round (1d6 damage).

- Double damage from blunt weapons.
- Half damage from cold and frost-based attacks, fire and heat, and piercing and slashing weapons.
- Immune to disease, mental effects, and poison.

The golems of the citadel are slow-moving, magical automatons. They only attack intruders if they are attacked themselves, or if the intruders interfere with their job of resetting traps. Long thin tentacles and multi-jointed fingers extend from their hands, which helps them manipulate mechanisms.

2. Open Hallway

The walls of this long brick hallway are battered and worn, spattered with ancient evidence of violence. Only **2 doors** can be found here: the one leading to the Eyeball Syndicate's laboratory and the one leading to the citadel.

The **door to the citadel** is made of iron and **locks** automatically whenever it is closed, which it does of its own accord unless propped open (and then the golems will come and shut it). All three cults have keys to this door, which are not uncommon in the dungeons beneath Skull Mountain.

3. Block Foyer

A **stone block** falls from the ceiling on anyone who triggers the **pressure plate** on the ground in front of the door, for 2d6 damage (save vs. petrification for half). The stone is attached to the ceiling by a heavy iron chain, and does not hit the floor. A winch in room 4 allows the citadel golems to raise the stone block back into the ceiling.
• Flat ceiling. • Old bloodstains on the cobbled floor. • Pale stone masonry.

4. Winch Room

A **winch** here raises the stone block in room 3. The door is thin and wooden. There are no grooves in the walls of this room, which are made of pale sandstone blocks.

5. Cut Up Hallways

Pressure on the cobblestone floor in this hallway causes **blades** to slash out, lightning fast, from the grooves in the walls. Anyone who knows about the blades can **save vs. breath weapons** to avoid each set—there are three along the length of the hallway—otherwise they inflict 2d6 damage each time. Citadel golems do not trigger this trap.

There are several similar cut up hallways throughout the citadel: one that leads from the secret door in the block foyer (room 3) to the secret room; another that leads from the monster pool (room 10) to the poison plinth (room 14); and a third in the secret hallways.

6. Secret Room

The **pillars** creating arcades around a 30-foot-high pyramid-shaped roof are made of twisting braids of a reddish, unknown metal. In the exact centre of each of the four walls in this room is set a **bas relief carving of a 10-foot-high face**, flanked by carvings of windows or balconies, with faded frescoes showing varied and alien landscapes beyond—all save for the one that is actually a doorway leading to the cut up hallway (room 5). These faces have large lips, wide mouths, prominent cheekbones, and large round eyes that have hemispherical depression for pupils. No hair is depicted, and the stone may once have been painted a light green colour. There are grooves in the walls but not in the faces or the frescoes.

A **secret door** behind a fresco of a snow-covered forest, which is hidden from both sides and triggered by pressing a specific part of either wall, leads to narrow corridors next to the poison hall, in the ceilings of which are the dart trap mechanisms.

Another **secret door** in the same wall but on the other side of the face, behind a fresco of greenish mesas and a purple sunset, opens into a hallway that leads to what isn't cleaned up (room 9). Inside this hallway the mechanism to open both secret doors, one on either end, is obvious.

The **pit trap** in the centre of the room is a fairly simple pit, 10 feet deep, with iron spikes at the bottom and iron rungs along one wall so the citadel golems can climb down and clean up. Falling into it inflicts 2d6 damage (save vs. death for half).

7. The Poison Hall

Bas relief sculptures of serpents and ophidian-featured men along both sides of the walls often have holes where their eyes or mouths are, as if things were meant to be inserted there (torch sconces, for example). But these are actually the delivery system for the **poison dart trap**. Because the pressure-plates are located randomly under the **cobbled floor**, anyone walking down this hall has a 1 in 3 chance of triggering a dart attack against themselves and everyone else in the hall. Darts attack as 6 HD monsters (against Armour Class) and inflict only 1 damage on a hit, but the target must also **save vs. poison** or suffer an additional 2d4 damage.

At the left end of the hall are **3 identical doors** made of iron-bound oak. None of them are locked. All three have obviously been marked by blood, chalk, and other substances in the past, but any symbols have been obscured by the citadel golems.

- Unknown stains and small patches of fine dust on the floor.

8. Pit Trap Corridor

The **door** at the far end leads nowhere, and its sole purpose is to lure intruders into the 15 foot deep **pit trap** in front of it, which is triggered when anything 100 pounds or heavier puts their weight on it (victims suffer 1d6 damage from the fall). The walls of the pit include 10-foot blocks of stone, stained with gore, that begin to close in on each other as soon as the pit trap is triggered, crushing anything inside after 5 rounds.

The **secret door** at the bottom of the pit leads to room 9 and allows the citadel golems to clean up the mess left behind. It is obvious from the other side, but hidden inside the pit.

• Grooves in the walls are only 6 inches deep. • Pale sandstone blocks.

9. What Isn't Cleaned Up

This room is empty except for a **broken citadel golem** in the corner of the room, which has not been cleaned up by the others. The walls are smooth but made of blocks, which hide the **secret door** leading to room 6, although the secret door that leads into the bottom of the pit in room 8 is obvious.

The **pit trap** in the centre of this room is 10 feet deep, with dull iron spikes at the bottom and iron rungs along one wall so the citadel golems can climb down and clean up. Falling into it inflicts 2d4 damage (save vs. death for half).

10. The Monster Pool

As soon as a living creature steps into the confines of this room, the massive **pool of liquid clay** inside a large pit at the end of the room spews forth a **golem** in the form of a creature that has died within it, which attacks intruders until destroyed or until they leave the citadel. Roll a citadel random encounter, ignoring numbers, morale, and any magical abilities. **Every 1d4 rounds afterward,** as long as there is a living creature within this room, the clay produces another golem monster.

11. The Swinging Blade

When someone reaches the halfway point of this narrow hallway, a huge **axe blade** comes swinging down from the opposite end. Anyone in the hallway can **save vs. breath weapon** in order to duck, but if they don't, the blade inflicts 2d6 damage.

• The ceiling is 40 feet high and becomes even narrower at the top.

12. Stairs Leading Up

This winding hallway leads 30 feet up to a dead end with a high ceiling where the citadel golems can access the **mechanism** that makes the swinging blade work. There is no passage through to that hallway, however.

• Dark granite masonry. • No grooves on these walls.

13. Fiery Pit of Ashes

The **pillars** creating arcades and holding up the round central dome are made of marble. The floor and walls are smooth and soot-stained.

The golems put all garbage into a **pit** in the middle of this room, between the pillars, which summons a **burst of flame** from the elemental plane of fire every 1d6 rounds (1d8 damage, save vs. breath weapons for half). Under 2 feet of ashes and melted scraps of metal lies *leather armour +2* that was made by demons from the skin of an elven etharch and provides immunity to fire; a *mace +2* that once belonged to an ancient king; and a *ring of animal friendship* (which does not work on any of the monsters beneath Skull Mountain); plus 2d6c in mixed coins, partly melted.

If the door of this room is opened by anyone other than a citadel golem, all citadel golems remaining in room 1 leave in order to prevent them from tampering with the fire pit.

14. Empty Room

Aside from the ubiquitous grooves all over the walls and the arched ceiling, there are only 2 somewhat-flimsy wooden **doors** that do not have locks, and a **pit trap** in the centre of the room which is 10 feet deep, with iron spikes at the bottom and iron rungs along one wall so the citadel golems can climb down and clean up. Falling into it inflicts 2d6 damage (save vs. death for half).

15. Wolf Grave

The **pillars** creating arcades are made of black basalt and only hold up a flat roof made of grey stone blocks. The walls are covered in **frescoes** of monsters slaughtering packs of wolves. Inside the pillared area lies a **black stone sarcophagus** with a lid made of tin that is roughly-shaped to resemble a dead wolf. If the sarcophagus is disturbed at all, the undead wolf king rises to attack.

The Wolf King — 300xp

Evil, AC Chain, HD 5, Morale +5, Move 90' (30'), Save F5, Speed 6, Surprise 0.
Ch 16, Co 10, De 8, In 16, St 14, Wi 16.
2 magic sword attacks per round (1d8 damage, which cannot be healed by magic).
Bloodweeper: Wounds caused by an evil wielder of this crimson sword cannot be healed by magic, but a living wielder suffers 1 damage every time they fail an attack roll with it.

- Double damage from fire.
- Immune to disease, mental effects, poison, and non-magical weapons except those made of silver.

He was considered a brilliant poet while he was alive, but the task of ruling his kingdom put him at odds with the Monster King. He lost the inevitable war, and was entombed here to harass intruders.

16. The Poison Plinth

A **stoppered ceramic jar** sits on top of a 4-foot-high **black marble plinth**, which appears to be a carved vein of living rock. **If the jar's cork is removed,** compressed poison gas emerges into the room. Anyone breathing it must **save vs. poison** or suffer 1d6 damage and flee in a random direction for 1d6 rounds because of the violently strobing hallucinations.

The plinth is magical and will fill up any container placed on it with the same compressed poison gas. The citadel golems replace the stopper and jar after they are removed.

17. Eyeball Syndicate Laboratory

The door to these rooms is made of iron and locked. **If the lock is tampered with,** it releases a poisonous gas that inflicts 2d6 damage (save vs. poison for half). Inside, **1 eye fucker ward boss**, **1d6 eye fucker soldiers**, **1d6 green witches**, and **1d6 mutant orcs** operate an arcane laboratory, where they are trying to remove the properties of several magical items in order to use them for other purposes (including feeding the arcane energy to Zebbagrulom).

Currently, they have laid out **on their tables:**

- 120 pounds of alchemical agents in glass jars, bottles, and boxes, worth 1,200c in total.
- A two-handed *flail +3* that becomes a *flail -1* if the wielder is carrying any bladed weapons longer than 6 inches.
- A flask containing 4 doses of an oil that grants weapons it is applied to advantage to attack and damage rolls for 2 hours;.
- A *potion of healing*.
- A potion that immediately induces sobriety and negates poisons.
- A suit of magical *plate armour +1* decorated with angels that instead grants a +3 bonus to good or lawful wearers.

This laboratory is not part of the rest of the citadel, and there are no random encounters here unless it has been cleared out and the door left unlocked.

• Black stone walls and ceilings. • Oil lamps. • Red brick floors. • Stinging aromas.

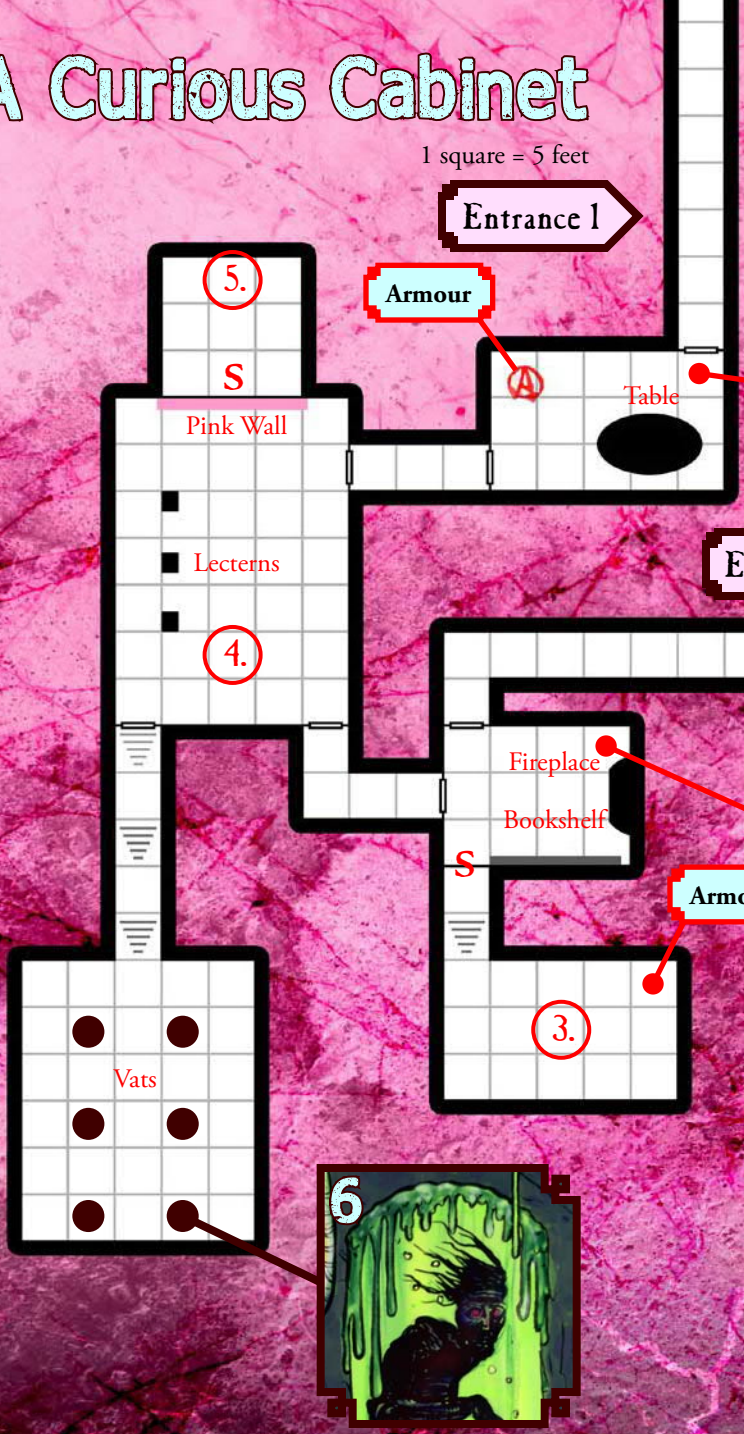
Random Encounters in the Citadel

Roll 1d20 to determine wandering monsters in this area:

1	2d4 Bugbears.	**11**	1 Giant Tongueworm.
2-3	Chaos Cultists.	**12-13**	1d6+1 Goblin Mercenaries.
4	1d8+1 Clay Golems.	**14**	3d6 Iridescent Globes.
5	2d6 Cone-Faced Marauders.	**15-16**	1d6+1 Myconians.
6-7	Death Cultists.	**17**	1 Optical Fungus.
8	1d8 Degenerate Reptiloids.	**18-19**	2d4 Pygmy Cave Trolls.
9-10	Dragon Cultists.	**20**	1d6 Skinwearers.

A Curious Cabinet

1 square = 5 feet



Entrances: Both are built hallways, made of red bricks, with arched 8-foot ceilings.

These rooms, once used by Drakdagor, now contain Harlan Blackhand's display cabinets, where he keeps his trophies and curios. This was originally a monstrous temple, and the granite block walls still sport **bas relief carvings of monsters** at their obscene worship, though every figure has been not-so-carefully defaced.

All the doors here are thick, iron-bound oak, and also **locked**. Even if they are picked, whenever they are shut, they lock again. They can be battered down, but the noise has a 50/50 chance of attracting an additional random encounter.

1. War Room

Rotten tapestries hang along the walls in tatters. A great **wooden table** has a map of the area around Skull Mountain carved upon its surface. It is more than 500 years old, and too large to fit through either door. A **suit of armour** in the corner comes alive and attacks intruders. There are **bloodstains** all over the floor but no bodies because death cultists skilled at picking locks remove them for necromancy.

• Bloodstained floor. • Charnel scent. • The upper wall is damp.

Animated Suit of Armour 35xp

Lawful, AC Leather, HD 3, Morale +5, Move 60' (20'), Save F3, Speed 5, Surprise 0. Ch 0, Co 18, De 4, In 2, St 14, Wi 6.

1 sword attack per round (1d8 damage).

- Immune to cold, fire, lightning, and piercing and slashing weapons.

The animated suit of armour does not attack magic-users or clerics who worship chaotic or evil gods. It can also choke people if it loses its sword (1d4 damage).

2. Smoking Room

Inside this room, a comfortable chair, a fireplace, a large wooden cabinet, and a display skeleton (its bones held together by thin metal wire) exude the quiet confidence of civilized discourse and the curiosity of reason.

Displayed inside the cabinet:

- 3 dozen jars and vials full of what is now worthless dust.
- An astrolabe worth 50c that no one has noticed yet.
- A mixture of moss and vinegar in a glass jar, its lid sealed with wax.
- A stoppered ceramic vial that, if opened, releases the smells of cooking food (test for a random encounter every 1d6 minutes the vial is open).

Displayed on top of the cabinet: A *longsword +1* with the words "Who is stronger than Death?" engraved on the blade. The first time you wield this sword in battle, you lose 1d6 points of Strength, permanently (or until its curse is lifted).

The obviously used and untidied **fireplace** has no chimney. Instead, there is a (mostly) one-way portal to the elemental plane of smoke. If you pass through without a rope attached to pull you back, you choke to death on smoky, unbreathable air and are never seen upon the mortal plane again.

• Medicinal smell. • Scattered tobacco leaves. • Smoke-stained ceiling.

• Well-hidden **secret door** behind the skeleton.

3. Secret Door

Behind the skeleton in the smoking room (room 2), a well-hidden secret door leads to a poor-quality **alchemical laboratory** that has been smashed to pieces.

There is a very distinctive and famous **suit of plate armour** set up here, with a skull-faced helmet. One of the death cultists was using it, and it became famous all over the countryside as the armour of a murderous killer. He was fed to Zebbagrulom by other death cultists in order to buy more drugs, and here it remains on its stand. Anyone seen wearing it in public will be mistaken for a killer by commoners.

4. Display Room

Three lecterns, each with one of these perched atop it:

- An ape's heart in a jar of liquid. It has a dead lizard stuffed inside it.
- A potted shrub of no type known to this world, still alive without sunlight or water, with small, thin discs made of brass arranged in the dry soul around it.
- Stone tablets covered in the cuneiform script of an indecipherable language.

On the floor, taken from the cabinet in room 2, set down here and forgotten:

- A bottle of a brown, viscous liquid that has swirls of yellow running through it and smells burnt.
- A jar containing a mixture of dried fennel, dog's tooth violet, hedgehog mushroom, and golden samphire.

There is a **pink stone wall** with numerous tiny **iron spikes** that appear to have been drilled into it, because there are no cracks at all. **Tiny, fragrant flowers** grow from between the stone and the nails. If eaten, they cause blindness for 1d100 hours. A **secret panel** causes the entire pink wall to move, revealing a **secret room** behind it.

5. Secret Room

Behind the pink wall is a bare stone room with **two metal cages**, meant to hold prisoners, hanging from the ceiling. They have been pushed against the opposite walls and nailed in place. Beneath the **old straw** that covers the floor is a wooden tray with **6 glass jars of magical butterflies** in it. Open a jar, and for 1d6 rounds, the butterflies swarm an enemy, who must **save vs. spells** each round in order to make an attack.

6. Zombie Vats

The door to this room has not been opened since Harlan Blackhand took a look inside and decided he wanted nothing to do with it. Several small tables are covered in alchemical equipment, and more litters the floor.

There are **6 glass tanks** full of clear, greenish liquid, with a single **vat zombie** in each one. As soon as anything in this room is touched, the vat zombies awaken and attempt to escape their vats. Each one takes 1d8 rounds to break out, at which point they attack the nearest living creature.

• Acrid smells. • Dark stains. • Pipes and tubes. • Weird tools scattered all about.




Death Caves
1 square = 10 feet
Entrance 1
Entrance 2
8. Filth
1. Chimes
4.
3.
7. Stench
5.
Exit
9. Locked Doors
11. Carpentry
10.
6.
12. Locked Treasury

Entrances: One leads to the caves used by the death cultists, the other leads to the ghost river. These two areas are separated by enchanted iron bars.
Exit: Behind a locked door, a stone hallway leads to the **Temple of the Death Gods**.

1. A Noisy Entrance

Numerous **chimes, bells, and small pieces of glass hang** on strings nailed into the low ceiling and its many stalactites. It is impossible to move through this cave without making noise—the faster you move, the more noise you make.

2. Ghost River

A small **river**—more of a stream, really—flows out of the wall here. The **ghosts** of people whose bodies were thrown into the spawning pit (room 6) congregate here, and some become visible. They cannot enter the prison (room 4) because the **iron bars** that block the way are enchanted, and even ghosts cannot pass through them.
• Clean-smelling water. • Ghosts. • No fungus or mold. • No garbage.

3. Ghost Pool

The river becomes a **shallow pool** here, then flows past a **statue** carved by an ancient race of reptiles (now extinct) and through a passage too small even for a child to crawl through (and that's been tried before). Enchanted **iron bars**, two ranks thick, prohibit the living and the dead alike from accessing rooms 5 and 6.
Drinking ghost water has the following effects, which last for a year and a day:

- Ability to resist possession by ghosts is reduced by half.
- Can see ghosts that are normally invisible (50/50 chance each time).
- Can see in the dark, up to 20 feet.
- Other drugs taken have an increased effect.

4. Prison

There are no prisoners here now, but this area's purpose is obvious.
• Old blood. • Rusted manacles bolted to the floor. • Scratches dug into the rock.

5. Lair of the Hydra

1 hydra zombie lurks in this cave, ignoring any death cultists that pass through. **If it hears a commotion on its side of the bars,** it moves to investigate with the intention of ambushing intruders. It hides from those on the other side of the bars.

6. The Spawning Pit

In this huge cave is a **deep, wide pit**, into which the death cultists throw dead things. Inside the pit, they knit themselves together and climb out as **zombies**, amalgamated from the corpses of myriad beings. The cultists unleash these undead creatures upon the world above them, for the glory of the gods of death.
• Ceiling rises up beyond sight. • Smoothly polished floor, with a few potholes.
• Sound of bats above (but the floor is clean). • Stench of death.

7. The Skinning Cave

1d8+4 death cultists are flaying corpses and tanning hides in this cave. They dump the skinless pieces in the spawning pit (room 6) and stitch the hides together so the zombies that crawl out of the pit may wear them.

The **stench** in this cave is overpowering. Anyone not used to it must **save vs. poison** or suffer disadvantage to their attack rolls until they leave.

8. Filth Dump

The cult dumps all of its waste here. Filth is piled in corners, smeared across the floor, and even dripping from the ceiling. It smells worse than the skinning cave, and has the same effects, plus you must **save vs. poison** just to keep from vomiting.

There is a 50/50 chance that **2d4 death cultists** are here, huffing the fumes to get high. They ignore noise outside the filth, but attack any intruders who enter.

9. Locked Room

Even though the caves have worn through the walls of this room, both of its stout, wooden doors are kept locked. Only a few death cultists have keys.

Exit: A stone hallway leads to the oratorium (room 5) in the **Temple of the Death Gods**. There is a bone guardian located here, behind the door, that attack anyone who has not been initiated into the death cult.

Bone Guardian 275xp

Evil, AC Chain +1, HD 6, Morale +5, Move 30' (10'), Save F6, Speed 4, Spell Immunity 1 in 6, Surprise 0, Treasure Type B / XXI (scattered amongst the bones). Ch 0, Co 12, De 4, In 8, St 18, Wi 12.

3 claw attacks per round (1d8 damage each).

- Half damage from fire and slashing weapons.
- Immune to cold, disease, mental effects, piercing weapons, and poison.

This monster is made of seven-and-a-half human skeletons and blocks the entire hallway. Amongst its mass of bones are scraps of rotten meat, shredded clothing, and rusted pieces of equipment (and possibly a few pieces of treasure). The bone guardian forms itself into an archway to allow death cultists to pass.

10. Reliquary

The shelves opposite the cavern entrance are still somewhat intact but the trinkets have long since rotted away into ruins, nearly unrecognizable.

• Mummified fingers stacked up in a corner.

11. Carpentry Shop

The **sculptures** here are all for the purpose of death worship. None are valuable, except (perhaps) to depraved art collectors. There is a 50/50 chance that **1 random encounter** worth of **death cultists** are using the shop to carve offerings to their gods.

• Carpentry tools. • Smells of cedar, pine, and varnish. • Variety of wooden pieces.

12. Treasury

The heavy, iron-banded door to this room is always **locked**, and only Aleändro Carvayano has the key. There are **6 guardian zombies** stationed here.

• Glass globes full of dead glowbugs. • Small table. • Very clean. • Worn rugs.

This room contains the following:

- **In a leather folio:** the deeds to 3 houses in a nearby town (all dilapidated).
- **In six different chests:** 600 pounds of silver coins, worth 3,000c in total, and two velvet bags containing 1,200c worth of small gems.
- A small, **wooden box** with a poisoned needle trap that causes 3d6 damage (save vs. death for half) to anyone who opens it. Inside is an iron ring with skulls engraved onto it. It is the **ring of undead strength**.

Ring of Undead Strength

Living creatures cannot remove the ring once they put it on, unless they also remove the finger. Undead may remove it normally. Death cultists always attack the wearer of this ring first, if possible. The ring's effects depend on the wearer's current Strength score:

0-12	Strength score counts as 13 as long as the ring is worn.
13-16	Strength score counts as 2 higher than normal as long as the ring is worn.
17	As 13-16, or Strength score counts as 18 as long as the ring is worn.
18	As 13-16, or +1 to attack and damage rolls as long as the ring is worn.

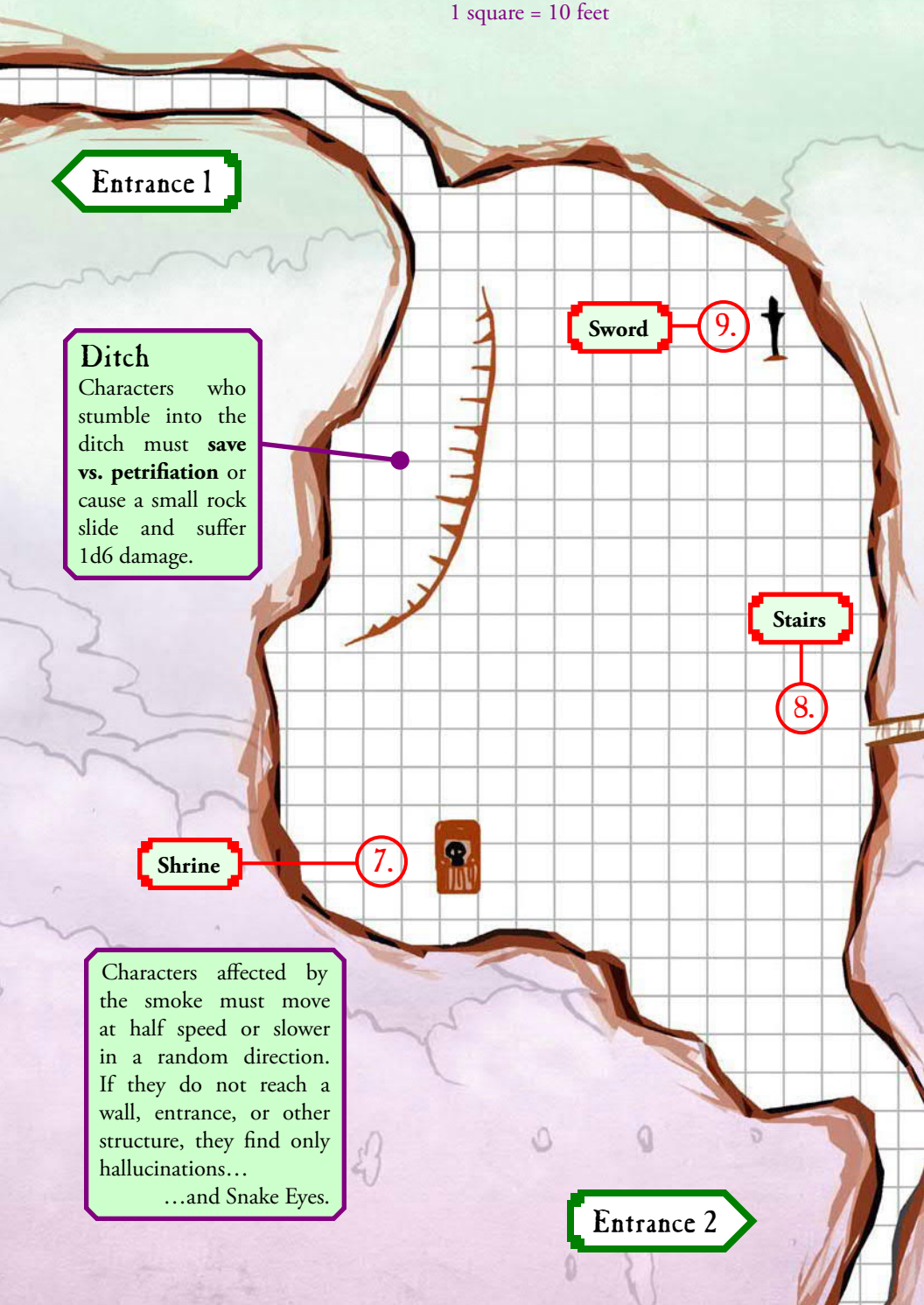
Random Encounters in the Death Caves

In rooms 2 and 3, wandering monsters are normal Level 3 encounters. **In other rooms,** roll 1d10 to determine what monsters are encountered:

1	1d6 Bleeding Men and 1d4 Ghost Bleeders.
2	1d6+1 Bleeding Men.
3	1d4 Blind Cave Haunters, who are hostile to the death cultists.
4-5	Death Cultists.
6-7	1d4 Guardian Zombies.
8	Zombies.
9	Level 3 encounter (page 16).
10	Level 4 encounter (page 17).

A Desolate Plain

1 square = 10 feet



Two hundred thousand years ago, a nation of warriors built a city upon a river whose name has long been lost in time. Such is the weight of years that the river itself was gone before recorded time, leaving only a blasted wasteland full of cracks and fissures and the poisonous smoke that seeps forth out of them. No hint of that ancient city or its people is left, save one—their greatest champion, the best of the best, remains. Now he is only a giant flying head, with snakes for eyes, wings that flap behind him, and a pair of dangling, gangrenous arms hanging down below his chin, each one bearing an ancient sword made of bronze.

This plain was buried along with the Monster King's necropolis for reasons none can say. It has barely changed, though. Now it has a ceiling that no one ever sees and the daylight, too, is a thing unknown. The only lights shining within these depths are those brought by molten rivers of rock, breaking through the still-belching fissures, and by foolish intruders who are soon to the slaughter.

Smoke Gets In Your Eyes

Just because you can avoid the smoke billowing out of cracks and fissures in the ground doesn't mean you can avoid hallucinating. This smoke takes a long time to settle, and there is always more to replace it, so the air down here is completely saturated with mind-altering chemicals.

When the PCs enter the Desolate Plain, and again each turn they remain here, stumbling through the smoke, roll 1d6 to see what they encounter:

1	Divebombing bats.	**4**	Snake treasure.
2	Giant man.	**5**	Talking skull.
3	Person from the past.	**6**	Winged threat.

If you roll an experience that has already happened, either it happens again, or Snake Eyes shows up instead, GM's choice. Snake Eyes is not a hallucination.

There are **no random encounters** here. Only the smoke, and Snake Eyes.

1. Divebombing Bats

Giant bats swoop down from out of the darkness. Even swatting them out of the air doesn't work. After a few rounds, their victims realize they aren't bats, they are just lengths of tied-together fabric, hanging from the ceiling or from tall poles sticking out of the ground. These scraps of cloth swirl around, blown hither and yon in the breeze created by the smoke-billowing fissures. Once this truth is revealed, everyone harassed by these bats will realize they have lost their sense of direction.

Bat Swarm 5xp

Chaotic, AC Plate +3, HD 1, Morale +5, Move 150' (50'), Save F1, Size Large (the swarm as a whole) or Tiny (individual bats), Speed 6. Ch 0, Co 8, De 8, In 2, St 2, Wi 2.
1 attack per round (no damage). Swarm lasts for 2d4 rounds.

- Immune to damage.

2. Giant Man

From out of the billowing smoke steps a giant man, towering over seven feet tall, who wields a massive bronze sword in his hands. He has neither eyes nor tongue. His jet black skin is harder than stone, impervious to weapons, and he rains down blows as silent as the grave. The only way to defeat him is to knock the sword from his hands (a successful attack roll achieves this).

Eyeless Behemoth — 75xp

Chaotic, AC Leather, HD 4, Morale +5, Move 120' (40'), Save F4, Size Large, Speed 7, Surprise -1. Ch 4, Co 18, De 12, In 6, St 18, Wi 8.

1 sword attack per round (1d10 damage).

- Immune to damage.

If he is defeated, he disappears. All wounds caused by this giant are hallucinatory, and anyone killed wakes up soon after. Either way, anyone who fights the eyeless behemoth loses their sense of direction and has a chance to notice something that is not an illusion: several feet away lies the dessicated body of a giant man. An ancient bronze sword lies next to him, almost entirely consumed by rust. He has been dead for centuries.

3. Person from the Past

The GM asks one or more of these questions of the intruder:

- *Who did you abandon, that you probably shouldn't have?*
- *Who do you miss the most from back home?*
- *Who do you owe a debt to, that you can never repay?*
- *Who was kindest to you when you were a child?*

Then they see this person, stumbling toward them in the darkness, a dazed look on their face. They are trying to speak but seem to be choking. When they get close, their pupils turn to slits, their jaw distends, and they turn into a gigantic snake. The giant snake attacks, coiling around its victim and biting them with gigantic fangs.

Giant Snake — 5xp each

Chaotic, AC Chain, HD 1, Morale +5, Move 120' (40'), Save F1, Speed 8.
Ch 0, Co 12, De 14, In 10, St 14, Wi 10.

1 bite or constriction attack per round (1d8 damage).

After someone struggles with the snake for a round or two—getting turned around, sprawling in the dirt, and such—the snake is gone, as so is any damage it caused.

4. Snake Treasure

There is a piece of treasure on the ground. Someone has dropped it. There it is, just lying there, glittering in the darkness. **If someone touches it,** though, they find it's not a piece of treasure at all, it's a snake, and it bites them, inflicting 1 point of damage. Unlike the other hallucinations, this damage is real—a hand cut on the edge of a rusty sword, a shard of glass, or a dead thorn bush.

5. Talking Skull

There is a skull lying on the ground, a little ways away. Maybe it's heard before it's seen, because it talks, offering unsolicited advice. "You're going the wrong way, you know. There's only death over there. Everyone else who went over there died, you know. Never came back. Maybe you should cast a spell? Oh, you don't know any magic. Maybe you should just kill yourself." Its jaw clatters as it talks.

If anyone picks up the skull, it's just a skull, centuries old. It doesn't say anything. It can't talk. I mean, seriously. It's just an old skull.

6. Winged Threat

A snake or sword flies out of the darkness, its tiny bat-wings flapping comically. It attacks until its victims lose their sense of direction and become lost amidst the fissures. None of these weapons are real, and neither is any damage they cause.

Flying Snake / Flying Sword 5xp each

Chaotic, AC Plate, HD 1, Morale +5, Move 90' (30'), Save F1, Size Small, Speed 8. Ch 0, Co 18, De 14, In 6, St 6, Wi 6.

1 attack per round (1d6 damage).

- Immune to damage.

7. The Ancient Shrine

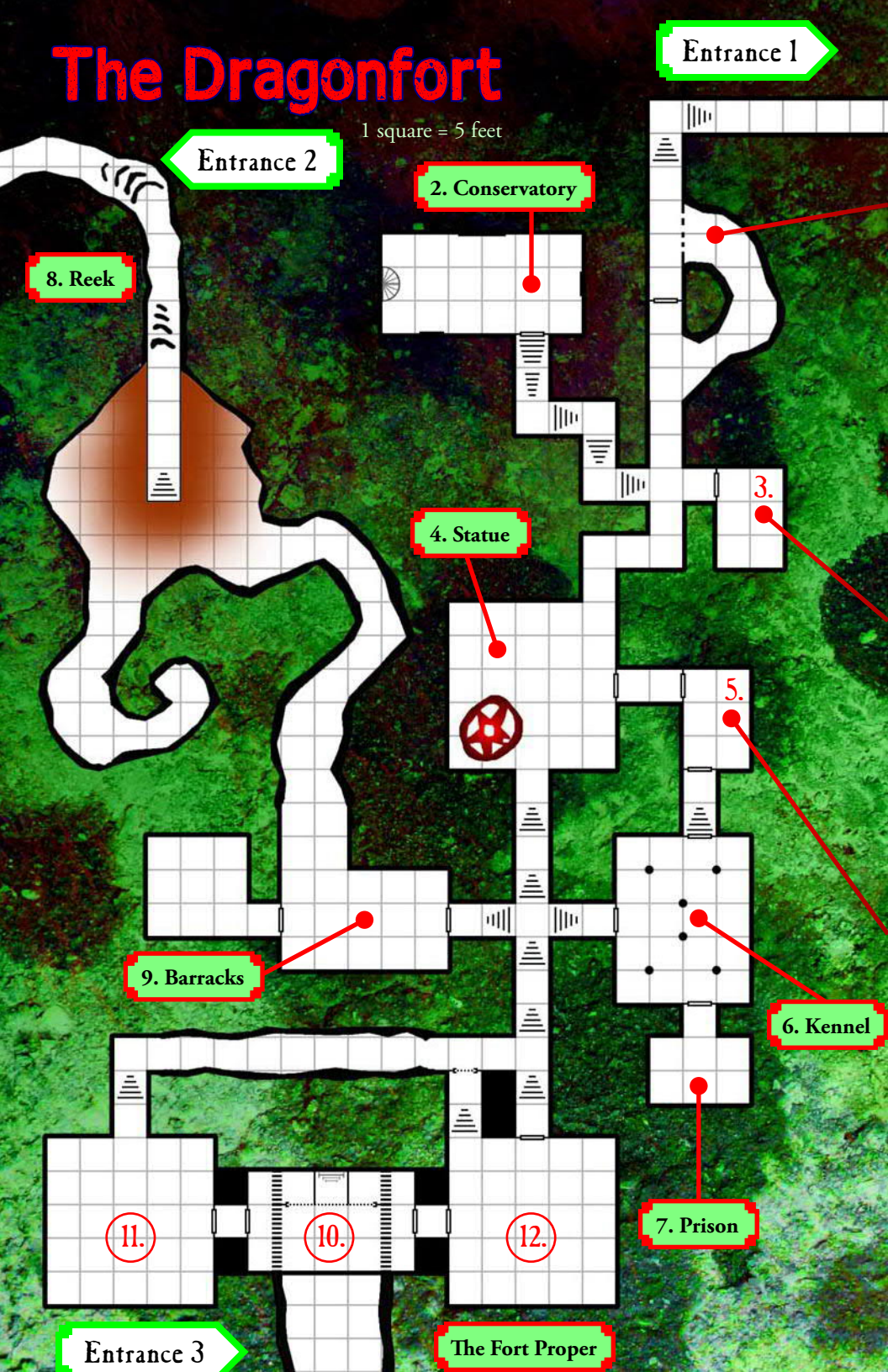
A stone monolith stands here, 7 feet tall, with a niche carved into its centre. Inside is a petrified human skull. **If the skull is removed,** Snake Eyes is free to pursue it, wherever it goes, in order to return it. **If the skull is ground into dust, or its magic is removed** (Dispel Magic or Remove Curse will work), Snake Eyes is free to roam wherever he pleases. Have him travel randomly through the dungeon, moving to a new area every 1d4 days, laying waste to all he encounters. If he enters the Blue Gate, Snake Eyes destroys the Blue Knight for good and leaves the dungeon, wreaking havoc upon the outside world.

8. The Stairs Up

A narrow crack in the rock wall reveals a set of steep, winding stairs that lead up to the source of the smoke (room 7) in the **Yellow Smoke**. These stairs do not exist for anyone in the Yellow Smoke, only for those who wander the Desolate Plain.

9. The Stone Sword

A heavy stone *sword +5* stands, point-down, in the cracked earth. **The first time you sleep after wielding this sword in battle,** Snake Eyes comes to you in dreams. If you fight him for 1d6 rounds and survive, you may continue to wield the sword. If you die, you die in your sleep. If you flee from him successfully, you awaken unharmed but touching the sword at all inflicts 1d6 damage per round, including when you are attacked with it.


The Dragonfort
1 square = 5 feet
Entrance 1
Entrance 2
2. Conservatory
8. Reek
3.
4. Statue
5.
9. Barracks
6. Kennel
7. Prison
11.
10.
12.
Entrance 3
The Fort Proper

Entrances: All three entrances are heavily guarded.

Every door is normally kept locked. There are no random encounters here.

1. Murder Holes

The hallway has red brick walls and an arched granite ceiling, its plaster decayed. The dragon cult has carved out a tunnel along with some **murder holes** so guards can attack intruders before they get to the door. These holes are obvious, the wall thin. There are always **1d6 red-robed cultists** and **1d6 purple-robed cultists** on guard.
• Dragon runes carved into a locked door. • A torch burns at the stairs.

2. Conservatory and Lab

This room was once a conservatory, and there is still a **wind organ** against the left wall. It was buried, along with everything else under Skull Mountain, and now the three other doors lead nowhere. **Qasim** turned this room into an **alchemical laboratory**, and now spends many days here. Unless he has already been encountered, there is a 1 in 3 chance Qasim himself is here, along with **1d6 red-robed cultists**.
Useful Alchemy: 6 visually-indistinguishable potions (1 gaseous form, 3 healing, 1 invisibility, and 1 poison), 200c worth of gold dust, and a sapphire worth 50c.
• Battered statues of nymphs. • Fan-vaulted ceiling. • Great acoustics. • Tiled floor.

3. Prison

There is a 50/50 chance of **1d4 zealots of chaos** being held prisoner here, chained to the wall. Because of the torture, they each have only 1d4 hit points remaining.
• Dried blood. • Filth bucket. • Torn fingernails still stuck to the wall.

4. The Dragon Statue

The ceiling is 30 feet high and supported by a single iron pillar. Murals of feasting warriors have not aged well. Water drips from the ceiling, and is collected in buckets.

The grotesque **statue of a dragon** appears to be carved from a single piece of stone, far too large to fit through any of the doorways.
• Blood stains. • Food scraps. • The stench of reptiles.

5. Treasury

Qasim and the green and purple leaders have the only 3 keys that open the doors to this room. There are **1d4 red-robed cultists** (loyal unto death) on guard at all times. If **Qasim** has not already been encountered, he is also here. This room contains:

- 1 bag, inside a desk, containing 8 cut rubies, each worth 500c (4,000c total).
- 1 bureau with about a dozen expensive outfits, all stolen. The total worth of these clothes is 1,800c.
- 1 chest weighing 20 pounds and containing 11,200c worth of stolen jewellery.
- 1 chest weighing 80 pounds and containing 5,500c of mixed coins.
- 2d6 scrolls each containing 1 random magic-user spell. If the dragon cultists find themselves in a very bad position, they will start using these scrolls.

6. Kennel

There are always **2d6 green-robed cultists** here, plus **2d6 green-robed dog handlers**, along with **1 dragon dog** each. There is a 50/50 chance of **1d4 dragon cult berserkers**, a 1 in 3 chance of **1d6 purple-robed cultists**, and a 1 in 3 chance of **1d6 red-robed cultists**. If **Qasim** has not yet been encountered, there is a 1 in 3 chance he is torturing a captive here.

• Bones all over the floor. • Dim braziers. • Faded murals of warriors slaying monsters. • Fan-vaulted ceiling supported by 6 pillars. • Overwhelming stench of reptiles.

7. Second Prison

There is a 1 in 3 chance of **1d4 death cult initiates** being held prisoner here, chained to the wall. They have been tortured and maimed, with only 1 hit point left each.

• Human waste. • Moldy walls. • Rotting pieces of flesh.

8. The Murder Hall

The hallway is 5 feet deep, beneath the mezzanine of packed earth that the cultists have built so they can attack intruders from above. There are always **1d6 red-robed cultists** on guard here, along with **1d6 green-robed dog handlers** with **1 dragon dog** each. Violence here brings the cultists from the barracks (room 9) to assist.

Entrance: The hallway and cave tunnel reeks of human waste, because the cultists empty their chamber pots in the cave.

• Reek of human waste. • Smell of food cooking. • Wet, dripping stalactites.

9. Barracks

There are always **2d6 red-robed cultists** and **1d6 purple-robed cultists** here, with a 50/50 chance of an additional **1d6 green-robed cultists**, and a 1 in 3 chance of **1d4 dragon armour berserkers**. Half of them are asleep, the other half are either cooking or studying their magical arts.

The room attached to the barracks is used for storing **food**: coffee, dried fruit and vegetables, flatbread grains, pickled fish, salted meat, and water. Everything but the coffee and water has been treated with special chemicals that make non-cultists sick. The bag of coffee beans is worth 25c.

Random Encounters in the Dragonfort

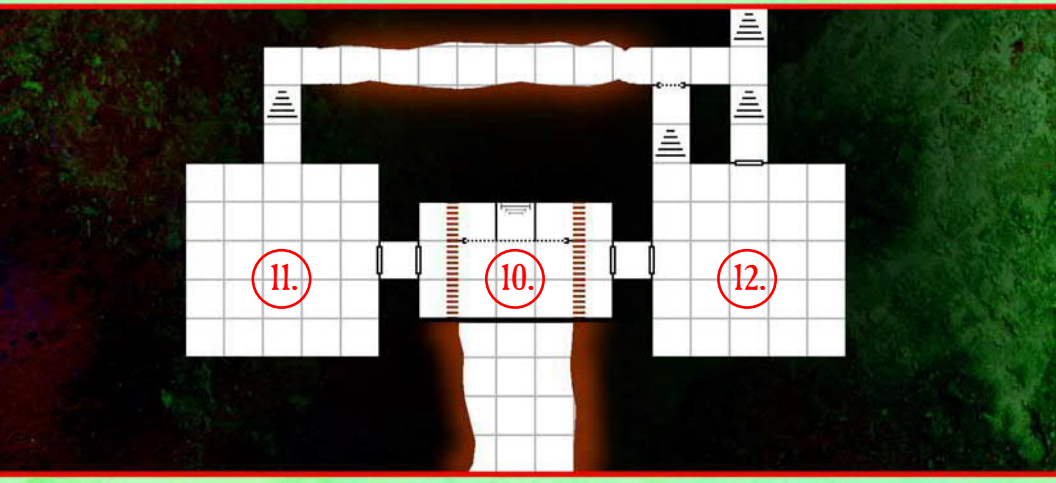
There are no random encounters inside, because the dragon cultists have everything locked down tight. Wandering monsters may be encountered at the entrances, either enemies besieging the cultists, or traders come to parley.

If the dragon cult is defeated, there will be nothing to keep monsters out, and Level 2 random encounters can happen anywhere within the Dragonfort.

The Fort Proper

This structure was part of a castle that was buried beneath Skull Mountain, but whether it was part of the original city of monsters or not is unclear.

Entrance: A cavernous tunnel with uneven footing, 15 feet wide and 10 feet high, leads to a **castle gateway** that is 8 feet tall and 10 feet wide. Inside the gateway there is an **iron portcullis**, but instead of the gateway leading to a courtyard, there is a dirt wall and a ladder behind the portcullis.



10. Above the Gate

Above the gateway is a room equipped with **murderholes** so the cultists can pour hot oil and arrows down upon intruders. A 5 by 5 hole in the floor above the ladder allows access from below, and the portcullis is raised and lowered by a **winch**. There are always **1d6 red-robed cultists** and **1d6 purple-robed cultists** on guard here, with **2 pots of hot oil** (2d6 damage, save vs. breath weapons for half). **If intruders arrive,** they will draw the attention of the guards in both the left and right towers.

11. Left Tower

Originally a stone tower fortification, this room now has a 50-foot ceiling. There is evidence of additional, wooden floors being present in the distant past. **If an explosion or magic shakes this room,** it has a 1 in 6 chance of causing a cave-in.

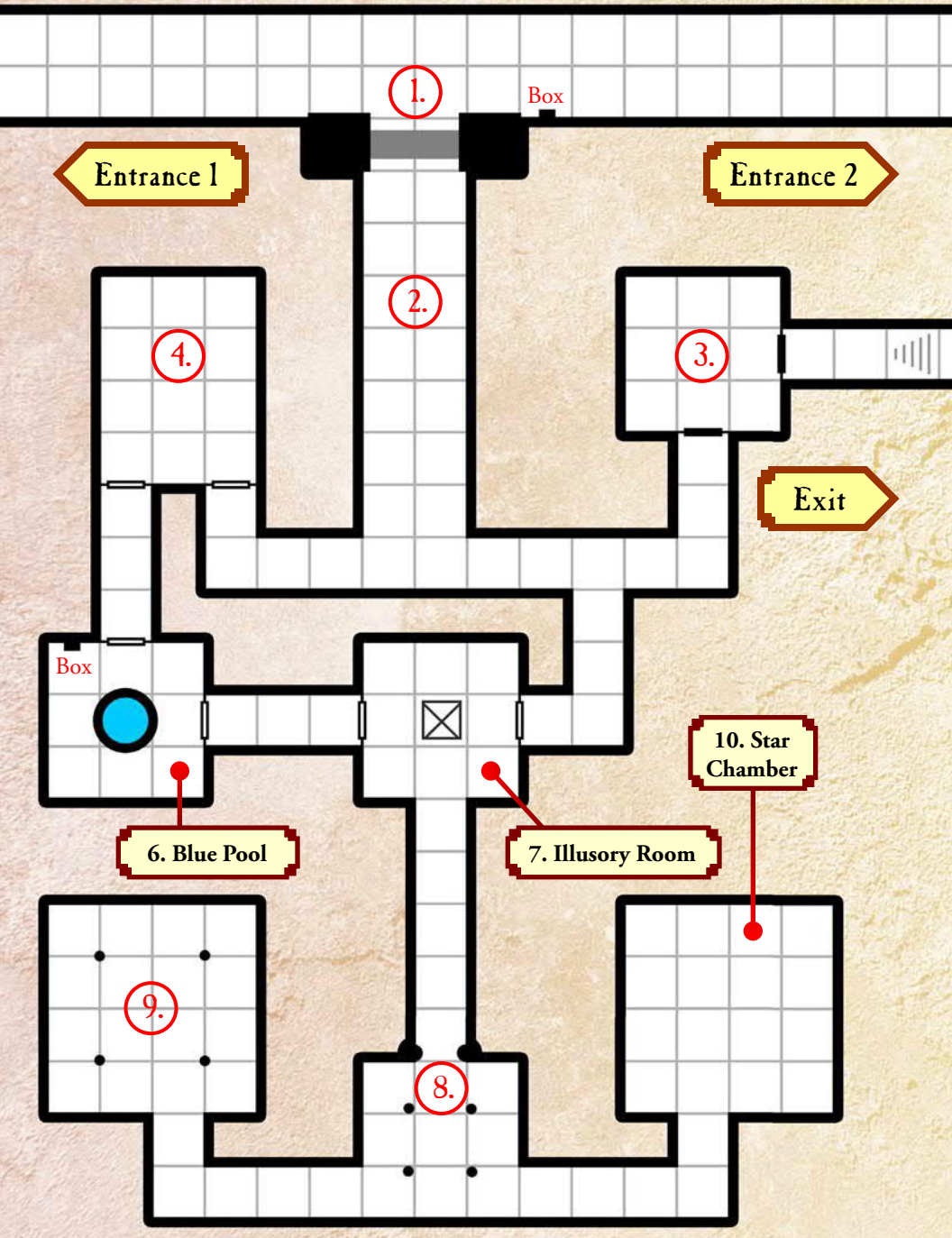
The hall leading away from this room has been carved from the mountain rock. It was not part of the original fortifications. The original exit has collapsed. There are always **2d6 purple-robed cultists** on guard here.

12. Right Tower

Identical to the left tower except there is a door on the far wall and a hallways next to it that leads to a barred window. There are always **1d6 red-robed cultists** on guard here, and a 50/50 chance of **1d6 green-robed dog handlers** with 1 **dragon dog** each.

Drakdagor's Basement

1 square = 5 feet



Entrances: A long and desolate hallway contains the door, built of huge sandstone blocks, that leads into Drakdagor's basement.
Exits: A secret passage leads up to the **Woodshed**.

There are no random encounters inside the basement unless the doors are left open.

1. The Sandstone Gates

The doorway is blocked by sandstone, the same as the walls around it. Beside it, a **metal box** with a **locked** cover is built into the wall. Inside the box, a **lever mechanism** opens the huge sandstone block that functions as the door. It takes one minute to open, and a small hourglass inside the box, next to the lever, shows how much time is left. After the door stays open for a full minute, it closes again. It cannot be opened from the inside except by magic. A broken hourglass does not affect the mechanism.

2. The Ravenous Hallway

Numerous circular and semi-circular **grooves** all over the floors hide **5 leg-hold traps** that inflict 1d4 damage to an unwary intruder (1 in 3 chance each time the hallway is traversed), as well as immobilizing them until they can get their foot out. Traps retract into the ground of their own accord when forced open.

At the end of the hall is a mosaic showing numerous geometric designs and star motifs. It is made of thousands of tiny river-smoothed stones. **1 bluish multitude** lurks around the corner, to the right or left, until someone is caught by a trap.
• 10 foot vaulted ceiling. • Beige stone masonry. • Some grooves in the walls as well.

3. Broken Furniture

Both doors are barricaded from the inside, with iron spikes wedged into their frames and broken pieces of furniture nailed into them. The bodies of **3 adventurers** who died of blood loss lie upon the floor, along with a great deal of dried blood. One is clutching a hammer and pieces of wood from a broken table. There are other pieces of broken furniture, but not enough to reconstruct the full set of table and chairs.

Exit: Behind one door is a hallway leading up to the back door (room 5) of the **Woodshed**, where the missing pieces of furniture were used to barricade another door.

4. Summoning Room

This room is empty save for an **arcane circle** carved into the floor. If touched, it summons a single random monster (from the Level 2 encounter table, pages 14-15). The two **doors** do not have locks and look to have been badly battered in the past.
• Domed ceiling. • Not a speck of dust. • Writing in six ancient languages.

5. Penitence

Grooves cover the floor and walls. **Blades** flash out from the walls at neck-height when anyone (other than a bluish multitude) passes through this hallway, inflicting 2d6 damage to the unwary (save vs. breath weapons for half). They retract slowly.

6. The Blue Pool

1 bluish multitude sits in what used to be a fountain. There is a **locked metal box** on the wall with a winch mechanism inside it that controls the blades in room 5.

7. Illusory Room

This room appears as a place well-known to the first person who enters it, after it has been empty. Nothing can be grasped or felt, but there are smells and even light. Behind the illusion are bare sandstone walls. There is **1 bluish multitude** in this room, lounging in a **5 foot pit** that is hidden by the illusion until someone finds it by accident (or the bluish multitude emerges).

8. Cobra Guardians

Flanking the doorway are **2 stone statues of giant cobras**. Every round, the mouths of the cobras spit magical gobs of corrosive liquid at intruders in this room or the hallway that leads to the illusory room (room 7), who must **save vs. breath weapons** or suffer 1d10 damage and drop or lose 1 random piece of equipment.

• Four pillars that do not protect against the cobras. • Plain stone masonry.

9. Painted Room

The walls are covered in rotting frescoes depicting the inside of a seaside house in a foreign land. Lush plants, a shining sun, and beautiful maidens have all been ruined by the slow march of time. However, the **gate mirror** hangs on one wall, still pristine.

• Domed ceiling. • White-painted floor.

Gate Mirror

This bronze-framed silver mirror is four feet to a side and nearly indestructible. The user may concentrate on it and turn it into a portal leading to any other magical portal they are familiar with. It takes 1 turn to activate this power, and the gate mirror cannot travel through its own portal. Anything that uses the portal travels through a shimmering astral hallway; nothing can exist on both sides at once. The bluish multitudes are unable to use this mirror at all.

If the gate mirror is used beneath Skull Mountain with no destination in mind, it chooses a random portal on its own. Roll 1d8 to determine the exit:

1	The Chaos Mirror (Halls of Madness room 1, pages 96-97).
2	The Chromatic Bridge (Throne of Chaos, room 7, page 187).
3	The Ebon Doorway (room 3, page 81).
4	The Frost Flame itself (room 7, page 86).
5	The Gate of Gilded Alabaster (Unicorn Burial Ground, room 2, page 195).
6	The Insect Window (Pillared Halls, room 7, page 146).
7	The magic mirror (Ruined Sanctum, room 5, page 161).
8	The portal to Iocacea (The Shrine of Many Hands, room 4, page 163).

10. The Star Chamber

Sandstone blocks function as **tables**, and are covered in stained alchemical glassware and desiccated ingredients. There are **2 bluish multitudes** lurking here, along with the following treasures:

- 13 Rings of Fortune, made of wrought iron.
- A diamond and platinum ring that is small but is still worth 6,000c. It is set up in a clamp with a simple glass lens next to it.
- Fist-sized broken pieces of jade, some with runes on them. No spells can be deciphered now, but the jade is worth 1,000c in total.
- Karkodeon's tome of alchemy.
- A stone that glows red, which people often mistook for a phoenix egg.

13 Rings of Fortune

After being driven into the mountains by the forces of Coraleith, Drakdagor consulted a famous oracle and was told he would either make her more famous than him by killing her, or he would shame her but die in the attempt. Disliking both these outcomes, he made these magical rings in an attempt to cheat fate.

Anyone wearing one of these rings can turn a failed saving throw into a success, simply by willing it to happen. This may not even require conscious thought, if they have used one of these rings before. The ring then crumbles into salt.

Karkodeon's Tome of Alchemy

Although nothing remains of Drakdagor's own writing, he has carelessly left someone else's work here. Karkodeon was an alchemist with a mystical bent who lived in Andelidha a thousand years ago, and his tome is good for a couple of things.

Firstly, alchemists and magic-users can use this tome to reduce the cost of developing spells and magical items that produce transformative effects by half.

Secondly, there are nine spells transcribed in the book, including Continual Light, ESP, Levitate, Phantasmal Force, Polymorph Others, Polymorph Self, Shield, and the following two spells (Ghostwalk and Trading Places):

Ghostwalk — Level 2

Range: None (caster only). **Duration:** 1 turn per caster level.

For the duration of this spell, the caster's body becomes immaterial and transparent, allowing them to walk through walls and other solid objects. Everything they carry and wear is likewise affected, excepting items that would encumber them. The caster cannot interact with the physical world until the spell ends, but magical weapons can still harm them.

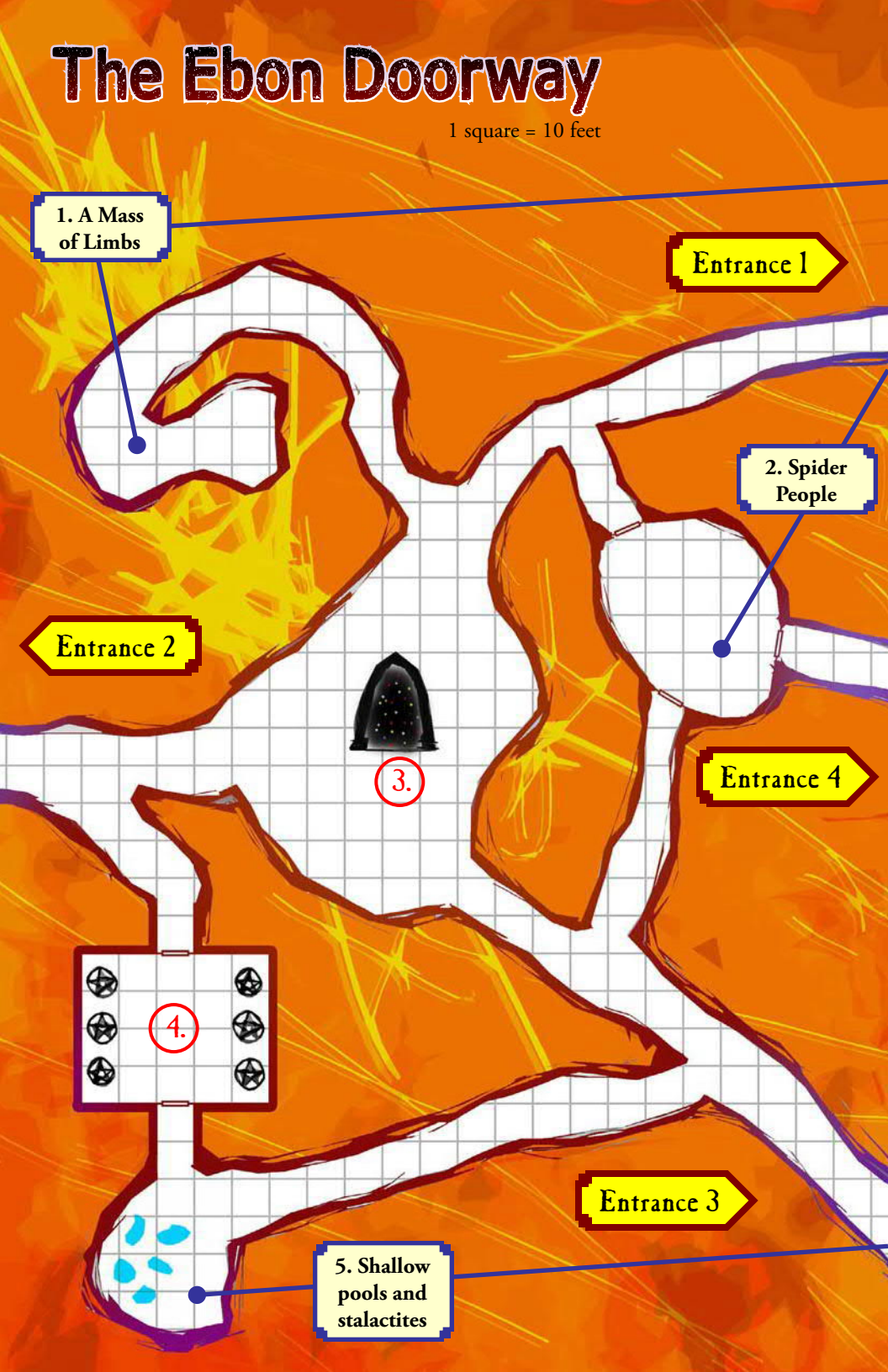
Trading Places — Level 4

Range: Infinite. **Duration:** Instantaneous.

The caster selects another person by their true name. If that person fails their saving throw against this spell, they immediately switch places with the caster. Everything the two people are carrying travels with them.

The Ebon Doorway

1 square = 10 feet



Entrances: Three entrances lead right to the Ebon Doorway itself, while a fourth is blocked by one of the guardhouse doors.

1. Dead End

At the end of this tunnel is a **mass of limbs**, attracted to a vein of shimmering marble.

2. The Guardhouse

The **Eyeball Syndicate** set this area up to greet visitors and escort them to the **Yellow Smoke**. It has been carved by hand and magic, and the **doors** are made of iron bolted into the rock. There are always **2d6 arachnoid mercenaries** on guard here, and a 1 in 3 chance of a single **eye fucker soldier** as well.

• Cards. • Keys. • Lamps full of glowing bugs. • Wooden table.

3. Gate of Darkness

A doorway made of black, metal vines stands upon a battered, tiled floor. In the doorway there is only a shimmering darkness that leads to other planes of existence. **Without the proper spells or charms,** however, anyone stepping into it steps out of the mirror in the mud room (room 5) of the **Ruined Sanctum**.

In addition to normal random encounters, there is a 1 in 10 chance of something stepping out of the **Ebon Doorway** each turn (roll 1d8 to see what):

1	1d6+1 Bloodworms.	**5**	1d6 Green Witches.
2	2d4 Bugbears.	**6**	1 Mass of Limbs.
3	1d8 Degenerate Reptiloids.	**7**	3d6 Iridescent Globes.
4	1d4+1 Golden Serpents.	**8**	1d4 Reptiloid Sorcerers.

Or add your own.

4. Statues

3 statues of mighty warriors stand on either side of the room. **When multiple people step into the room,** the middle statues on either side spring to life and fight each other in the centre of the room. If anyone gets in their way before they meet, the statues attack the interloper first.

• Plain grey stone. • Tiled floor. • Vaulted ceiling.

Warring Statues — 20xp each

Lawful, AC Plate, HD 2, Morale +5, Move 90' (30'), Save F6, Speed 6, Surprise -1. Ch 0, Co 18, De 8, In 6, St 18, Wi 12.

1 weapon attack per round (1d8 damage).

- Half damage from cold, frost, and slashing weapons.
- Immune to fire, lightning, mind control, and piercing weapons.

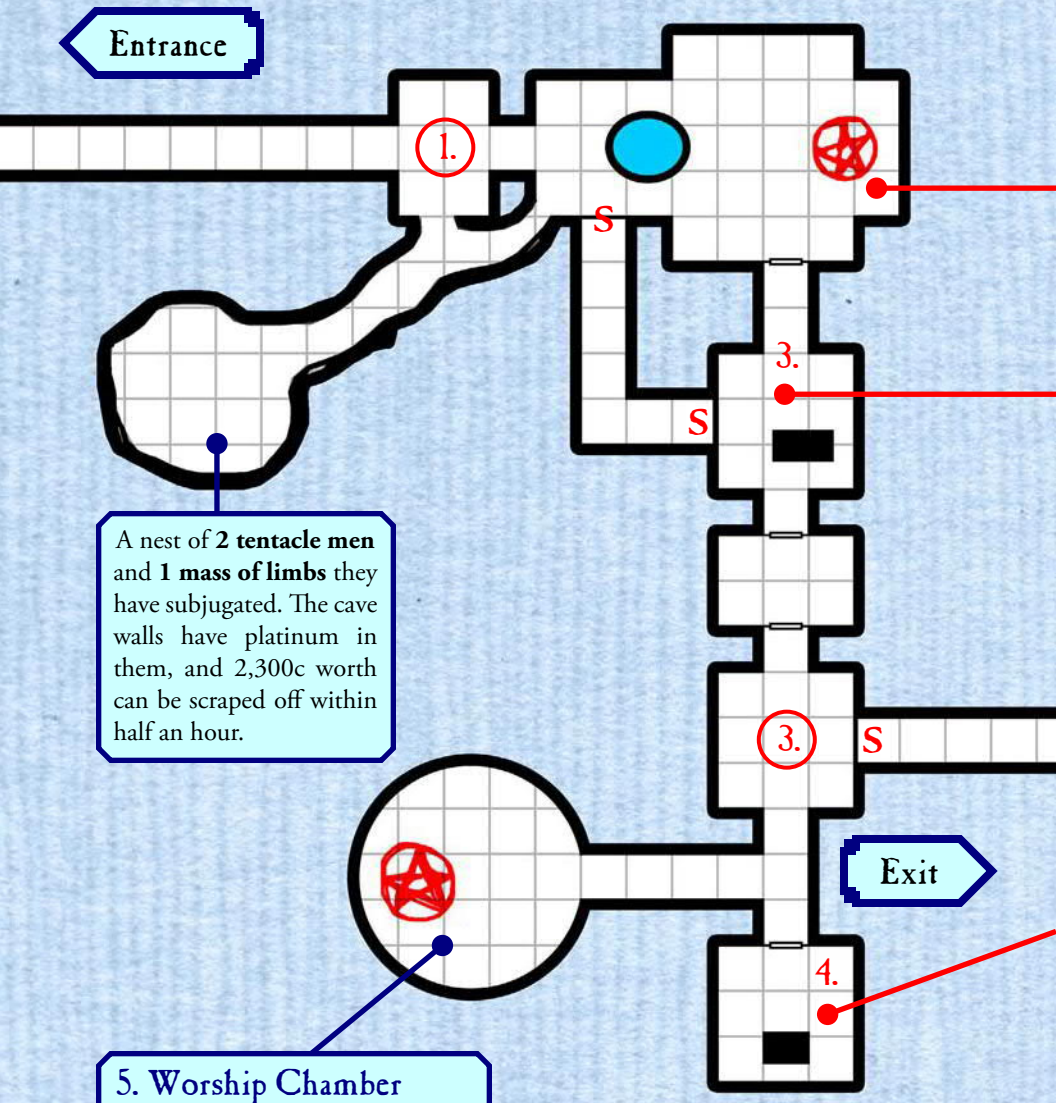
Piercing and slashing weapons that strike a statue have a 1 in 6 chance of breaking.

5. Dangerous Grotto

Hidden behind stalactites is **1 man-eating mollusc** that looks like a treasure chest.

The Forbidden Temple

1 square = 5 feet



A nest of **2 tentacle men** and **1 mass of limbs** they have subjugated. The cave walls have platinum in them, and 2,300c worth can be scraped off within half an hour.

5. Worship Chamber

The **golden idol of a serpentine god** sits amidst rotten tapestries, beneath windows now filled with dirt. It weighs 200 pounds and is worth 10,000c. The **4 large golden candlesticks** nearby each weigh 10 pounds and are worth 100c.

Entrances: The single entrance is a long hallway made of red bricks.
Exit: The supply rooms lead to the **Reliquary of the Saints**.

1. Forbidden Doorway

The red brick doorway has bas relief carvings of snakes and warnings against entering in a dozen different languages. The word "forbidden" is scrawled in blood on the floor. A **secret door** just past the doorway leads to the supply rooms (room 3).

2. Antechamber

A stone statue of Lepravosia stands opposite a large pool of water. If intruders move past the pool toward either the statue or the door to the supply rooms, an **Incarnation of Lepravosia** rises out of the water and attacks them. The statue is mundane.
• Domed ceiling painted with fantastical snakes.

3. Supply Rooms

Beneath a **battered wooden table** in the first room sits a backpack containing 50 feet of rope and a grappling hook, a few pieces of chalk, a hammer and a dozen iron spikes, a set of lockpicks, a single torch, and some long-ruined rations.

A tall **white candle** with a battered brass handle sits on top of the table. The top appears slightly melted but the wick is unburnt. When lit, the white candle emits light but does not burn down or melt away. In addition to providing a small amount of light, chaotic and evil creatures cannot approach the white candle unless they successfully **save vs. paralysis**. The adventurer who brought this candle here was carried off by cone-faced marauders, and no one has touched it since.

The subsequent rooms show signs of once being inhabited—scraps of cloth or paper on the floor, scuffs on the walls—but are now empty.

Exit: Behind a secret door in the last room, a long, winding hallway leads to Lepravosia's Tribute (room 6) in the **Reliquary of the Saints**.

4. Poison Shrine

A **wooden bureau** has been turned into a shrine, covered in broken pieces of carvings that depict 2 monstrous queens, at first rivals, then united in their submission to the Monster King, who is shown with several different, monstrous heads, always topped by a magnificent crown.

On top of the shrine, attached by metal wire, are **3 melon-sized glass globes**. Each globe contains a single gem worth 800c and is filled with poison gas. Anyone within 10 feet of the globe when it breaks suffers 3d6 damage (save vs. poison for half). Anyone who enters the room within 24 hours of a globe breaking suffers 2d6 damage (save vs. poison for half). If a globe is broken outside, the gas disperses in less than 3 hours instead.

If you touch the shrine, it removes 1 spell you have memorized, determined at random, but if you then remain nearby for more than 1 hour, it puts a new spell, determined randomly, into your memory.


The Frost Flame
1 square = 5 feet
Entrance 1
Entrance 2
1d6 frost gnomes.
1d6 frost gnomes.
1d6 frost gnomes.
1.
2.
3.
4.
5.
6.
7.
8.

Entrances: Both entrances are cave tunnels and the drop in temperature is very obvious to anyone travelling through them.

Hoarfrost and ice cover nearly every surface of this area. Random encounters in this area are always frost gnomes or rhinocorn wraiths (with a 50/50 chance of either). **When intruders enter,** roll 1d6:

1	The frost giant has **gone to a neighbouring dungeon area** to attack it, accompanied by 2d8 frost gnomes.
2	The frost giant is **feeding a mortal creature (or several) to the frost flame**, attended by 1d6 frost gnomes.
3	The frost giant **sits upon his throne**, attended by 2d6 frost gnomes.

1. Quiet Room

A **pile of boots and shoes** is stacked against one wall. Some are still good, though very cold. **Unlit lanterns** still full of oil sit on shelves made of ice, but there are no matches or pieces of flint around. Lengths of cold, wet, **rusty chain** extend out of the ice, attached to the wall behind it. They break if used.

2. The Offering

A **rhinoceros constructed out of wood** stands in this small cave, and offering to the ghosts by parties unknown. It is frozen and covered in hoarfrost. It is not clear if it was left here originally, or if the inhabitants of this area moved it here.

• Low ceiling. • Tiny pebbles on the ground.

3. The Guardians

6 terracotta sculptures of the frost giant stand here. Each has a **sapphire** worth 300c hidden inside it. A statue must be broken for the stone to be retrieved. One of the six also has a vial of **poison gas** inside it, that inflicts 2d8 damage (save vs. poison for half) on anyone within 20 feet of the statue being broken.

4. The Prisoner

Inside a glass jar, deep within the walls of ice that cover the walls here, flickers a bound and imprisoned **fire elemental**. The jar is marked with arcane runes and symbols, beyond which no heat or fire may pass. The jar cannot be broken from the inside. If freed, the fire elemental creates rivers of melted ice that flow through the dungeon.

5. The Antechamber

A **pillar made of pinkish coral**, an imitation of the frost flame, lies on its side. The coral grew like this on some other plane of existence and was transported here, through nearly-random strings of astral light. Any spell that opens portals cast in this room will open a portal to the tropical ocean the coral comes from, on a world far away. Any teleportation spells will send their targets to this same ocean.

6. Throne of Ice

A large seat carved from the ice is where the frost giant spends most of his time, either contemplating his next move, or binding new frost gnomes to his service.

• High ceiling that drips constantly. • Smooth, polished floor.

7. The Heart of Winter

Nearly every surface of this room is covered in a coating of ice. The caves leading to this temple are covered in frost. Puddles on the ground are frozen over. It is very cold in here, and the living cannot help but shiver uncontrollably.

The Frost Flame 1,600xp

Evil, AC Chain, HD 9, Morale +5, Move 0' (0'), Save C9, Speed 0.
Ch 18, Co 18, De 18, In 18, St 18, Wi 18.
2 touch attacks per round against those in melee range.

- Has no mind, is immune to mental effects, cannot be surprised.
- Immune to all damage except corrosive liquids, lightning, and radiance.

A **black-hued bonfire** that emanates neither heat nor light, but flickers and dances just as fire does. Most creatures suffer 1d8 damage from its **freezing touch**, but those that are resistant or immune to fire suffer 2d8 damage instead. Creatures that are immune to the cold still suffer 1d4 damage from its touch, for it is not just made from the absence of heat—it is anti-fire, and thus always dangerous.

The frost flame is the main emissary of the **Realm of Winter** on the terrestrial plane, through which the coldness of winter seeks to destroy the heat of these warmlands. It is also possible for creatures from this world to access the Realm of Winter and its elemental coldness, either drawing on its power to fuel their frost magic, or in order to travel into the realm itself. The first comes with sacrifices, as wizards who enthral themselves to the cold find themselves transformed as the warmth gradually drains out of them. Of course, some wizards may try to seize its power by force or trickery, in order to remain aloof and unaffected by it, but this inevitably incurs the wrath of winter. More dangerous still is an expedition into the cold of Winter's realm, where heat—and thus life—cannot exist without powerful arcane protections.

8. The Treasure of the Rhinocorns

Past the frost flame, covered in ice, lies the treasure of the rhinocorns. If any part of the treasure is touched, **1d6 rhinocorn wraiths** manifest to attack everyone in the room. Anyone who removes pieces of the treasure are pursued and attacked by **1d6 rhinocorn wraiths** every turn until they exit the caves beneath Skull Mountain. The treasure consists of:

- 2 rhinocorn statues that weigh 200 pounds and are worth 1,200c each.
- 7 exquisitely-crafted ornamental golden chains decorated with tiny rhinocorns worth 1,500c each (10,500c total).
- 110 necklaces made of beads carved from rhinoceros horn that are worth 50c each (5,500c total).

The Frost World

The Realm of Winter is not entirely antagonistic to life. Some, like the frost giant, voluntarily give up their warmth and join the frost world, as it grows ever larger, in unlit corners everywhere.

If you swear allegiance to the Realm of Winter, you can select a boon after doing a favour for it, or advancing its foothold on this plane:

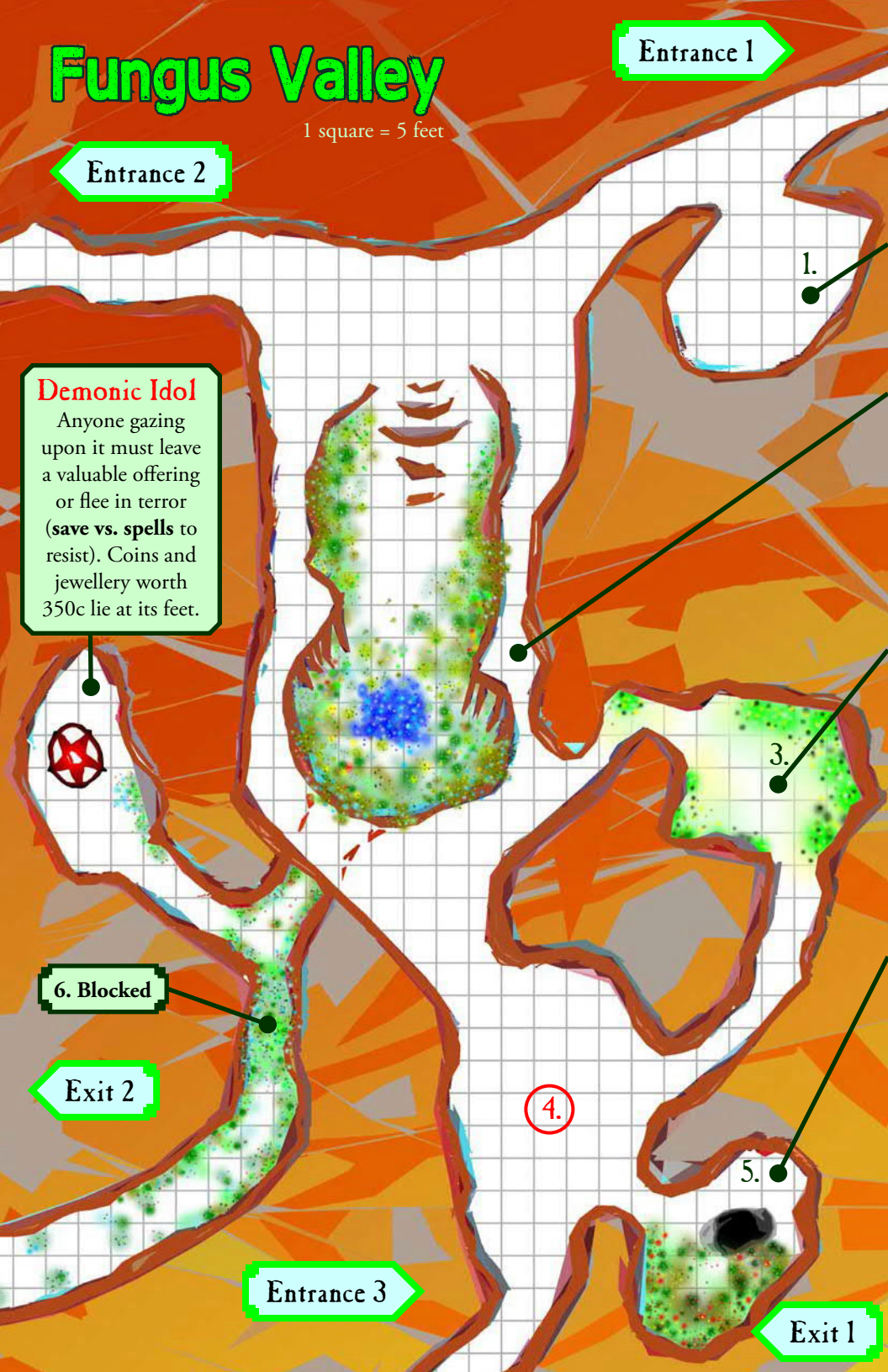
- You gain the ability to cast a number of Winter spells per day equal to half your level, rounded up (this boon may be taken more than once).
- You stop aging and become immortal.
- You suffer half damage from cold and frost-based attacks (or you become immune, if chosen a second time).

But for every boon you are granted, you must also select one taboo:

- Heat-cooked food is poison to you.
- You are no longer warmed by sunlight (and, unless you are immune to cold, you freeze to death).
- You cannot produce fire or lightning by any means.
- You suffer double damage from fire.
- Your flesh grows cold and you can no longer reproduce biologically.

If the Realm of Winter is allowed to manifest on the physical plane, the areas under its power take on the look of a frozen world, covered in ice and darkness. These three principles of the frost world become physical laws, first one, then the second, then all three, as winter's icy grip grows tighter:

- **No Fire:** And without fire, the most common method of preparing food is lost. No longer can you bake, boil, or barbecue. Methods like pickling and ceviche are still viable, as is raw food, although not everyone is satisfied with uncooked food.
- **No Natural Light:** In the Realm of Winter there is not only no fire, but no sunlight either—for what is the sun but a distant ball of flames? Magical light if acceptable, as long as it emits no heat (and is not the cleansing radiance of heaven), but such magic is not accessible to everyone.
- **No New Life:** The frost world removes the ability of living creatures to sexually reproduce. The mind may become immortal, but the flesh dies as all warmth leaves it. All that lives in the depths of winter is immortal, unchanging, frozen. Those that cannot create new life through non-organic means simply cannot reproduce, whether they want to or not.


Fungus Valley
1 square = 5 feet
Entrance 1
Entrance 2
1.
Demonic Idol
Anyone gazing upon it must leave a valuable offering or flee in terror (**save vs. spells** to resist). Coins and jewellery worth 350c lie at its feet.
3.
6. Blocked
Exit 2
4.
5.
Entrance 3
Exit 1

Entrances: All three entrances are natural cave passages, a little damp and uneven.
Exits: A blocked passage (room 6) and a hole in the floor of the secret garden (room 5) that leads to **The Mushroom Lair**.

1. A Single Chest in an Empty Cave

1 purple cloud inside a chest with 200c in gold coins. It normally only attacks if disturbed, but has a 1 in 3 chance of being drawn to fighting in or around the top of the valley (room 2). It attacks the nearest targets first, without distinguishing sides.

2. The Top of the Valley

The sides of this cave slope down sharply, creating a valley that is covered in fungus. There is a large, tall patch of **blue mold** at the centre. **The first time you eat blue mold,** increase your Intelligence score by 1 and decrease another ability (player's choice) by 1, permanently. **For 1d6 days after eating blue mold,** the damage, duration, effect, and range of any light- or lightning-based spells you cast are doubled. It also turns your skin blue temporarily, depending on how much you eat, and how often.

3. Clan of the Cave Trolls

2d6 pygmy cave trolls use this cave as their den. The walls and stalactites are covered in large patches of the **bioluminescent fungus** they are associated with.
• Low ceiling. • Pitched floor. • Weird light. • Wet patches are slippery.

4. Adjacent Cavern

There is a 1 in 6 chance of **1d6 Myconians** standing guard here.
• Dry cave. • Numerous pebbles scattered all over. • Small cairns along the walls.

5. The Secret Garden

1d4+1 Myconians guard a special garden of **poisonous mushrooms** that increase Intelligence to 18 for 1d6 hours before they kill (save vs. poison for 1d6 damage instead). Myconians feed these to people they eat, because of the mental boost.

Exit 1 A hole in the floor leads to the fungal garden (room 2) of the **Mushroom Lair**.

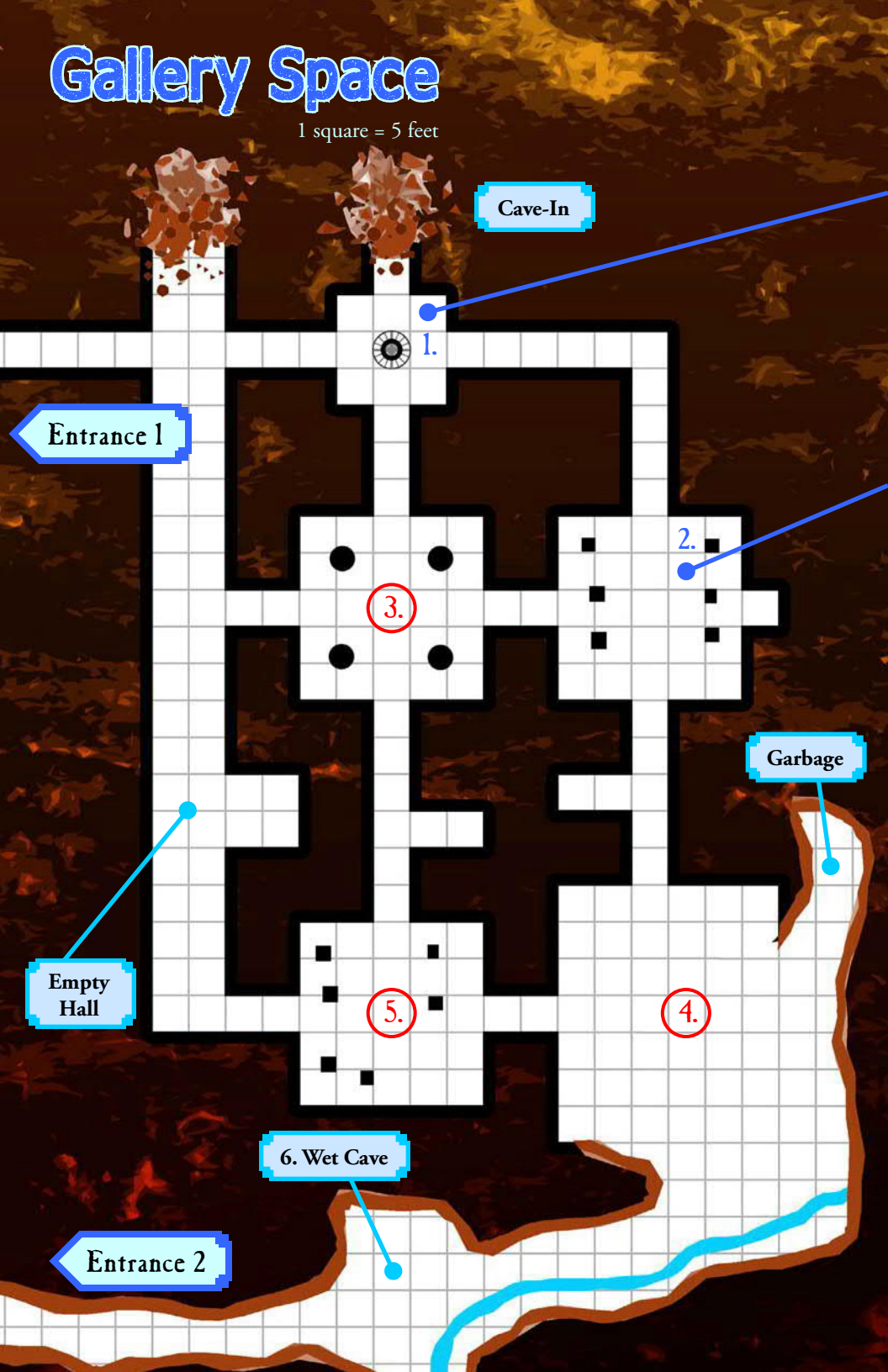
6. Blocked Passage

Exit 2: This tunnel is completely blocked by fungus. Digging it out takes 1-4 hours.

Random Encounters in Fungus Valley

Roll 1d8 to determine what monsters are encountered in this area:

1	1 Blind Cave Haunter.	**4-5**	1d8 Pygmy Cave Trolls.
2	1d4 Chaos Cultists.	**6**	1 Optical Fungus.
3	1d6+1 Myconians.	**7-8**	Level 1 encounter (pages 12-13).


Gallery Space
1 square = 5 feet
Cave-In
1.
Entrance 1
2.
3.
Garbage
Empty Hall
5.
4.
6. Wet Cave
Entrance 2

Entrances: If the passage that leads here is a built hallway, use Entrance 1. If it is a cave tunnel, use Entrance 2.

1. Magical Fountain

A domed room made of red bricks with a grey stone floor. In the centre of the room is a small **fountain** whose waters poison the healthy (and undamaged) for 1d8 damage, and heal the sick and wounded of 1d8 damage they have sustained. Only one drink per hour has effect, and is based on the drinker's condition upon entering the room.

If the water from this fountain is removed, it functions like holy water, and a vial of it inflicts 1d8 damage if used as a weapon against the undead. After a week, however, the water turns murky and disgusting, and becomes a foul, poisonous substance. It still hurts the undead, though.

2. Upper Right Gallery

The floor is covered in square stone blocks, some of which have been removed, revealing the bare earth beneath them. The walls are red brick and the vaulted ceiling, 20 feet high, is plastered over. There are **1d4 large glass jars** with glowing insects or luminous fungus in them, placed around the room in random corners.

The following items are displayed on pale grey **stone plinths**, between 3 and 4 feet high (each item is set on its own plinth, and there are no empty plinths):

- 11 domino tiles re-painted with dried blood.
- 50 pounds of melted candle stubs.
- A cracked hand mirror made of silvered glass.
- An iron key that opens the front door of the **Citadel**.
- A metal helmet, badly dented and unwearable.
- A stack of charcoal drawings of flowers, monsters, naked women, and underground caves, done in a crude and sloppy style on thick, rough paper.

This room also contains the following objects, not displayed on plinths:

- A shield with an ancient coat of arms on it (badgers and dogwood flowers), propped up against the wall.
- A square block of obsidian, 3 feet on each side, floating in mid-air, 5 feet above the ground. If exposed to sunlight, it falls to the ground and shatters. It can be moved by any magical means, but not by physically touching it.
- Wind chimes made of nickel or tin, suspended from a series of strings nailed into the ceiling. The sound they make is not particularly pleasant.
- A wooden coffin, sized for a child, that holds rags and 2 bottles of holy water. It sits on some of the remaining stone blocks.
- A wooden pole, 5 feet high, stuck into the bare earth. The top is carved to resemble the head of a screaming man, and is painted black, red, and green.

3. Lightless Gallery

The ceiling is flat stone slabs held up by thick pillars, all made of grey stone. The walls and floor are undecorated stone blocks expertly fit together without mortar. This room is **dark**, although the glow of luminous jars can be seen down the hallways that lead to the other galleries (rooms 2 and 5).

The following items are displayed on pale grey **stone plinths**, between 3 and 4 feet high (each item is set on its own plinth, and there are no empty plinths):

- 2 rusted mining picks, one placed on top of the other to form a cross.
- A pair of dice carved from ivory, each numbered 2 through 7.
- A rose (with stem) whose touch burns exposed flesh (but nothing else) like fire. This flower does not rot or decompose under normal conditions.
- A selection of small bones tied together with white string into some incoherent shape that resembles nothing in nature.
- A string of cheap glass beads, not tied together to make a necklace, but arranged in a spiral shape on one of the plinths.
- A tin plate covered in mushrooms and dried meat, oddly uneaten.

Also displayed **on the floor** are the following:

- A head-sized piece of what looks like ordinary stone, but which casts a shadow that writhes and twists like fire or leaves in the wind.
- A petrified tree, with no leaves, 3 feet tall.
- A sandcastle on the floor, made of sand taken from the slugotaur caves, expertly shaped and untouched. There is no sand anywhere else in the room.
- A single leather boot, with the bones of a foot inside of it.

4. Cave Intrusion

The stone and brick sections of this room have been mostly destroyed by a natural cave structure that has a **small stream** running through it. Broken plates and cracked pottery litter the floor. There are some very nice china vases, but all have been heavily damaged.

Small **pyramidal structures** built from sticks, twigs, and grass have been set around the cave at oddly regular distances from each other.

The **roots** of a giant tree grow through the ceiling of the room and extend into the cave. The top of the tree is actually buried inside the earth. It is sustained by magical means, not be sunlight.

Deeper into the cave is a **shallow pit full of garbage**, bones, discarded tools, rotting food, and ruined clothing. The stench is awful, and anyone searching through it has a 50/50 chance of contracting **grave rot** and being unable to heal their wounds until they receive expert medical attention.

5. Lower Left Gallery

The floor is made of grey stone blocks that were once painted various colours but are now quite faded. The vaulted ceilings, 20 feet high, are covered in rotting plaster and what appear to be unfinished frescoes. There are **1d4 large glass jars** with glowing insects or luminous fungus in them, placed around the room in random corner.
• Red brick walls. • Stains on the floor.

There are no plinths in this room. The following objects are displayed **on the floor**:

- 6 clay tablets covered in the cuneiform writing of an ancient, dead language.
- Ancient decorative tiles, covered in geometric patterns, laid out in what looks like it is supposed to be an intentional pattern.
- A dead man sitting is a rotting sedan chair. He is desiccated and mummified, his mouldering clothes 2 centuries out of fashion. He is holding a relatively new dagger. The chair's carrying poles are broken.
- A heap of dried swamp grasses, leaves, and twigs.
- A large wicker basket full of small and mostly-unremarkable stones of various shapes and colours.
- A pair of black granite sculptures that appear to be abstract humanoid figures.
- A yellowish stone sculpture of writhing, abstract curves that seems to change as the viewers' eyes move across it.

There is also a battered set of **wooden shelves** in the bottom left corner, with the following objects displayed on it:

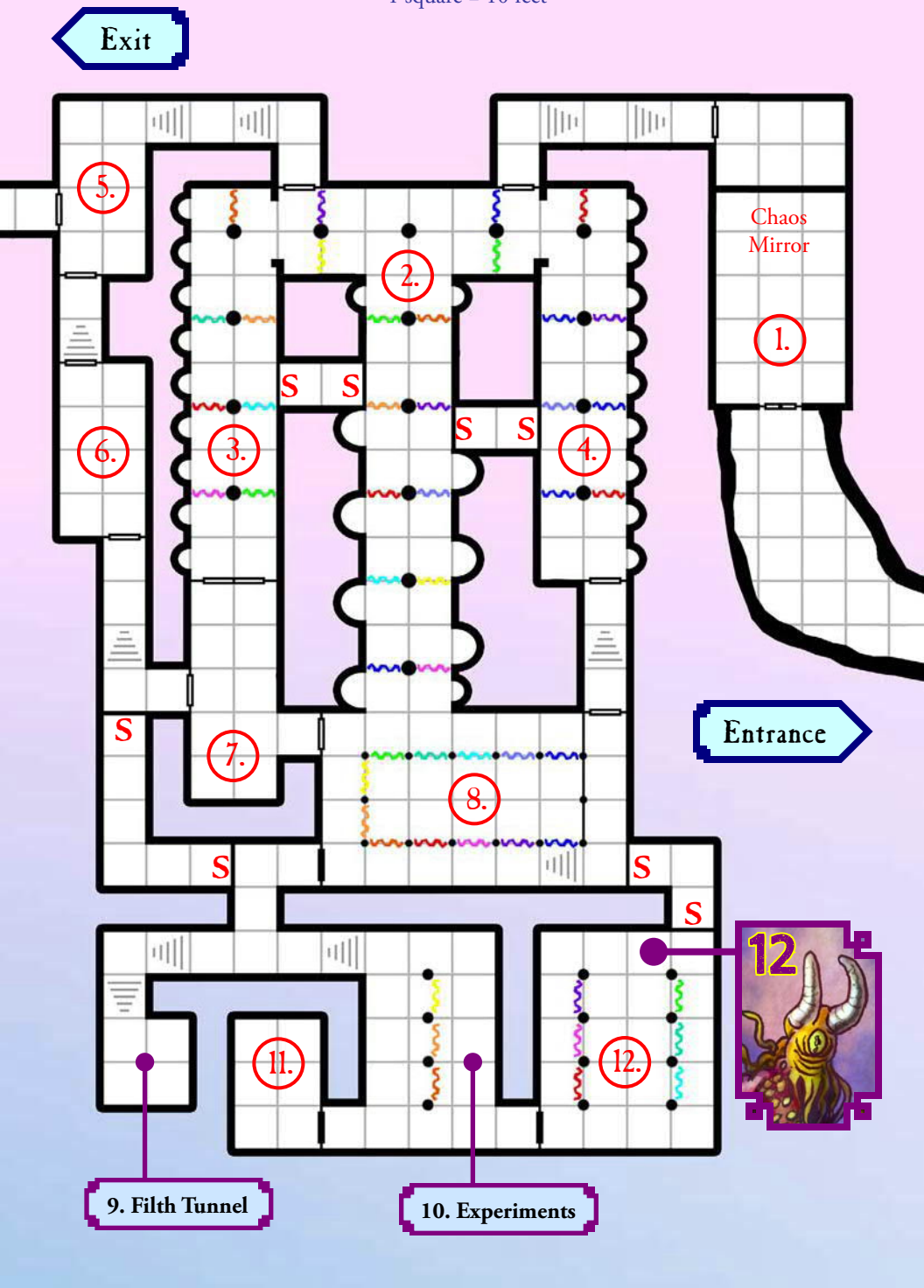
- A carved ivory pipe with marijuana resin in it.
- A colourless wine bottle with a fire in it, that consumes no fuel and never goes out. If the wax seal is broken, the fire emerges and becomes a normal, fist-sized flame, either igniting whatever flammable material it touches or extinguishing itself.
- A small iron cup filled with coarse black sand.
- A small tin jar with the perpetual smell of damp soil and rotting earth inside it, and nothing else.

6. Wet Cave

This cave is damp and irregularly shaped, which makes it **hard to navigate safely** in a hurry. Anyone scrambling around here must roll their Dexterity score or lower on a d20 or fall and suffer 1d6 damage.

Halls of Madness

1 square = 10 feet



Entrance: A large cavern leads to a set of double doors.
Exit: Stairs lead up from room 5 to the **Shrine of Many Hands**.

These vaulted brick and granite halls are infused with the magic of chaos, regularly causing random hallucinatory effects and warping the perception of stairs in particular.

Hallucinatory Effects

Every turn, and at the beginning of every violent (or otherwise charged) encounter, hallucinations occur inside the halls of madness. Half the time they become solid and real (but still temporary) to those who fail to **save vs. spells**. Roll 1d12 to determine what madness appears:

1	Blood pours out of the ceiling and down the walls, pooling on the floor.
2	Exposed skin turns bizarre, fluorescent colours.
3	Flesh melts and limb turn into tentacles.
4	The ghosts of relatives appear to shriek and wail.
5	The **giant golden hand** bursts forth from the wall.
6	The **giant golden head** burst forth from the wall.
7	Huge crustacean-like legs break out of the walls.
8	Large fang-toothed mouths appear on people's bodies.
9	Naked bodies burned black beyond all recognition fall from the ceiling.
10	One random person gains 1d6 mutations from the table on page 150.
11	One random person gains 2 mutations from the table on page 307.
12	A snowstorm full of hailstones moves into the halls.

Stairs

There are several sets of stairs in the halls of madness, but their appearance changes each time someone who has not joined the chaos cult comes upon them. When they do, there is a 50/50 chance that they use the stairs without noticing the illusion, otherwise they walk through the illusion (possibly falling down the stairs or tripping over them. If an illusion is examined carefully, a successful **save vs. spells** causes it to disappear. Roll 1d6 to determine how a staircase appears:

1	No stairs, just a blank wall.	**3-4**	Stairs going down.
2	No stairs, just level floor.	**5-6**	Stairs going up.

Random Encounters in the Halls of Madness

The halls of madness are perpetually occupied by wretched cultists who are consumed by madness. Assuming intruders are invisible or passing as cultists, there is an encounter with **chaos cultists** (use the table on page 242) every turn without fail. **If the halls are besieged,** there are 2d4 random encounters from the same table, in addition to fixed encounters listed on these pages.

1. Chaos Mirror

Behind battered double doors of sturdy iron-banded oak is a rectangular room with scorched marble tiles lining the floor, walls, and ceiling. The entire wall opposite the door is a **magical silver mirror**. It is an illusion made of chaos magic.

Initiates of the chaos cult have no reflections in this mirror, and may walk through it, into the room beyond. Everyone else creates **strangely-coloured reflections** that take on a life of their own, stepping out of the mirror and attacking intruders. **If this chaos reflection is killed,** the person it is reflecting may walk through the mirror, but if they return more than a day later, they have a new reflection to fight.

A chaos reflection has the same armour, attribute scores, character class, equipment, hit dice, level, movement, and weaponry as the person it mirrors, but is also immune to diseases and poisons, and always of chaotic alignment. It also has the same number of spells memorized, but not the same ones: determine which spells it knows randomly (they are never clerical spells). Roll for a chaos reflection's prominent colours, along with its advantage, vulnerability, and weaponry.

COLOURS

Roll 1d20 twice (or thrice) to determine the mirror twin's prominent colour scheme:

1	Beige.	**9**	Gold.	**15**	Saffron.
2-3	Black.	**10**	Ivory.	**16**	Salmon.
4	Charcoal.	**11**	Magenta.	**17**	Tangerine.
5-6	Crimson.	**12**	Ochre.	**18**	Teal.
7	Cyan.	**13**	Olive.	**19**	Ultramarine.
8	Emerald.	**14**	Purple.	**20**	Violet.

ADVANTAGE

Roll 1d12 to determine what special powers or defences the chaos reflection has:

1	AC is 2 better than normal.
2	Arcane sink (half damage from magic).
3	Dense bones (half damage from blunt trauma).
4	Glass body (immune to acid and corrosive attacks).
5	Heals 2 damage after making a successful attack.
6	Magic resistance (1 in 6 chance).
7	Shining (immune to fire).
8	Stone organs (immune to piercing weapons).
9	Two mutations (see the Mutant Orcs table, page 307).
10	Unbleeding flesh (half damage from cutting and piercing weapons).
11	Void-touched (immune to cold and frost-based attacks).
12	Wooden (immune to lightning and radiance).

Vulnerability

Roll 1d12 to determine what this chaos reflection has disadvantage to saves against, or double damage from:

1	Acid and corrosive damage.	**7**	Life drain and necromancy.
2	Blunt weapons.	**8**	Lightning and radiance.
3	Cold and frost-based attacks.	**9**	Magic causing damage.
4	Cutting and piercing weapons.	**10**	Magical effects (not damage).
5	Desiccating effects.	**11**	Poison deals damage.
6	Fire and heat-based attacks.	**12**	Silver weapons.

If your rolls indicate the chaos reflection is both resistant to, and vulnerable to, the same source of harm, re-roll one or both results.

Each chaos reflection's advantage and vulnerability should alter its appearance to some degree. Perhaps a reflection vulnerable to lightning has chrome skin, and one vulnerable to silver weapons has wolf-like features. These tell-tales need not give away too much, but they should be present.

Weaponry

Roll 1d12 to determine what is special about this chaos reflection's weaponry:

1	Acid spit (2d4 damage, range of 15 feet).
2	Bronze weapons (worth 20c each).
3	Flaming weapons (+1d6 fire damage).
4	Frost-rimed weapons (+1d4 cold damage).
5	Golden weapons (worth 500c each).
6	Life-draining touch (drains 1d6 Strength, in addition to weapon damage).
7	Petrifying touch (drains 1d6 Dexterity, in addition to weapon damage).
8	Silver weapons (worth 50c each).
9	Two weapons, two attacks per round.
10	Weapons coated in poison (save vs. poison or suffer +1d8 damage).
11	Weapons made of darkness (advantage to attack rolls).
12	Withering touch (2d6 desiccating damage, instead of weapon attack).

Intruders that carry a **myriad panoply of violent implements** (GM's call) create chaos reflections that each have two advantages, two vulnerabilities, and two types of weaponry.

Intruders who carry **no weapons** create chaos reflections that have knives or clubs for hands (1d6 damage). They cannot use their hands for anything other than causing injury, but also they carry no other weapons.

2. The Centre Hallway

All three halls, but especially this one, are littered with bedrolls, broken furniture, garbage, randomly-placed cooking fires and boiling pots of soup, smoking torches, and chaos cultists who look more like beggars than anything else. Brightly-coloured fabrics, rugs, and tapestries are hung from walls and pillars, sometimes obstructing the way just as much as anything else. Graffiti in blood and paint covers most of the exposed brick and stone. None of this junk has any monetary or other value.

The **7 large niches** in the wall once held statues of deities, but these have been removed and smashed to pieces (some still remain on the floor), so cultists can live inside these tiny spaces. There are always **5d6 zealots of chaos** and **2d12 beggars of the halls** here. They regularly go to room 8 in order to pray and listen to speeches.

Beggars of the Halls — 20xp each

Chaotic, AC Shield, HD 2, Morale +2, Move 90' (30'), Numbers 1d8 (2d12), Save F2, Speed 6, Surprise +1. Ch 3, Co 12, De 8, In 4, St 9, Wi 4.

1 claw attack per round (1d6 damage). If any of their ragged claws draw blood, the victim must **save vs. poison** the next day or suffer an additional 1d12 damage.

- Half damage from magic.
- Immune to disease.

3. Left Hallway

There are **1d6 prisoners** chained up inside the small niches in the walls (one each). They have been kidnapped from local communities, are captured adventurers, or were bought as slaves by the cult. Their lives will be sacrificed to the gods of chaos if they are not rescued. There is only a 50/50 chance they retain their sanity.

Any remaining niches are occupied by some of the **1d8 champions of chaos**, **2d8 chaos cult lieutenants**, and **2d12 beggars of chaos** that normally dwell here. The champions have been charged with guarding the large double doors that lead to the blubbering room (room 7), from which a great cacophony can be heard.

4. Right Hallway

There are **1d6 prisoners** chained up inside the small niches in the walls (one each). The only other inhabitants are **1d8 beggars of the halls**, who are sleeping half the time. Most of the fabrics, rugs, and other decorations here are composed of dark blues and reds, a sharp contrast to the riot of colours in the other two hallways.

5. Room Full of Hands

The masonry in this room is completely covered in graffiti of hands. The door that leads to the supplies (room 6) looks fancy and has a door knocker in the shape of a golden head (which is actually worth 500c). The door to the exit is shabby and guarded by **1 avatar of Iocace**, who allows only important chaos cultists to pass. No one else hangs out in this room.

Exit: A stone hallway leads to the bottom of room 3 in the **Shrine of Many Hands**.

6. Supplies

A large amount of rusty, poor-quality tools and implements have been stashed here, weighing down some worse-quality shelves. There are also 3,300c worth of mixed coins held in half a dozen burlap sacks.

Both **doors** to the supply room are illusions. They can only be passed through when they are shut, and are as solid as walls when they are open.

7. Blubbering Room

Klax Vellax keeps **3d6 blubbering manglers** here at all times. Many of them are kept in cages or are chained to the granite stone walls. The others are being kept in line by **1 green witch leader**, and there is a 50/50 chance that **Klax Vellax** is also here.

8. Oratorium

There is a **stage** on the right-hand side of the room for speeches. Multi-coloured cloth has been draped between the pillars to create a liminal space. The floors are cracked marble, and the walls are brick, including where the **secret door** is. The lower left door is kept **locked**, though half of the chaos cult lieutenants have keys.

9. Filth Tunnel

The chaos cultists put their garbage—including people they're done with—into a hole that is infested with **tongueworms**. The tunnel leads down into an entirely separate underground world of lightless passageways full of disgusting monsters. Sometimes the filth from this tunnel is gathered, magically treated, and fed to the cult members.

10. Experiments

This area is full of alchemical equipment that will create disastrous results for anyone not in the chaos cult and are maintained by **1d6 green witches**. There is a 50/50 chance that **Klax Vellax** is here, if he has not already been encountered. Other than a **jar of black quicksilver** worth 5,000c, nothing is valuable. Both doors are **locked**.

11. Storeroom of Jars

Behind a **locked door**, the room is lined with shelves covered in **ceramic jars**. If a jar is broken, a random monster emerges by magic. Roll 1d6 to determine what random table to roll on each time a jar is broken (there is only one creature in each jar):

1	Common Level 1 encounter (page 12).	**4**	Level 4 encounter (page 17).
2	Common Level 2 encounter (page 14).	**5**	Rare Level 1 encounter (page 13).
3	Level 3 encounter (page 16).	**6**	Rare Level 2 encounter (page 15).

12. The Head of the Cult

This area is decorated like an apartment, but also contains weird-looking arcane implements made of junk and a **blackened silver crown** decorated with diamonds and sapphires worth 20,000c. **Sthenes** is here unless they have been called away.


NATHAN JONES

Harlan Blackhand's Tower

For years, **Harlan Blackhand** has been the terror of the region. From atop his **wizard's tower** on Skull Mountain, he surveyed the lands around him, searching for victims. Tales of his cruelty were told in hushed whispers far and wide, and the neighbouring lords have all had to employ their own wizards out of fear of him.

Long ago, he was a mere hedge wizard of little renown, but dungeon delving saved him from obscurity. Ancient scrolls of power taught him forbidden secrets. He built his sanctum on the ruins of **Drakdagor's old tower**, and took a fateful plunge from which there is no coming back—he became a **lich**.

The death ritual was performed at midnight, under the full moon. Harlan slaughtered half a village as payment to the gods of death. All that the survivors could remember about Harlan were his hands, dripping black with blood in the moonlight. It was not his first foray into wanton murder and destruction, and it would not be his last.

Determined to gain more power, he has continued to push the limits of sorcery. He began to learn the secrets of the elements, one by one. Many peasants and even a few nobles were drowned or frozen alive, or burned to death in bonfires at the top of his tower, their screams echoing out across the plains and valleys.

Lately, however, no one has heard from Harlan Blackhand. There have been many fires up on Skull Mountain, but the wizard himself seems to have gone missing.

Harlan Blackhand lives in a thin tower made of black stone that is almost 50 feet high. The only entrances are the **10-foot-tall double doors** at the base, and the windows in the upper stories. Unless he has been destroyed, there is always a plume of smoke wafting up from the top of the tower.

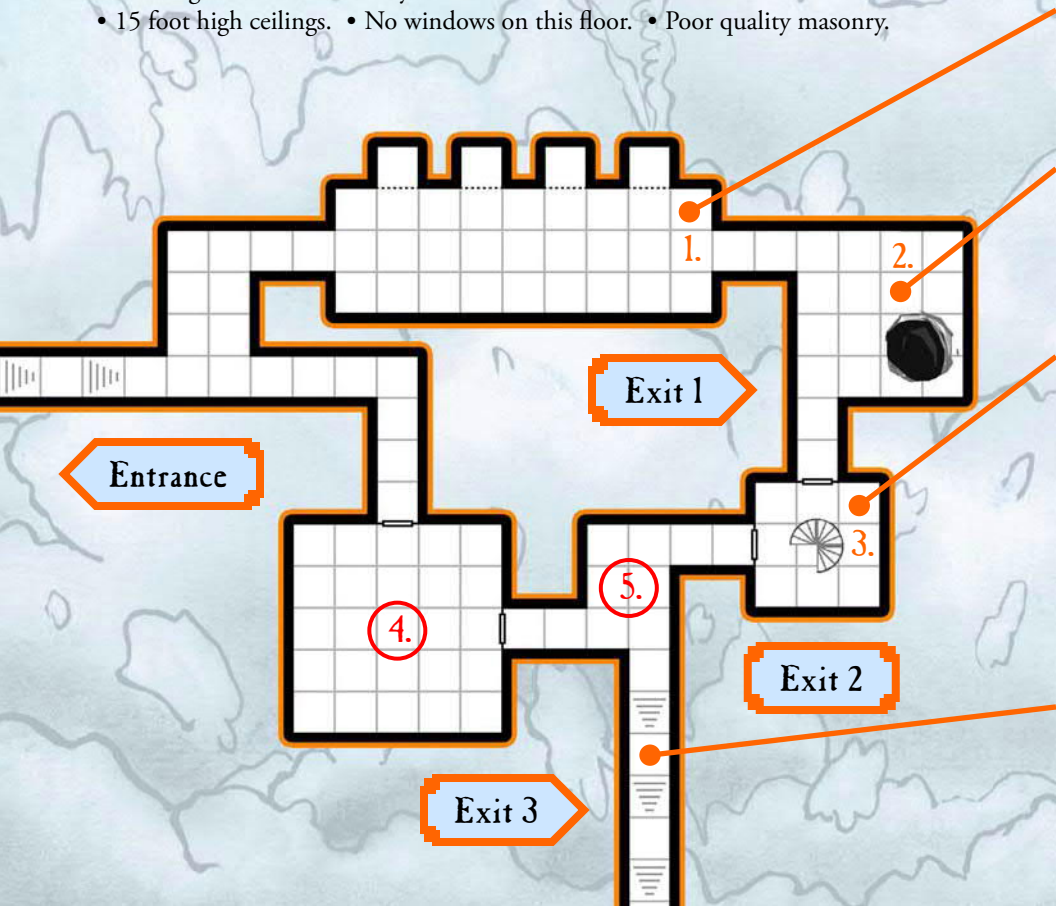
Ground Floor

The **huge double doors** have not been locked for months, and open into a small **foyer**, where a singed coat rack and a badly-burned rug have been shoved into a corner. The marble floor is chipped and dirty with **bootprints and other tracks** that overwhelmingly lead toward a set of steep, narrow **stairs descending** into the basement.

A lacquered, wooden door decorated with carvings of skulls separates the foyer from a small **meeting room**, where a mahogany table and chairs upholstered with purple crushed velvet lie in disarray, marred by scorch marks. A side table that once held crystal decanters of expensive liquor now holds only ashes and broken glass. Two large oil paintings of corpses have large holes burned into them. **Stairs lead up** from this room to the second floor.

There are a few lamps and numerous piles of melted candle wax, but no remaining oil or other fuel anywhere.

• 15 foot high ceilings. • No windows on this floor. • Poor quality masonry.



Random Encounters in Harlan Blackhand's Tower

Harlan used to have a deal with the death cult—he would let them access Skull Mountain through his tower in exchange for a fee. But that's over now, and others have begun using his tower as an entrance themselves. Roll 1d10 to determine what monsters are encountered in this area:

1	1d6 Blackbone Nuns.	**6**	3d6 Iridescent Globes.
2	Death Cultists.	**7**	1d6 Myconians.
3	Dragon Cultists.	**8**	1 Optical Fungus.
4	1d4 Eye Fucker Soldiers.	**9**	2d4 Pygmy Cave Trolls.
5	1d6+1 Goblin Mercenaries.	**10**	1d4 Skinwearers.

Basement

Entrance: The stairs from the ground floor are steep and narrow, but sturdy stone.
Exits: All three exits are entrances to explorers who reach Level 1 by other ways.

1. Cells

The doors in the iron bars are unlocked and keys are nowhere to be found. Each stone cell has numerous stains all over its floor and broken manacles attached to the wall.

2. The Hole

The walls are solid black stone, which appears slightly melted in patches.

Exit 1: A hole has been carved into the earth, perhaps by magic, and leads down into the mountain. A **chain ladder** attached to a torch sconce descends down into it.

3. Stairs

Both doors can be locked from outside this room, but not unlocked. The room is carved from a single piece of black stone.

Exit 2: The spiral staircase leading down is made of pale sandstone.

4. Laboratory

What was once an impressive magical workshop is now a room full of rubbish. Broken glass litters the floor, poisons and powders are spilled all over the floor, and a large table lies on its side, a few of its legs broken. The doors are unlocked.
• Black stone ceiling, walls, and floor. • No torch sconces anywhere.

5. Empty Hall

This area is constructed of granite masonry of rather dubious quality.

Exit 3: Poorly-constructed stone stairs lead down into the mountain.

Middle Floor

The middle of the tower is segmented into four equal room, shaped like pie quarters. They include the following:

- A **dining room** that holds a long table, slightly burned, and a few surprisingly bland **tapestries** (worth 100c in total and weighing 100 pounds). The window reveals a spectacular view of the countryside. There are no chairs. **Stairs lead down** from here to the ground floor's meeting room.
- A **kitchen** entirely covered in soot and ashes, because every reachable surface has been burned to a crisp. There is evidence of food that is now cinders, and melted pieces of metal that once were pots and pans.
- What appears to be a collection of tiny, cramped **servants' quarters** and additional **storerooms**, mostly charred. A few scraps of unburnt coarse linen litter the floor. One room contains a **throne** made of grey-white granite, carved to look like it is made of bones. There is a **magic mouth** on the seat that greedily devours everything fed to it.
- What can only be a **pantry**, judging by the charred foodstuffs, burned glassware, and layer of ashes on the floor. There are still a few barrels of salted fish that remain intact, though they have now been thoroughly over-smoked. **Stairs lead up** from here to the top floor.

The dining room is opposite the pantry, and the kitchen is opposite the servants' quarters, and there are doors connected each of these areas to each other. It is neither hard to navigate nor to guess the layout from a glance in each room. There are no secret doors or compartments, and few valuables that have not been burned.

• Ceilings are 15 feet high. • Worse quality masonry.

Top Floor

On the top floor of the tower is a single room that houses Harlan's **magical laboratory** and **library**. The ceiling is 15 feet high, and there are several ladders attached to his bookshelves, which are placed as far away from the large open windows as possible.

There is a 50/50 chance that **Harlan Blackhand** is here, enthusiastically burning random items in rapt fascination. Even when he is gone, there is always something burning in one or more of several braziers set around the room for exactly this purpose, resulting in smoke curling up from the top of the tower at all hours of the day or night.

Nearly everything of value has been torched, but there is a 1 in 3 chance that anyone searching the library can find 1d4 books worth 1d6 × 50c each.

• Decent masonry. • Skulls carved on every piece of stone used on this floor.

If Harlan Blackhand is destroyed, no one else moves into his tower.

Harlan Blackhand 275xp

Chaotic, AC Leather +1, HD 6, Morale +5, Move 60' (20'), Save F8, Speed 5, Surprise +2, Treasure Type H / XV. Ch 2, Co 10, De 4, In 6, St 6, Wi 4.
1 fire attack per round (touch or thrown; 1d8 damage and **save vs. breath weapon** or catch on fire for 1d4 damage per round until extinguished, which takes 1 action), or **1 spell**.

- Immune to fire.
- Possessed by the salamander.

Harlan has **5 random spells** memorized and is unable to memorize any more.

He wears 1,200c worth of golden jewellery and a necklace of actual human heads (to complement his own ruined lich-face). He hurls insults at people no matter what else he is doing.

Unfortunately for him, aside from constantly hurling insults at those around him, Harlan Blackhand is unable to do much of anything at all. Perhaps one of the death gods will save him from his present predicament, but events like that are few and far between, and his chances for lasting another year do not look very promising. **If Harlan is killed,** the salamander emerges from his body.

Insults

Harlan Blackhand inevitably throws insults at anyone he meets, whether they act like friend or foe, regardless of how powerful they seem. Mean things coming out of his mouth is second nature, no matter what else he is doing. He insults peoples' appearances, their mannerisms, their speech, their actions—everything he can think of. Here are some examples:

- A penny for your thoughts? No wait, that's far too much!
- Do tell me about your life. I'm a big fan of tragedies.
- Every time you open your mouth, I can hear some idiot talking.
- Have you been to the zoo before? Who am I kidding? You obviously live there!
- I'd break you in half, but I don't want to have to look at two of you.
- If you're such a great wizard, why don't you disappear?
- I'm going to shrink your head and use it as a paperweight.
- Is that hair or a dog on your head?
- Most days, I would have to dig to find something as repulsive as you.
- Oh my, you're as pretty as a picture. You just need to be hung!
- The first time I saw you, I thought my eyes were going. Now I wish they were!
- The only good thing about your sword arm is that it's not as ugly as your face.
- What are you doing here, did your parents ask you to run away from home?
- Your family tree needs a little trimming, let me get my shears.



Possessed!

In truth, Harlan Blackhand's hubris got the better of him (that's why it's called "hubris," and not "confidence"), and now there is little left of him, lich or not. His experiments with fire conjured a being of primal flame to the physical world, and this salamander took his body for its own.

Normally, someone possessed by a salamander would be burned to cinders in mere moments, but Harlan Blackhand's sorcerously fortified body has proven to be, if not an ideal vessel, at least a functional container. His hands are now quite literally black—charred and smoking with the elemental fire they weave constantly. His mind is now blasted beyond repair. He has effectively been lobotomized, and he can do little other than hurl insults while the salamander maintains control of his every action.

The salamander is by no means the cruel and vindictive blackguard that Harlan Blackhand is—or was—but it is still a creature of fire. It's appetite is voracious, and it lives to consume all before it—life, matter, knowledge, sensation. It has been granted the opportunity to explore the material plane, and it does not wish to let this experience go to waste.

The Salamander 1,600xp

Neutral, AC Plate +2, HD 7, Morale +3, Move 180' (60') flying, 120' (40') walking, Save F12, Speed 8, Surprise +2. Ch 12, Co 16, De 14, In 14, St 10, Wi 12.

1 touch attack per round (2d8 damage and **save vs. breath weapon** or catch on fire for 1d4 damage per round until extinguished, which takes 1 action).

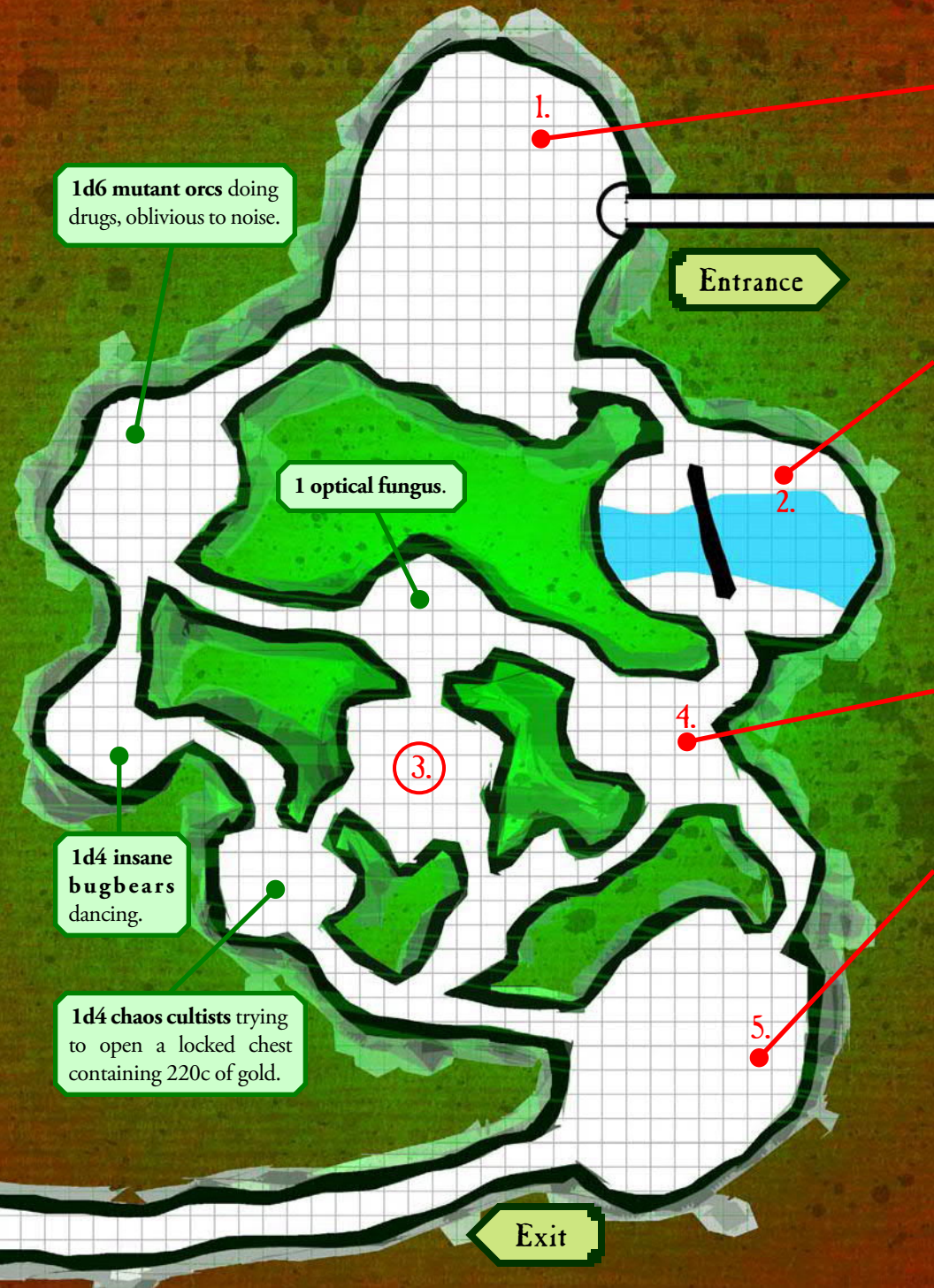
- +1 or better weapon needed to hit.
- Double damage from cold and frost-based attacks.
- Half damage from acid and lightning.
- Immune to fire and necromantic magic.

The salamander is a serpentine creature made of elemental fire. It is not native to the material plane, but Harlan Blackhand's experiments summoned it here, and it took advantage of the opportunity. It currently resides inside his body and mind, directing his every movement—although it often loses track of certain functions and allows Harlan to speak. The salamander does not really understand his insults or why he would feel the need to voice them. It's primary concern is to explore the material world and to consume all that it can, especially when it comes to knowledge and sensation. It is not solely concerned with burning everything!

The salamander only emerges from Harlan's body if he is killed. Being able to touch things without igniting them is a convenience it values greatly, and it will not be happy about losing such a valuable body.

Howling Caves

1 square = 5 feet



Entrance: A long hallway leads to a balcony overlooking the main echo chamber.
Exit: A tunnel leads from the gore cave (room 5) to the **Yawning Gulf**.

A **dire howling** echoes through these caves. It becomes dangerous near the source.

1. Main Echo Chamber

The hallway leading here has niches containing small, dried-up fountains and other classical decorations. Below the **balcony** at the end is a 30 foot drop to the cave floor. A **rope** hangs down, tied to a statue in a niche near the end of the hallway.

The cave has a high roof, 40 to 50 feet in some places. The ground is wet and sparse patches of mold and mushrooms grow in the dampness. The noise is neither deafening nor harmful here, but it is still loud and annoying, echoing crazily.

2. Stream

A wide and shallow underground **stream** flows through this cave. A huge **tree trunk**, planed flat, has been laid across it. The water vibrates because of the howling noise, and intruders suffer 1 point of damage every turn. They are unable to rest here.

3. The Source

The howling emerges from what looks like a **well**, the kind that would be seen above ground. Intruders suffer 1 point of damage every round they stay here.

This well contains the **bodies of 4 princes**, submerged in muck. They have 2,400c worth of jewellery between them and will continue to produce this howling until they are properly buried.

4. Circle of Caves

Within the caves next to the source, intruders suffer 1 point of damage every minute. Monsters encountered here are either immune to the noise or have gone insane.

5. Gore Cave

Bones and dried blood litter this cave. It looks like creatures were savagely torn apart. Intruders suffer 1 point of damage every turn here and are unable to rest.

Exit: A tunnel leading to the bottom of the chasm (room 3) that is the **Yawning Gulf**.

Random Encounters in the Howling Caves

Roll 1d12 to determine wandering monsters in this area:

1	1d6+1 Blubbering Manglers.	**7**	2d6 Green Witches.
2	Chaos Cultists.	**8-9**	1d8 Insane Bugbears.
3	1d8+1 Clay Golems.	**10**	2d8 Mutant Orcs.
4-5	1d4 Cyclopean Sky Devils.	**11**	1 Optical Fungus.
6	1d6 Golden Serpents.	**12**	1 Tormented Mass.

Iocacea

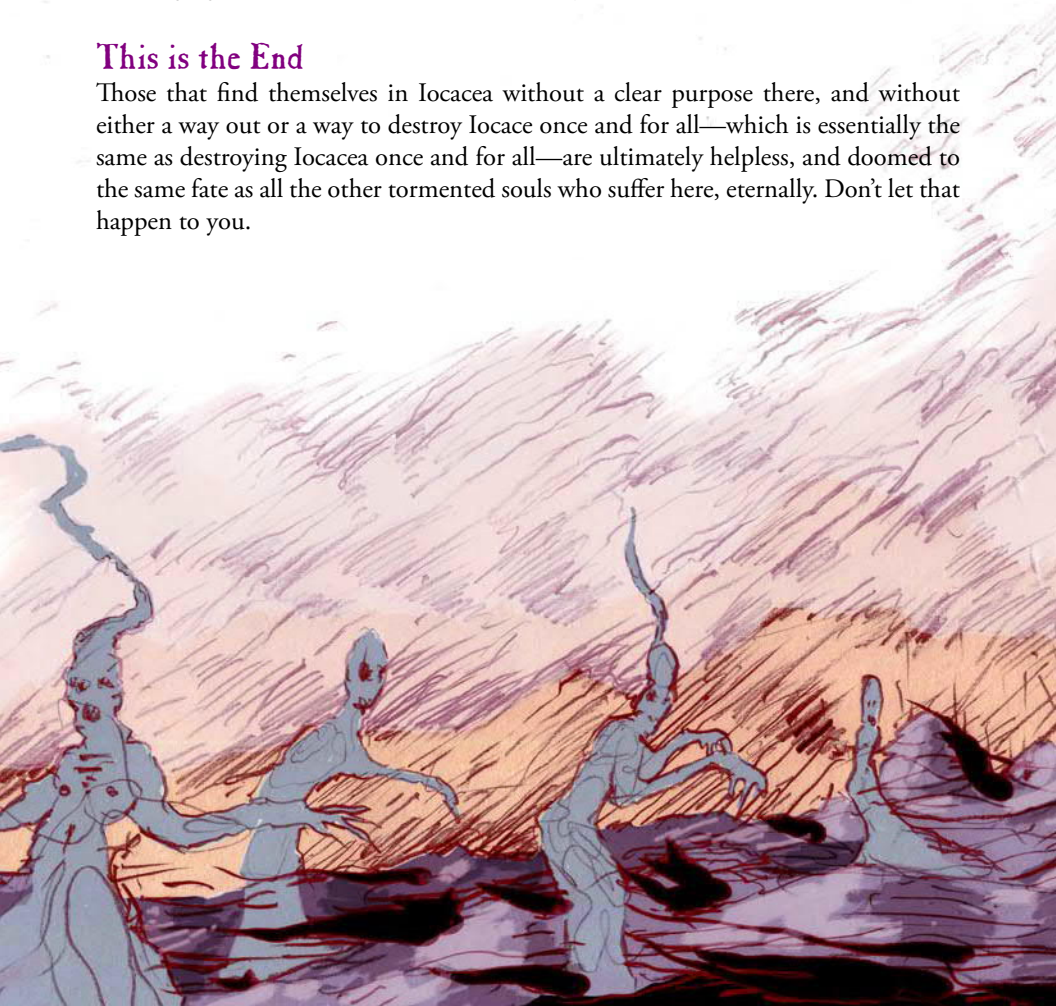
In the limitless depravity that is the infernal abyss, there lies the domain of Iocacea, where Iocace rules supreme. It is a wasteland filled with ruined things, stolen from the world, that no longer bring joy or happiness or wonder to the lives of mortals. Scattered across the ruins of this place are the souls of those she has claimed for her own—men, women, and children who once brought joy to others and now must serve out eternity in pain and misery. If she learns of intruders in her realm, Iocace commands these damned souls to harry them unto their death.

From atop her palace—a ruined and crumbling tower that juts from the ground like a giant, rotting hand, and the only structure that stands anywhere in Iocacea—this demonic queen surveys all. Beneath the tower are dungeons full of infernalists who dared to summon her avatars and subject them to bondage. Perhaps there are those who wronged her and still escaped—but the only ones known to history who have achieved that feat are those who found their fates in other hells, far, far away.

In Iocacea there are no avatars of Iocace, only Iocace herself—immortal, unchanging, invincible, a Platonic facet of the jewel that is Hell.

This is the End

Those that find themselves in Iocacea without a clear purpose there, and without either a way out or a way to destroy Iocace once and for all—which is essentially the same as destroying Iocacea once and for all—are ultimately helpless, and doomed to the same fate as all the other tormented souls who suffer here, eternally. Don't let that happen to you.



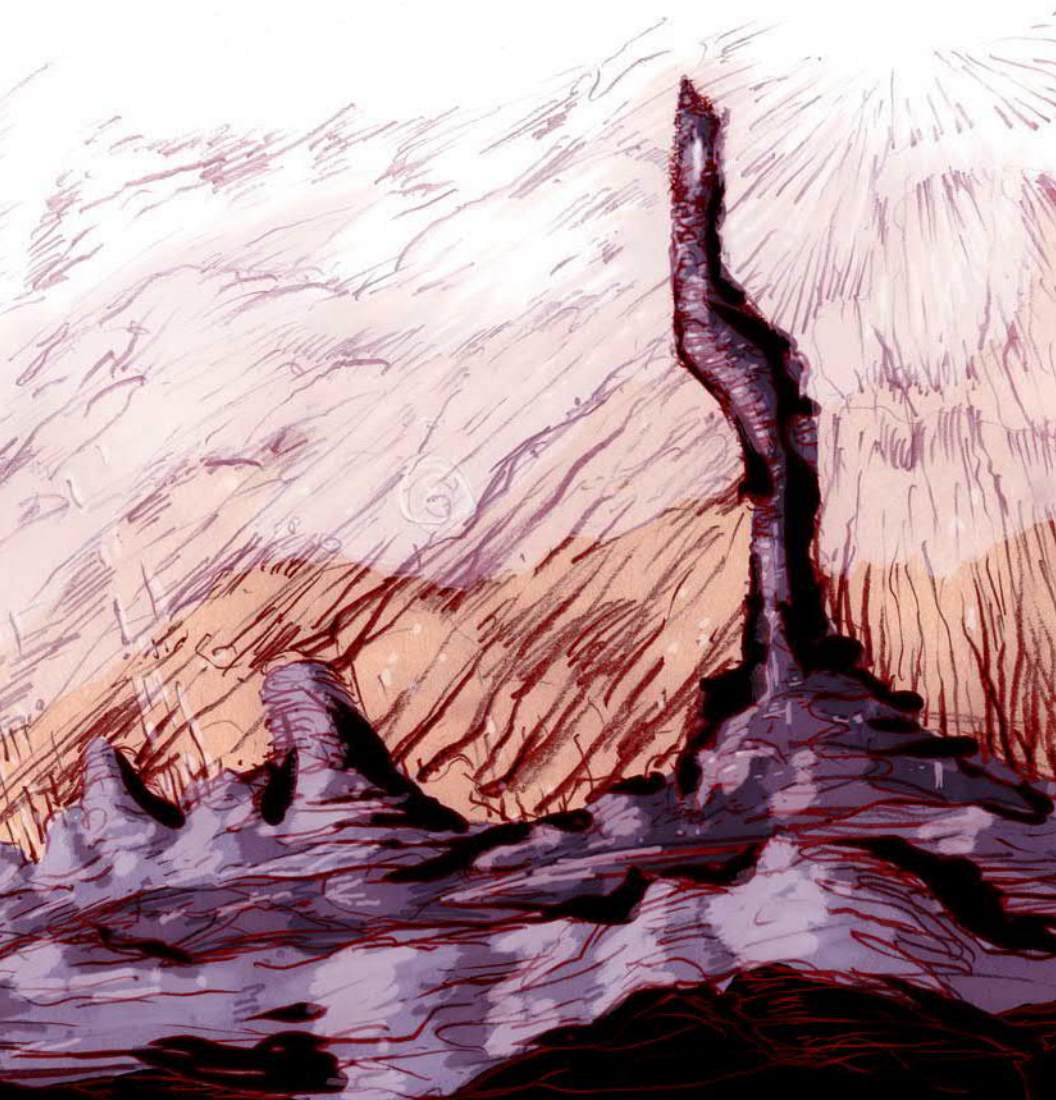
Tormented Souls of Iocacea — 5xp each

Chaotic, AC Shield, HD ½ (1d4 hp), Morale +5, Move 90' (30'), Numbers 2d20, Save F1, Speed 5, Surprise +2. Ch 4, Co 7, De 7, In 7, St 7, Wi 7.

1 hand attack per round (1d4 damage).

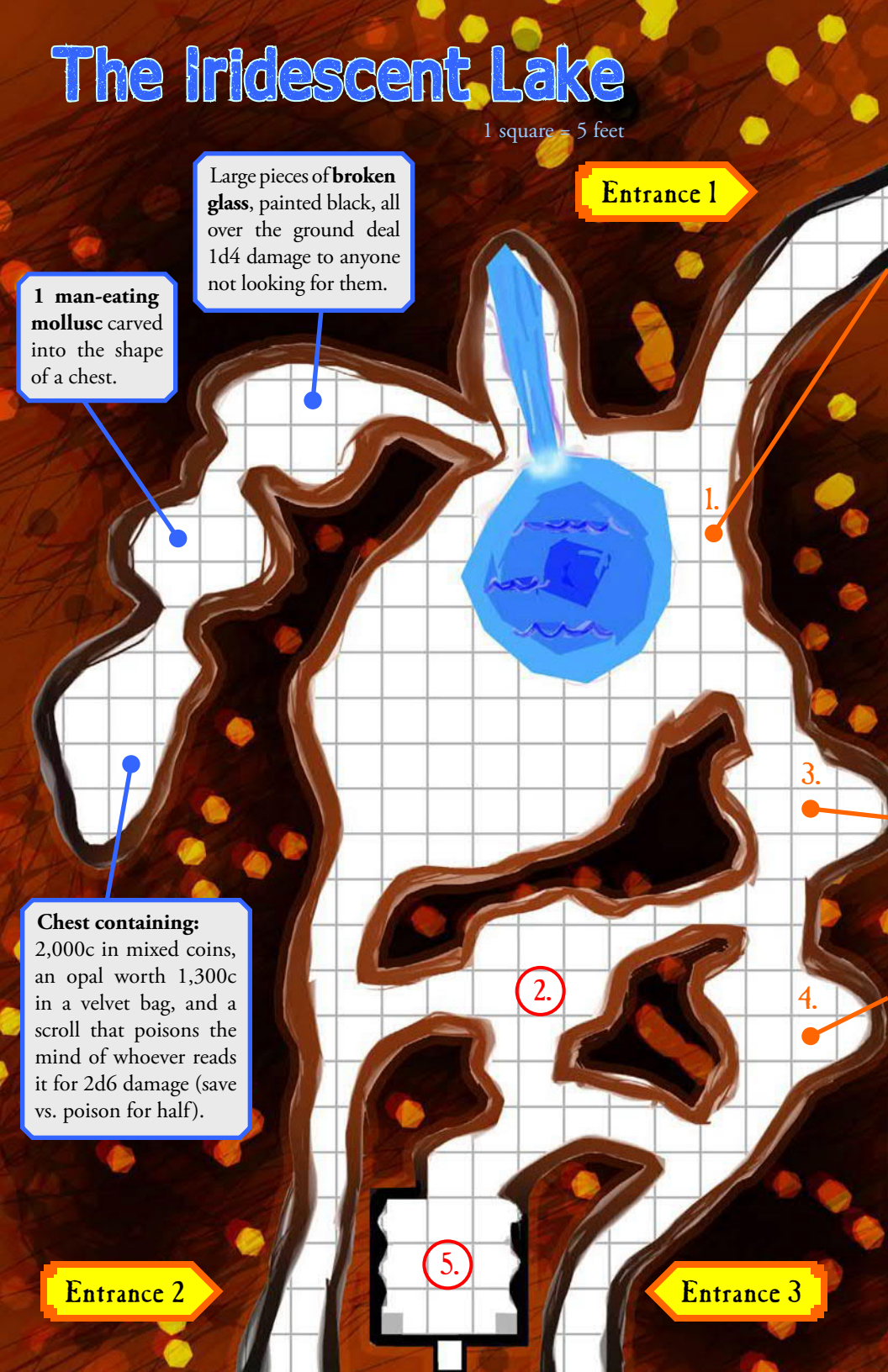
- Immune to necromantic magic.

The many souls who litter the wasteland of Iocacea dwell in perpetual torment. When they must attack, they are a pitiful sight, uncoordinated, shambling and screaming, nearly ineffectual. But they are not really meant to defeat anyone—they are meant to horrify.



The Iridescent Lake

1 square = 5 feet



Entrances: All three entrances are cave tunnels. The water flows in and out of this cave through very small passageways that no human can pass through.

1. The Lake of Many Colours

A 10 foot **waterfall** connects a stream flowing out of a short tunnel with a large, **shimmering pool**. The water flows on through small tunnels in the ground. The pool is full of fool's gold and weird tiny animals. There are always **3d6 iridescent globes** cavorting near the pool, and **3 man-eating molluscs** grow near the waterfall. They appear to be huge clams or mussels. **Drinking from the pool** inflicts 1d8 damage and roll 1d8 for other effect (only once per creature, no matter how many drinks):

1	Decrease random ability by 1.	**5**	Increase Dexterity by 1.
2	Grow an extra limb.	**6**	Increase Intelligence by 2.
3	Immune to magic for 1d6 days.	**7**	Increase Strength by 1.
4	Increase Charisma by 1.	**8**	Skin turns bright colours.

Behind the waterfall, and within reach of the man-eating molluscs, is a **secret passage**, leading to three caves in sequence. Getting to these caves requires getting wet.

2. Pit Cave

One side of this cave is a deep, winding pit. On a **damp ledge** 20 feet down there is the **skeleton of an adventurer** wearing only a badly-dented helmet, rotten trousers, and a backpack containing smokable weeds, chewable barks, and dried meat that has spoiled. He was holding a **golden chalice** worth 20c when he fell and his rusted sword is further down the pit.

3. Art Cave

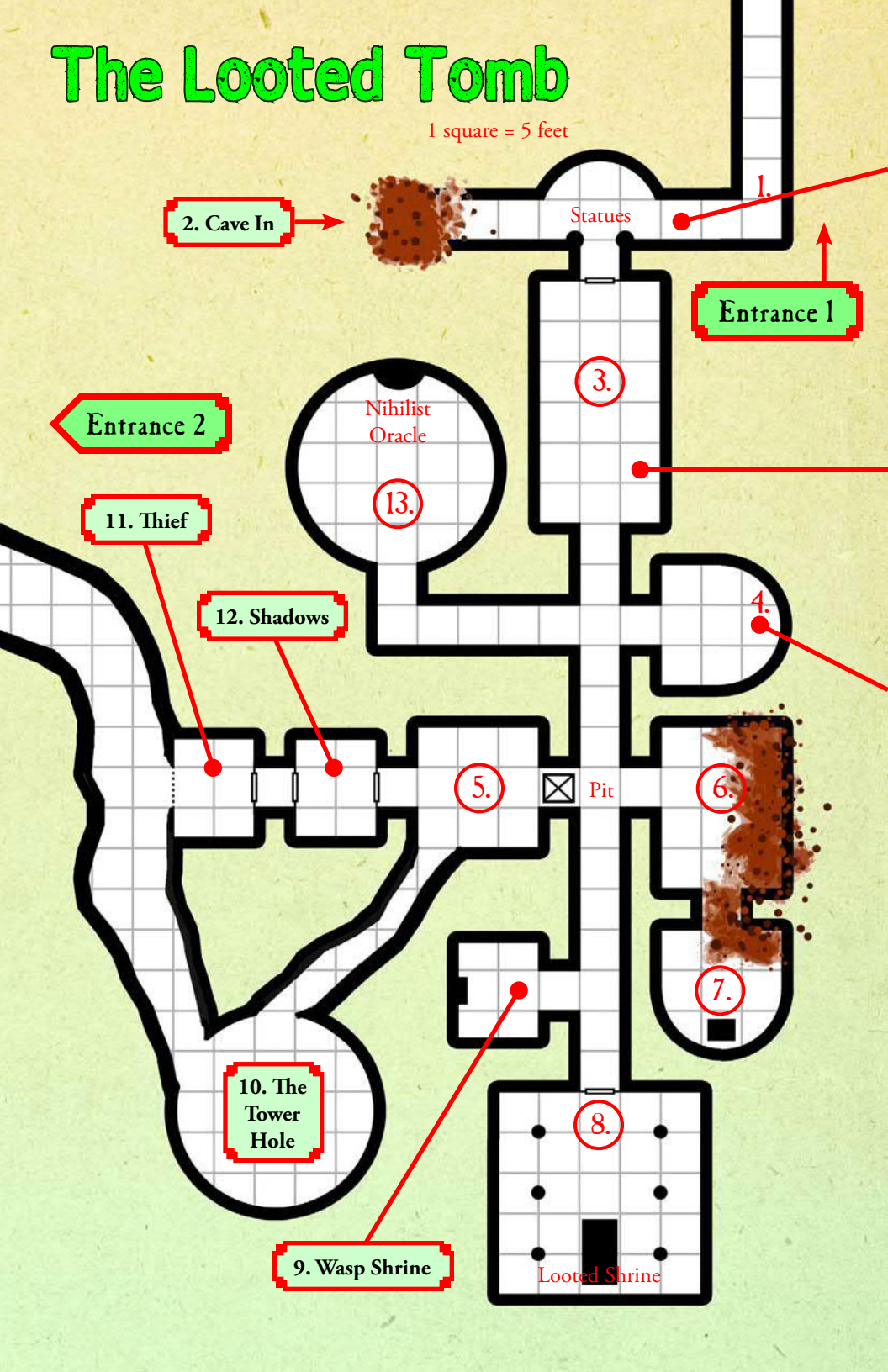
The walls of this cave have been painted with blood and paint of various colours. There are figures and geometric shapes, but no language. There is a 1 in 3 chance that **1 skinwearer** is adding new designs to the cave walls.

4. Damp Cave

This cave is almost exactly the same as the art cave (room 3) except that it is extremely damp instead of being painted, and there are **2d8 iridescent globes** lurking here. It is the same because it is a copy created by magic.

5. Chaotic Shrine

Cubbyholes full of **parchments** detail the workings of an anti-social cult who sided with the Monster King and were buried under Skull Mountain along with the rest of his followers. There is a **panel** in the far end that appears to be sealed shut with wax. **If opened,** the closet behind contains a red-lacquered suit of *plate armour +1* (or +2 when worn by someone of chaotic alignment). No leather straps or padded undergarments are provided. The armour must be fitted by a professional.


The Looted Tomb
1 square = 5 feet
2. Cave In
Statues
1.
Entrance 1
3.
Entrance 2
Nihilist Oracle
13.
11. Thief
12. Shadows
4.
5.
Pit
6.
7.
10. The Tower Hole
8.
9. Wasp Shrine
Looted Shrine

Entrance: The first tomb entrance is a built hallway, the second is a natural cave.

1. Tomb Entrance

2 statues of winged goddesses hold swords above the doorway. When someone walks through, their swords descend slowly, with much creaking and grinding. Once, they were quick enough to slaughter intruders, but no longer.

• Rust stains on the cobblestone floor. • A single, lonely skull lies in a corner.

2. Cave In

The ceiling has collapsed, and a tangle of roots have grown through the soil. A shrivelled corpse is tangled up in them, itself the home of **1 tongueworm parasite**.

• Heavy smell of damp earth. • Numerous river-polished stones in the soil.

3. Hall of Faces

The walls of the hallway are covered in **bas relief carvings** of laughing faces. When someone enters the hall, clicking sounds can be heard inside the walls. The trap is supposed to fire poison darts from the mouths of the faces, but there are no darts left.

Halfway down the hall there are circular grooves in the floor containing **rusty leg traps** that have all been sprung. Some still have dried blood and scraps of cloth stuck to them, and may prove to be a hazard to anyone skirmishing here.

• Arched ceiling. • High-quality masonry of stone from another continent.

4. Shrine to the Sun

Carved into the stone above the doorway outside this shrine room are the words "Do Not Enter" in three old tongues. These words appear again in several newer languages, but messily scrawled in blood or some other substance. Inside the doorway, the floor is a pressure plate that triggers a **ceiling trap**, but it only causes a bit of dust and a few little rocks to fall from the ceiling.

This room was once full of golden objects, but they have all been stolen. Their shapes can be discerned from the dust that covers the many plinths and niches.

• Broken pieces of stone litter the ground. • Cracked jar surrounded by acid stains.

5. Frescoed Room

The **pit** in front of the open doorway is 10 feet deep. The trap door that once hid the pit is wedged partially-upright at an awkward angle at the bottom of the pit. Anyone falling in suffers 2d6 damage (save vs. paralysis for half).

The frescoes that once decorated the walls of this room are peeling and rotted. One corner has given way to a **cavernous tunnel** behind it. Inside the top wall, behind plastered wooden slats that can be ripped away by hand, there is a **rotted wooden box** containing 3 pieces of ornate gold jewellery, worth 200c each.

The **iron door** on the left side of the room is locked and feels ominous.

• Fan-vaulted ceiling. • Red-and-blue tiled marble floor, incredibly battered.

6. Room Full of Dirt

A partial **cave-in** (and perhaps some intentional shovelling) has resulted in a few feet of ash, dirt, sand, and gravel covering the floor and especially the hallway to the unlooted tomb, which is now only 4 feet high.

In the dirt and ashes sits an elaborately-carved **iron chest** sits in the corner, smeared with dried feces. **If the chest is opened,** it produces a huge gout of flame that inflicts 2d6 damage to anyone within 15 feet (save vs. breath weapon for half). The chest is unlocked and empty.

7. The Unlooted Tomb

Rotting frescoes of wizardry adorn the walls and domed ceiling of this room. At the far end is a **stone sarcophagus**, covered in dust and seemingly untouched for eons.

Each round, the sarcophagus fires **1 magic missile** at someone inside the room, which inflicts 1d6+1 damage (save vs. spells for half). The lid of the sarcophagus can be pushed aside easily, to reveal the **mummified body** of an ancient, now-forgotten king, alongside 4 canopic jars filled with mixed coins, worth 200c each (800c total), a golden death mask worth 350c, and a golden rod of kingly office worth 200c.

If the sarcophagus is looted, or even if it is broken into pieces, it continues to fire magic missiles if there is someone inside the room.

8. Tomb Shrine

The **double doors** are made of iron and locked. They have a 1 in 3 chance of locking themselves when shut completely.

The vaulted ceiling is painted black. The pillars and the floor are enamelled red, but the floor is scuffed and dirty.

The **shrine** on the far wall contains a door, once sealed with wax, that has been opened, revealing a small, closet-like space behind it that is empty. The **desiccated corpses of the 3 adventurers** who opened it lie nearby.

The chipped and battered black **sarcophagus** that sits in the middle of the room contains the undead **Iron King**. He attacks as soon as the lid is removed.

The Iron King 125xp

Chaotic, AC Chain, HD 4, Morale +5, Move 60' (20'), Save F4, Speed 6, Surprise +1. Ch 0, Co 0, De 12, In 8, St 18, Wi 6.

2 claw attacks per round (1d6 damage each).

- Immune to disease, mental effects, poison, and non-magical weapons except those made of silver, stone, or wood.

The Iron King ruled a poor people from a rocky, barren land who fought harder and longer than any the Monster King had fought before (or after). The Iron King is covered in linen wrappings and worthless iron coins. Dozens of iron nails have been hammered into his body, and the pointy ends of them stick out of his palms.

9. Wasp Shrine

A **stone monolith** with one face polished flat and a small shelf at roughly waist level. Thin iron chains, nailed into the stone, hold up 3 dead wasps' nests at head level. Carvings and paintings on the back of the monolith depict the Monster King's glorious defeat of a wolf-headed king, a king covered in blooming flowers, and a vampire. The Monster King is always shown with a different beast-like head, and the others are sometimes shown having long, sinister shadows.

If you touch the shrine, it removes 1 spell you have memorized, determined at random, but if you then remain nearby for more than 1 hour, it puts a new spell, determined randomly, into your memory.

10. The Tower Hole

What was once a castle tower is now a 40 foot pit, its wooden floors having rotted away and the only access being a cave leading to the top of it. The stone stairs spiralling around the edge of the inside are still intact, if a bit battered. **2d6 cone-faced marauders** have a nest of sorts at the bottom, which hides a few shiny trinkets of little value and a golden crown worth 400c.

There is enough in the way of stone stairs and protruding wooden beams to get from one cave entrance to the other, though it takes a bit of effort to clamber over everything.

11. The Dead Thief

A **long-dead thief**, surrounded by saws and files, lies 5 feet away from the **iron bars** which separate this room from the cave passage beyond. They seem to be melted into the rock and have not been filed at all. The **door** to this room, made of iron-shod oak, is nailed shut from the thief's side. There is no blood on the floor.

• Grey stone masonry of average quality.

12. The Shadow Room

The construction of this room, from the basalt blocks to the fan-vaulted ceiling, is entirely different from the rest of this area. There is no dust or garbage anywhere, but **2 pale shadows** wait patiently to attack intruders. They follow enemies anywhere inside the Looted Tomb, but not out of it.

Both **doors** to this room are made of iron and have a 1 in 3 chance of locking whenever they are shut completely.

13. Temple to the Hearth Gods

This circular, domed room was once a room for bathing and washing. The pipes are now rusted and cut off from any source of water. The few remaining tools and implements are ruined, and what appears to be a bathtub is cracked and dusty.

• Many footprints in the dust. • Puddles of wax that used to be candles.

Directly across from the entranceway are several stone basisn that function as sinks. Collectively, they form the **nihilist oracle** (see next page).

The Nihilist Oracle

Several stone basins. Ornately carved in several ancient languages are the words: "Pour the water on parchment and ask your question to receive the oracle." These words have also been carved crudely in the stone in several newer languages, including the common tongue. You shouldn't ask it anything, because you can't handle the truth.

If someone places a piece of paper, parchment, hide, or other writing surface in a basin and pours water over it, the oracle answers one question they ask out loud. The water evaporates instantly and the answer is found written on the paper or parchment, in the same language the question was asked in. The oracle may be used only once by any one person per month (a new identity counts as a different person).

It is not your responsibility, as the GM, to ensure these oracles come true at any point in the future.

Common Questions and Typical Answers

How can I do [X action]?
"*You* can't. Get someone else to do it. Someone capable."

Should I do [X action]?
Roll 1d6 to determine the oracles answer to questions like this:

1	"No. Get some other idiot to die in your place so you can enjoy your worthless meatsack a little while longer."
2	"No you shouldn't, but you just wasted your question because you're going to do it anyway."
3	"Only if you want to fail miserably, but then again, that won't be much of a change for you, will it?"
4	"The only reason that could possibly drive you to ruin what little time you have left alive is utter stupidity."
5	"Yes, but make sure there are witnesses so that someone at least may enjoy the resulting disaster."
6	"You will be successful by someone's standards, but to no benefit for yourself, because you are still a loser, and always will be."

When does [X event] happen?
"Not before you're dead, if you're lucky," or "After your death, which comes soon."

When should [X action/event] be done?
"Never, if you know what's good for you. Which you don't, so you might as well do it [best date or time, by the GM's reckoning]."

Where is [X item, location, or person]?
The oracle has a 50/50 chance of giving either the right answer, or a cryptic riddle such as "Nowhere someone as worthless as you could find it/them" or "Safely out of your grubby garbage hands, you greedy little shit."

Insulting Answers to Stupid Questions

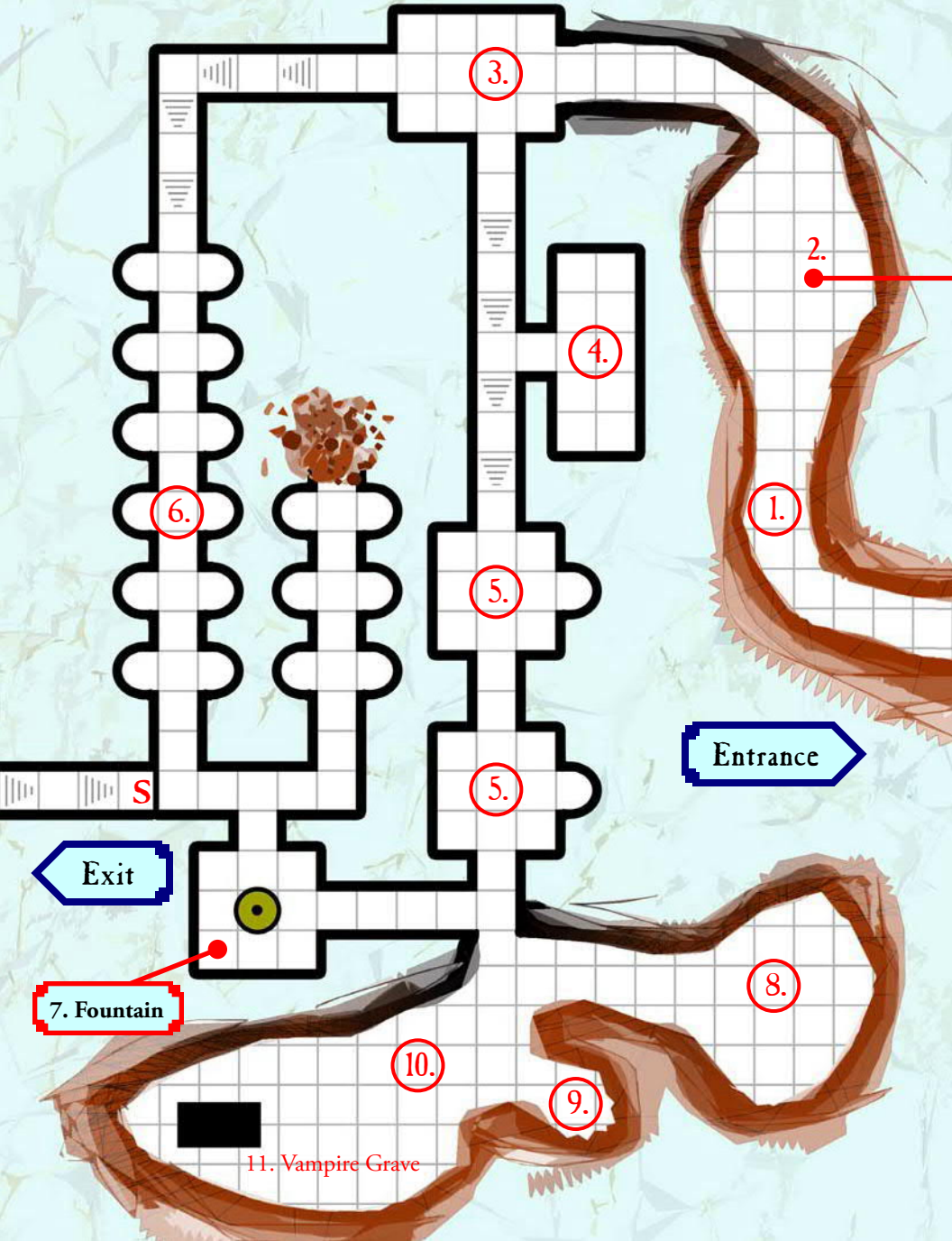
For other questions, or for repeat questions of the types listed above, choose a response from those below or roll 1d20 to determine what the oracle's answer is:

1	"Do what you want. Or don't. You'll die either way."
2	"Every decision you make is pointless because your life is ruled by chance."
3	"Everything dies."
4	"Go ahead and die trying. No one will mourn you."
5	"I would very much like to tell you that everyone you love will die scared and alone, but since you're incapable of loving anyone, even yourself, what would be the point?"
6	"If you do manage to find some treasure in this hellhole, at least the rest of your life won't consist entirely of spending money you don't have on things you don't need in order to impress people you don't even like. But those people still won't know, or care, that you exist."
7	"If you drink yourself to death instead of getting killed down here, at least there's a chance you'll enjoy yourself."
8	"If you manage to live through this night, you might pride yourself on staving off your inevitable end for just a little longer, but no one else will care that you did."
9	"If your parents really loved you, they would have died of shame already."
10	"No one will remember you after you're gone."
11	"Nothing you do is good enough. Nothing you do will ever be good enough."
12	"One of your allies will kill you."
13	"Pain is a poor substitute for meaning."
14	"The end of your pathetic existence comes soon. Prepare yourself, or don't—it will make no difference."
15	"The mistakes you've made so far include coming here and not having left already. You're about to add to that list right now."
16	"The only difference between you and these subhuman filth buckets is you think you're not one of them."
17	"They all want you to die in here. They hope you never come back."
18	"You might as well drink to kill the pain, you won't live long enough to see your liver give up on you the way the rest of the world already has."
19	"Your death lies behind the next door you open, just like it always has."
20	The oracle gives a correct and useful answer. Or you could roll again, ha ha.

If a PC should find themselves in the odd but lucky position of being able to actually fulfill an oracle they received, they get advantage to all rolls they make to do so.

Mass Graves

1 square = 5 feet



Entrance: The single entrance is enchanted by magical sigils carved into the rock.
Exit: Stone stairs lead up from the tombs (room 6) to the **Ruined Sanctum**.

The Monster King buried his enemy the Vampire King here, at the bottom of these linked caves. Later, Drakdagor turned these caves into the tombs of the minions Coraleith sent to his tower to kill him, building niches, hallways, and the fountain. Harlan Blackhand bombarded these caves with powerful magic, but, being undead, was never able to gain entrance. Some areas have collapsed and are now lost.

1. Apotropaic Sigils

Drakdagor placed **magical sigils** on the entrance that bar necromancers and the undead—and anyone else using or benefitting from death-based magic—from entering. Other people may come and go as they please, or even remove the sigils.

2. Charnel Antechamber

This cave is littered with bones and corpses, because the chaos cultists sometimes leave bodies here, just to keep them from the death cult.

3. Crumbling Room

This room is empty, but the masonry is old and crumbling. Blocks have fallen out of the walls, exposing the dirt beyond, and blocks have fallen out of the vaulted ceiling.

4. Ossuary Piles

Piles of bones reach all the way up to the ceiling at the back of this room. The piles are not neatly arranged and will collapse noisily if disturbed.

5. The Twins

Two identical rooms were created by some magical mishap. In the alcoves on the right-hand wall, a **demonic shrine** whispers curses at all intruders, who must **save vs. spells** or suffer disadvantage to all rolls concerning knowledge, magic, and religion for one week. A single successful save renders one immune thereafter. Multiple failed saves extend the duration of the curse by an additional week.

6. The Tombs

These narrow stone halls contain **18 alcoves** where Drakdagor entombed his enemies, and **13 of them** still contain **6 corpses each**. Every corpses becomes a **slow zombie** 1d6 rounds after the **containment sigils** in the masonry around them are ruined. Many of these people were buried with their clothes and possessions intact, resulting in each alcove containing 1d6 × 10c worth of jewellery between the six entombed corpses. There are an additional 6 alcoves that have been buried by a cave-in.

Exit: Behind a secret door in the stonework, a hallway leads up to a door behind a bookshelf in the library (room 7) of the **Ruined Sanctum**.

7. Charnel Fountain

Water drips into this battered, broken **fountain** from the stalactites above. The water is contaminated by corpse parts and is poisonous, but those who anoint their bodies with it become invisible to all the undead buried here, aside from the Vampire King. Attacking the undead removes this invisibility, but looting their tombs does not.

The walls are covered by decorative tiles, many of which are both cracked and smeared with blood and filth. The domed ceiling is covered in white tiles.

8. Impalement Cave

7 fight zombies have been impaled on **metal spikes** jutting out from the cave walls, and **1 fight zombie** stands in the centre of the room. They remove themselves from their spikes if living intruders enter this cave and attempt to impale their lifeless bodies on these same spikes. If there are not enough bodies, the zombies impale each other (which is why there is one left unimpaled).

• Damp, dark rock and constant dripping. • Terrible stench of rotting flesh.

9. Extraplanar Tunnel Niche

If there are non-chaotic living creatures in either neighbouring cave (rooms 8 and 10), there is a 1 in 6 chance each turn that **1 tentacle man** appears in this niche.

10. The Deepest, Darkest Cave

At the bottom of these of natural caves, the packed dirt floor is level, and firelight glints off the fools' gold in the walls. Thin vine-like growths of **extraplanar fungus** snake across the cave walls. Ten pounds of these vines can reduce the cost of making magical items by 1d6 × 1,000c if powdered and used in alchemical formulations. This organism will only grows in caves inhabitted by powerful undead creatures.

The **basalt sarcophagus** at the end of the cave holds the **Vampire King** (see next page) and is surrounded by **4 corpses**, arranged in positions of occult significance. All but one rise to become **3 guardian zombies** and attack intruders unless they have been anointed with the waters of the charnel fountain. The fourth, arranged like the hanged man of the tarot, is not undead, but has the **death opal** inside its mouth (see below).

• Glittering cave walls. • Hard-packed dirt floor. • Smells more of earth than death.

The Death Opal

A **glittering black orb** that contains a scintillating rainbow made from shards of light, the death opal began as a precious stone worth 8,000c before it was enchanted with powerful necromantic forces. Unless it is hidden inside a magical compartment, the death opal restores 1 lost hit point to every undead creature within 20 feet, up to their original maximum.

Chaos cultists left it here to keep it from the death cult. Various necromancers have seen visions of it, know it is here, and have even paid mercenaries to retrieve it. But so far, it remains lost.

11. Vampire Grave

Inside the dirty, black **sarcophagus** lies the pale, emaciated figure of the Vampire King, naked save for the ever-present dirt and vermin. He attacks anyone who enters this cave.

The Vampire King 300xp

Evil, AC Plate, HD 5, Morale +5, Move 90' (30'), Save F5, Speed 6, Surprise 0.
Ch 18, Co 18, De 8, In 16, St 18, Wi 16.
2 claw attacks per round (1d6 damage each), plus drain.
If the Vampire King succeeds with both claw attacks, or kills a target with one, he also bites and drains 1d6 points of Strength, which return at a rate of 1 per day. The Vampire King adds drained points of Strength to his hit points. Anyone reduced to zero Strength becomes a pale shadow.

- Double damage from fire.
- Immune to disease, mental effects, poison, and non-magical weapons except those made of wood.
- Suffers 1d6 damage per round from sunlight.

The first of the Monster King's royal "trophies," the Vampire King was subjected to a debased form of vampirism before being entombed. But now his grave has become something of a magnet for both the minions of murderous necromancers who can see visions of it via divination, and the other types of cultists, who are not affected by the sigils, but want to mock the death cult by leaving bodies out of their reach.

Inside the Vampire King's sarcophagus there is a large amount of dirt and a moderate amount of **treasure**:

- A delicately-engraved golden sceptre worth 1,600c.
- A golden tiara adorned with small sapphires worth 2,300c.
- Miscellaneous jewellery worth 830c.
- Loose coins worth 1,250c that are more encrusted with dried blood, crushed vermin, and other filth because the Vampire King sleeps directly on top of them.

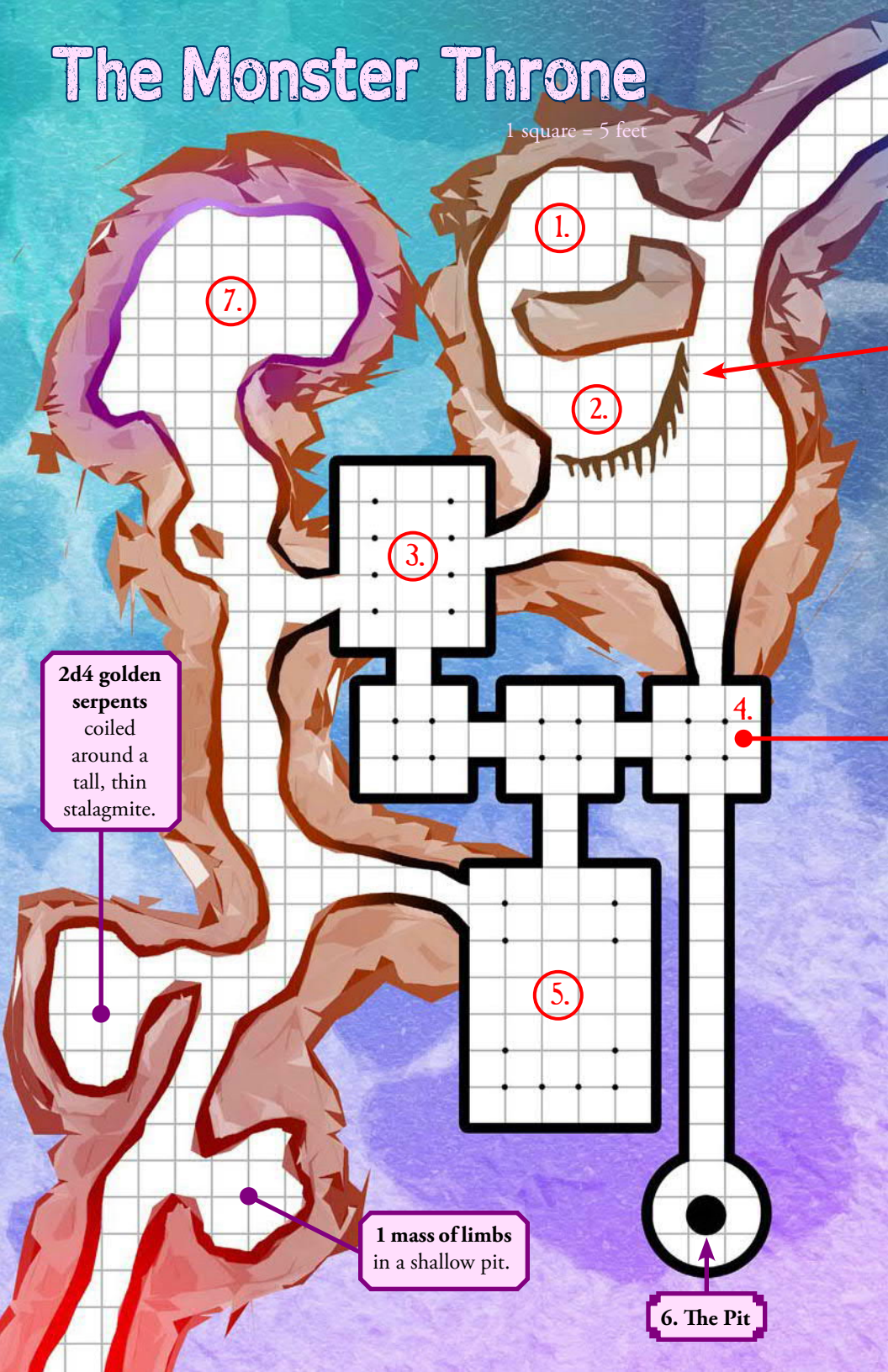
Random Encounters in the Mass Graves

If the apotropaic sigils are broken, random encounters here are the same as the rest of Level 2. **If the sigils remain,** roll 1d12 to determine what monsters are encountered:

1	1d4 Blind Cave Haunters.	**7**	1d4 Eye Fucker Soldiers.
2	Chaos Cultists.	**8**	2d4 Fire Elf Soldiers.
3	2d4 Bugbears.	**9**	1d6+1 Goblin Mercenaries.
4	1d8+1 Clay Golems.	**10**	Hippareiones.
5	2d6 Cone-Faced Marauders.	**11**	1d6+1 Myconians.
6	Dragon Cultists.	**12**	2d4 Pygmy Cave Trolls.

The Monster Throne

1 square = 5 feet



Entrances: Selmiral and Temniphos completely sealed Mortegaunt's throne room in the surrounding rock, but two passages have been carved out in order to access it.

Random encounters are rare in this area. Check once per visit only.

1. Net Trap

When intruders enter this cave, a net of spider silk drops silently from the ceiling. It functions identically to the Web spell. After 1d20 rounds, guards from room 2 arrive.

2. Guard Station

1d4+1 arachnoid mercenaries from either syndicate are stationed on top of the escarpment at all times, even though the cave is very craggy and numerous stalactites and stalagmites block them from having a good view.

3. The Treasury

1 spider matriarch and **2d4 casino syndicate arachnoid mercenaries** live here, along with the treasures of the spider people:

- A chest of golden coins and jewellery worth 12,500c that weighs 200 pounds.
- A wooden spider effigy with 5,500c worth of gems hammered into it.

Loud violence in the treasury will attract the attention of the spider people tending the throne (room 5) and the nascent spider god (room 7).

• Classical columns. • Mosaics of violent monsters. • Spider webs on everything.

4. Antechambers

Long ago, monsters and other supplicants would wait between the pillars for an audience with the Monster King. No one waits here now, not even the spider people.

5. The Throne of Mortegaunt, the Monster King

In the middle of this cavernous hall, upon a dais of uneven, rough-hewn stones, sits the mummified corpse of **Mortegaunt**, the Monster King. His bizarre **monster throne** once granted him visions of the world outside, but time has ruined it as much as it has him, and it cannot be operated by anyone anymore.

The spider people live here now, in fissures and cracks in the walls, and there are always **1d6 spider matriarchs** here, accompanied by their drone warriors, along with **2d4 feral spider men**, and **1d6 arachnoid mercenaries** from each syndicate, enjoying some time off. Though they do not revere the Monster King, they do protect his body from being molested. Monsters who come to revere him are allowed to do so peacefully as long as they make prior arrangements with the spider people.

Anyone who has been granted a random spell by either the **poison shrine** (page 83), the **shrine of heads** (page 143), or the **wasp shrine** (page 117) is given a random spell of level 1d6 by the Monster King when they come before him. They add it to the list of spells they can memorize, but do not need to consult a spell book to d so. This happens only once per person.

6. The Pit

What appears to be a well is in fact a pit that never ends. Anyone who has been granted a random spell by either the **poison shrine** (page 83), the **shrine of heads** (page 143), or the **wasp shrine** (page 117) may cast any number of cursed items into this pit and be rid of them forever.

7. The Nascent Spider God

Just like the clay golems, the spider matriarchs are creating their own god, who promises to lead them into a new golden age. Inside the tangled mess of webbing that covers every inch of this chamber lies a massive egg sac. Instead of many eggs, though, it contains a single body—the god of the spider people. It will emerge as a gigantic spider with the malleable features of many other animals and a voice like thunder, if the matriarchs have their way.

There are always **2d4 spider matriarchs** in this cave, tending the egg sac, performing dark rituals, and weaving new webs. There is a 1 in 3 chance that a bonfire provides light, otherwise it is dark.

Once the Monster Throne is added to the map, the spider matriarchs set about bringing their nascent spider god into the material plane. If the following sequence of events is completed, the god of the spider people roams this world with impunity:

1. The spider matriarchs attack a **local settlement**, carrying off dozens of people, so they can feed them to the nascent spider god.
2. The spider matriarchs attack the **Shrine of Many Hands** and carry off several idols, which they also feed to the nascent spider god.
3. The spider matriarchs raid the **Witch Garden** to obtain certain magical plants, which fuel their magical summoning ritual when burnt.
4. The god emerges onto this plane of existence. It immediately devours Mortegaunt, and the screams of his ghost echo throughout the caves beneath Skull Mountain. Arachnoid mercenaries quit their jobs working for the Eyeball and Casino syndicates to join their god and wage war against all other intelligent creatures.

The God of the Spider People — 1,200xp

Evil, AC Plate, HD 8, Morale +1, Move 180' (60'), Save C8, Size Large, Speed 12, Surprise -1. Ch 18, Co 18, De 18, In 18, St 18, Wi 18.

1 bite attack and **4 claw attacks** (1d8 damage each) per round, or 1 spell.

Anyone bitten by the god must **save vs. poison** or suffer an additional 2d8 damage.

- Double damage from acid and lightning.
- Half damage from cutting and piercing weapons.
- Immune to disease, mind control, and poison.

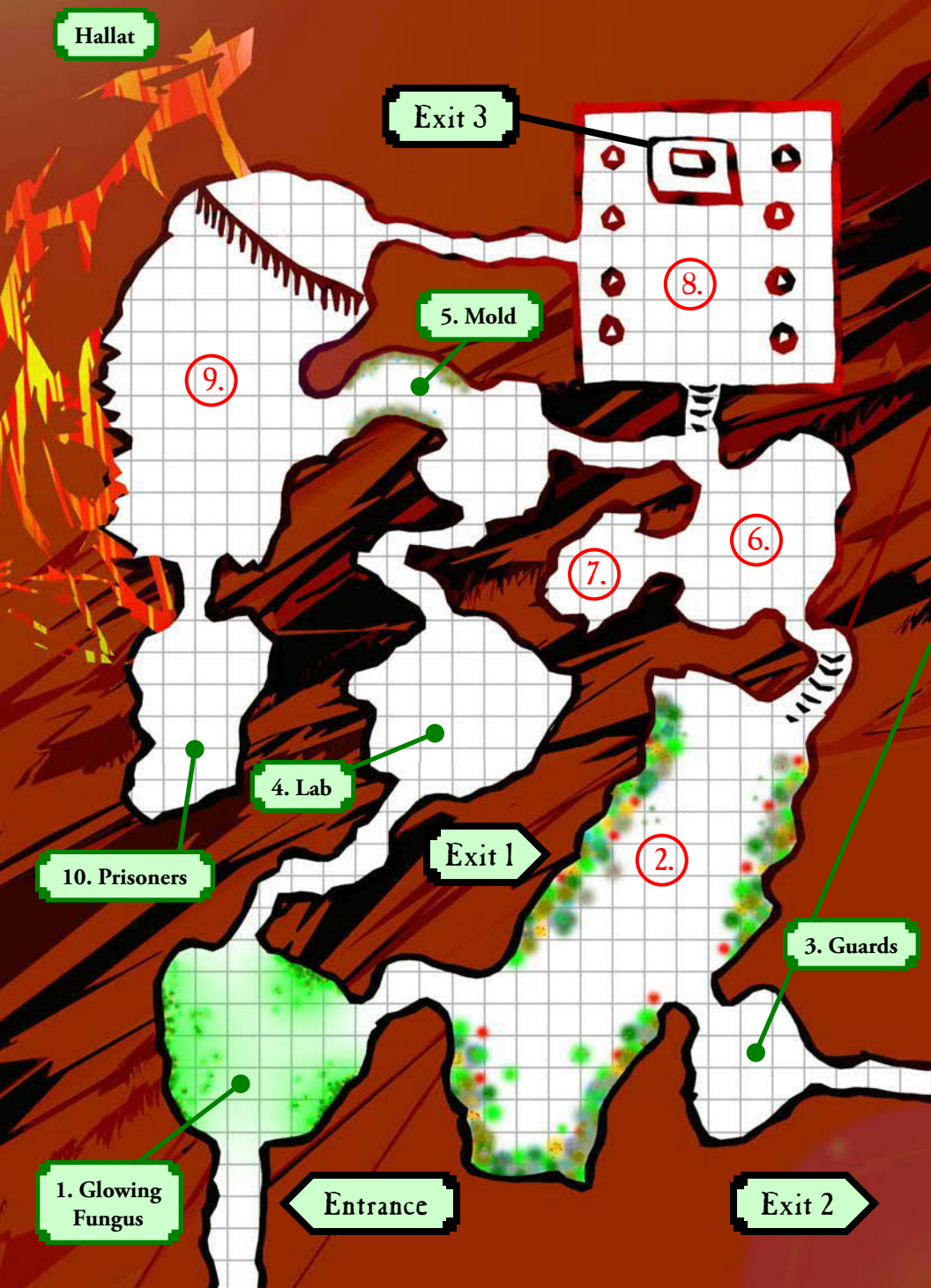
The god knows every spell of 1st through 4th level and may cast 8 levels of spells per day. Web does not count toward this limit, and may be cast any number of times.

Only the feral spider men are disloyal to their god, and even then some still retain enough of their true nature to obey. All other types of spider people are loyal to their god, and it promotes their interests by organizing them into a single community.



The Mushroom Lair

1 square = 5 feet



Entrance: A damp, low-ceilinged cavern that leads to the meeting area (room 1).
Exits: A cavernous hole above the garden leads to **Fungus Valley**, Exit 2 leads to the **Slugotaur Caves**, and a secret passage in the altar in room 8 leads to the **Old Mine**.

1. Meeting Area & Glowing Fungus

The Myconians meet strangers here if they have arranged to exchange goods. Only a small, select group of corrupt sorcerers and desperate criminals deal with them on a regular basis, so the entrance is not usually guarded, but **if the light is disturbed,** there is a 50/50 chance Myconians in the fungal garden (room 2) take notice.
• Glowing fungus (poisonous if eaten). • Low, smooth ceiling. • Smells like grass.

2. Fungal Garden

Human bodies decompose under growths of fungi, molds, and other strange plants inside this vast cavern. One body has a right arm that glows like a torch and doesn't rot. **2d4 Myconians** always tend the garden. Engrossed in their tasks, there is a 50/50 chance they are surprised by intruders.

Exit 1: A hole in the ceiling leads up to room 5 in **Fungus Valley**.

3. Guard Room

A cramped cave, with awkward ground. **1d4+2 Myconian guards**, unless called away.

Exit 2: Leads to a secret passage behind the spore trap (room 6) of the **Slugotaur Caves**. This path is well-used by the Myconians, and always guarded.

4. Alchemical Laboratory

A rudimentary lab, stocked with caustic and poisonous substances, mutated fungi, and pieces of special ore (1,600c in supplies can be removed). Heavy traffic causes accidents, and Myconians can become engaged in argument over spilled materials.

Anyone with a Dexterity of 15 or less who **fails a roll** in this room has a 1 in 3 chance of knocking something over. Roll 1d10 to determine the fallout:

1	Acidic liquid spills over everything.
2	A cloud of poison gas spreads throughout the cave.
3	A cloud of spores erupts (see room 5).
4	Everyone in the room gains a fungal infection that changes their skin colour.
5	A horrible stench is unleashed.
6	Itching powder explodes all over everything.
7	Mutagenic liquid spills across the floor.
8	A random magical spell effect (of level 1d6) occurs.
9	Things catch fire.
10	Mutagenic liquid spills across the floor.

5. Small Meeting Room

Myconians meet here to socialize, dine, and make plans for the future. The tunnel leading to the mine (room 9) is covered in **mold** that releases clouds of spores whenever someone not aligned with chaos or evil walks by. Any who breath them in must **save vs. poison** to avoid infection.

Infected characters loses 1 HP per day, and cannot be healed until cured. At zero HP, an infected person explodes in a cloud of mold spores (10 foot radius).

6. Store Room

All manner of useful mundane items: barrels of preserved food (for the prisoners), lengths of chain, mining tools, spare clothes, weapons. Most of it was stolen.

7. Treasure Room

In rotting burlap sacks: 2,000c in mixed coins and a piece of mold from room 5.
In small wooden boxes: 8 pieces of jewellery worth 300c each.
• Awkward stalactites. • Low-vaulted ceiling. • Stench of rot.

8. Temple

A square room carved from the living rock by hand before even the Monster King reigned. Eight pillars reach up to a vaulted ceiling. The enormous **bloodstained altar** at the far end is where the Myconians conduct their magical rituals, include those that involve consuming human brains. There is a 50/50 chance of **1d6+1 Myconians** being present, either conducting a ritual, studying magical charts, or meditating.

A **narrow tunnel** leads to the balcony in the mine (room 9). It is not obvious but neither is it hidden.

Exit 3: A secret passage reveals stairs leading down to the mushroom cave (room 13) in the **Old Mine**.

9. The Mine

Most of this cave has been mined out by human prisoners. There is a vein of the strange, **mystical ore** called **hallat** here that the Myconians use in their alchemical experiments. At the top of a sheer cliff, 20 feet high, is a **balcony** that can only be reached via the temple. From here, one can look down upon the whole mine.

There are always **2d6 slaves** at work, no matter the time of day or night. Those that try to escape fall victim to the spores (room 5), and those who grow too weak to toil on are dragged to the temple (room 8) where their brains are consumed. **1d6+2 Myconians** stand guard below, and **2d4 Myconians** watch from the balcony.

10. Prison

2d4 prisoners sleeping. They are kept here in chains when not working.
• Bloodstains. • Dates carved into the walls. • Filthy and squalid, rarely cleaned.

Hallat

The sparkling orange ore that the Myconians are using slave labour to mine is extremely rare, but known to the ancient world as hallat. It was prized by Hyrnacean hierophants and Mëolgysstian necromancers alike, and banned outright by the Dawn King after a company of miners found a vein of it on his lands. Some of those miners sold samples to reckless wizards and were executed for it.

When this ore is powdered and added to a drug or magical potion, it changes that substance's effect. Similarly, **if you consume powdered hallat,** for 1d6 hours, any drugs you take or spells you cast will be affected by the powder's influence. Roll 1d12 each time to see what hallat does:

1-3	Adds an entirely new, random spell effect.
4	Causes the effect to rampage out of control.
5	Causes the reverse effect to happen instead.
6	Creates random telepathic bonds between people touched by, or under the influence of, hallat or the effect influenced by hallat.
7	Doubles every parameter of the effect.
8	Doubles one parameter of the effect.
9	Removes one random parameter of the effect.
10	Roll 1d8 twice; both results occur.
11	Triples every parameter of the effect.
12	Triples one parameter of the effect.

When hallat is combined with mishrana, it functions as it normally does, except that you roll for two effects and you may choose for one of them not to happen. Additionally, any damage dealt by a spell you cast under the influence is doubled.

When hallat is combined with urou (refined or not), spells cast while under the influence of both always create an additional, random spell effect on a random target.

Random Encounters in the Mushroom Lair

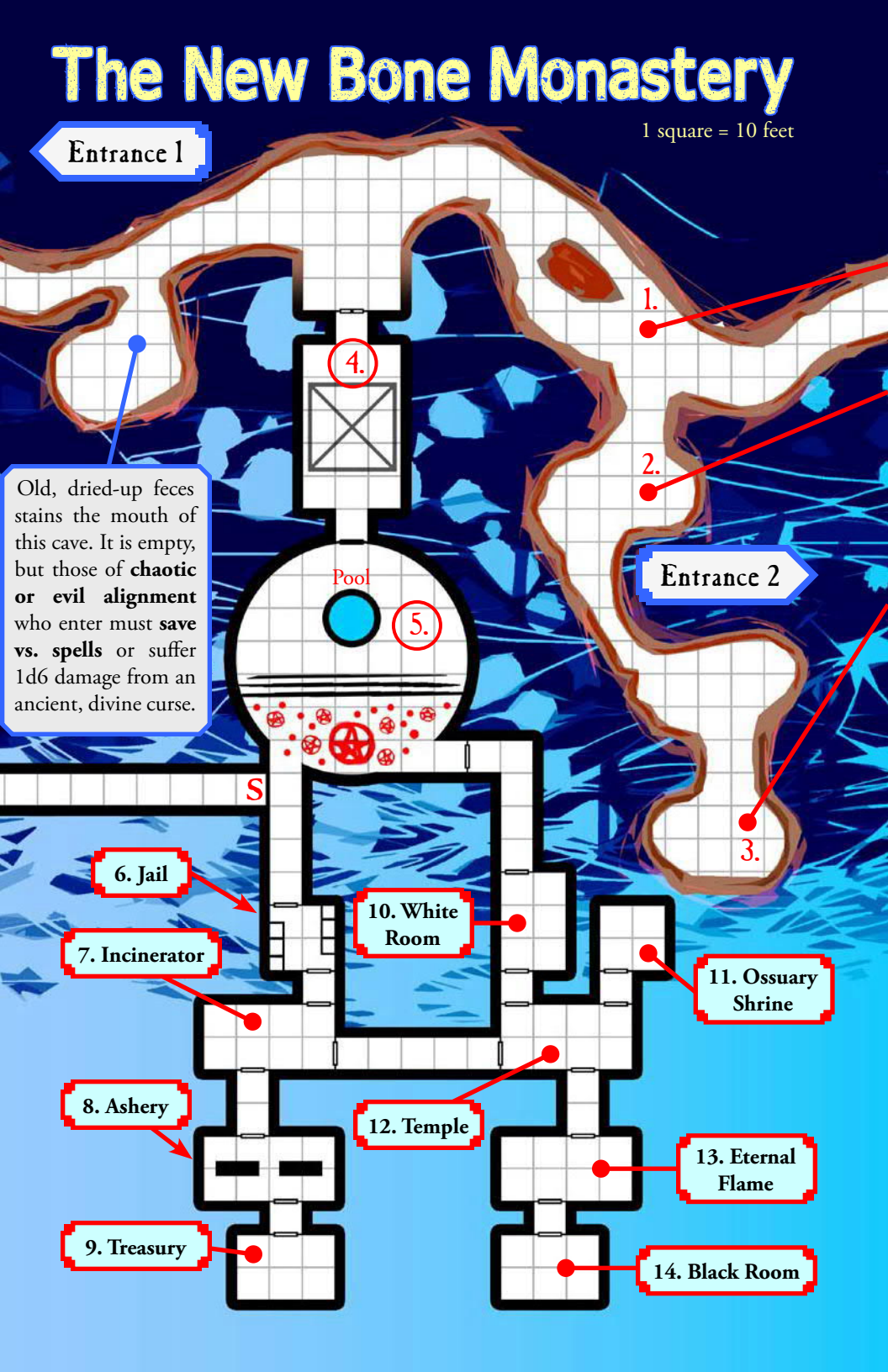
Half the time, a random encounter in the mushroom lair consists of **1d6 Myconians**. **The other half of the time,** roll 1d6 to determine what monsters are encountered:

1	Death Cultists.	**4**	1 Optical Fungus.
2	1d4 Eye Fucker Ward Bosses.	**5**	1 Purple Cloud.
3	1d4 Hippareion Darkbringers.	**6**	1d4 Reptiloid Sorcerers.

The Darkbringers are there to trade for fungus, the Reptiloids for mystical ore. The others have arrived to attack the Myconians for one reason or another.

The New Bone Monastery

1 square = 10 feet



Entrances: Both tunnels leading to the gates of bone (room 4) are always damp.
Exit: The chute beneath the gates of bone (room 4) leads to the **Subterranean Sea**, and the secret passage just past the idol in room 5 leads to the **Bone Catacombs**.

This whole area is magical, for those who can detect it. The doors block all sound.

1. The Long Walk

There are skeletal footprints in the floor of this cave, as if the stone had been softened and walked across by the undead.

2. Ambush Cave

There is a 50/50 chance that **2d4 bugbears** or **2d4 mutant orcs** (equal chance of either) are snorted a stimulating powder and waiting for passers-by to ambush.
• Bones and garbage on the ground. • Very high ceiling.

3. Prison Cave

Beyond a cloud of oily, foul-tasting **smoke** that never dissipates lies **1 tentacle man** wearing a metal collar attached to a **magical chain** that is bolted to the cave wall. He cannot touch the magical chain and it cannot be removed except by magic. His mind is ruined and he attacks intruders immediately.

4. Gates of Bone

The **double doors** of enchanted ivory on either side of the first room in the new bone monastery are **magically locked** and can only be opened by magic or a skeleton key.

The floor of this room consists of 2 hatches that reveal a huge **pit trap**, but it only opens **when living creatures walk on top of it**. The pit is 30 feet deep, and falling down inflicts 2d6 damage (save vs. death for half). **At the bottom of this pit** is another hatch in the floor, which does not open immediately, but can be detected by anyone down there. The walls in the pit are completely smooth, and cannot be climbed. A **magical mouth** near the top of the pit vomits water when the pit is occupied. **Once the water has reached a level of about 15 feet,** the second hatch opens, flushing the water and anyone still treading it (or anyone who has drowned) down a chute and into the **Subterranean Sea**. Godspeed and good luck, poor traveller!
• Arched ceilings. • Bare stone-block masonry. • Generally clean.

5. Idolatry

At the top of a short flight of stairs, a granite statue of Lepravosia is surrounded by heaps of gilded treasure and jewelled artifacts. **If any living creature enters this room,** the statue becomes a fleshy **incarnate of Lepravosia**, and the treasure is revealed to be **12 bloodworms**, cloaked in illusions. They attack intruders relentlessly.
• Domed ceiling. • Dried blood on the floor. • Red brick walls. • Still pool of water.

Exit: Behind a secret door lies a grey stone hallway with a low ceiling and a flight of steps leading up to room 7 in the **Pillared Halls**.

6. Jail

6 cells each have a 50/50 chance of being occupied by a single human prisoner being starved to death. The nuns give them water, but intend to make skeletons out of them. The doors are locked, and there are **4 magical chains** with manacles on one end and a weight on the other. The weight cannot be moved by anyone manacled.
• Dark, grey stone. • Moaning, emaciated prisoners. • Oddly clean.

Roll 1d12 to determine the type of prisoner:

1	Adventurer.	**7**	Local bandit.
2	Chaos cultist.	**8**	Local townsfolk.
3	Dragon cultist.	**9**	Local villager.
4	Eyeball syndicate slave.	**10**	Pilgrim.
5	Foreign mercenary.	**11**	Tax collector.
6	Law enforcement agent.	**12**	Traveller.

7. Incinerator

Most of this room contains a series of **interconnected ovens** that are constantly tended by **1d8 nuns of the bone goddess**. They feed it pieces from several piles of filthy clothes, bones, buckets of human waste, and all manner of other garbage that they have collected from in and around Skull Mountain.

Instead of chimneys, the ovens contain a **magical gate** to the elemental plane of smoke. The ashes the ovens produce are touched by the magic of the planes and the necromancy of the monastery, and are collected by the nuns for further use.
• Oppressive heat. • Soot-blackened bricks and masonry.

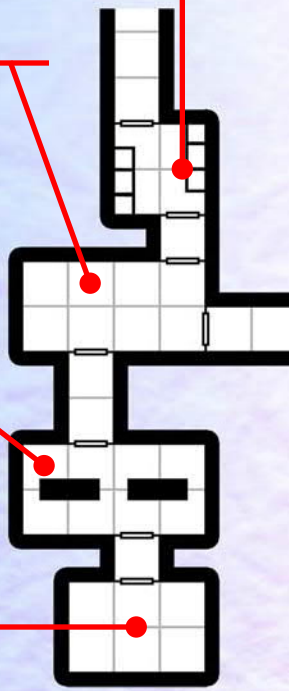
8. Ashery

Ashes removed from the incinerator are alchemically treated here, by **1d8 nuns of the bone goddess** working on **two large tables**. They have 1d6 × 100c worth of chemicals here, which are dangerous to handle. There is a 50/50 chance that **the abbess** is here as well, if she has not already been encountered.

Living creatures in this room must **save vs. breath weapon** or suffer 1d4 damage from breathing in the ashes.

9. Treasury

Treasures made from the ashes are stored in this small basalt room. There are **7 skeletons** of compressed bone ash that weight 1,000 pounds each and would be worth 1,000c to an alchemist, and **200 small gemstones**, which are worth 100c each. There is a 50/50 chance **the abbess** is here, if she has not been encountered already.



Random Encounters in the New Bone Monastery

Roll 1d6 to determine wandering monsters in this area:

1	1d6 Blackbone Nuns.	**4**	1d6 Flagellant Nuns.
2	1d6 Bloodworms.	**5**	2d4 Monastic Zombies.
3	Death Cultists.	**6**	1d8 Nuns of the Bone Goddess.

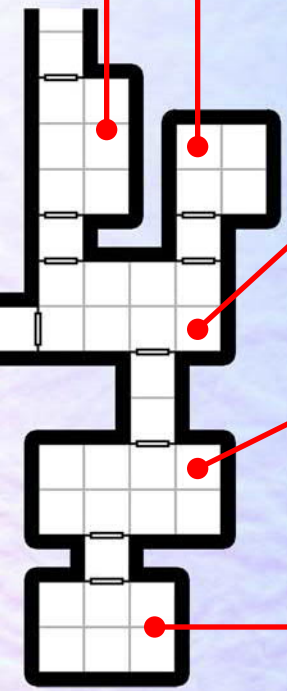
10. White Room

This room is featureless white stucco, and **1d8 flagellant nuns** are either repairing the stucco, or marching in a circle, flagellating themselves.

11. Ossuary Shrine

The ceiling, floor, and walls of this room are completely covered in arrangements of human bones, for communion with goddess. There are **1d4 flagellant nuns** here, a 1 in 3 chance of **1d8 nuns of the bone goddess**, and a 1 in 6 chance of **the abbess** as well, unless she has already been encountered.

Living creatures who set foot in this room must **save vs. spells** or the bone goddess inserts a shard of her power inside them. **Once a person has a shard within them,** they suffer 1d6 damage for each item they remove from the New Bone Monastery and each time they attack any of the nuns. After 3d6 days, the shard disappears, but until then, anyone they kill becomes an undead skeleton.



12. Temple to the Goddess

The ceiling is 30 feet high, and there are **stairs** along the wall leading up to **shrines** near the ceiling. Mosaics and carvings of skeletons and children being born dead cover everything, with the occasional decorative skull to break things up. One of these shrines is decorated with 5,000c worth of gemstones.

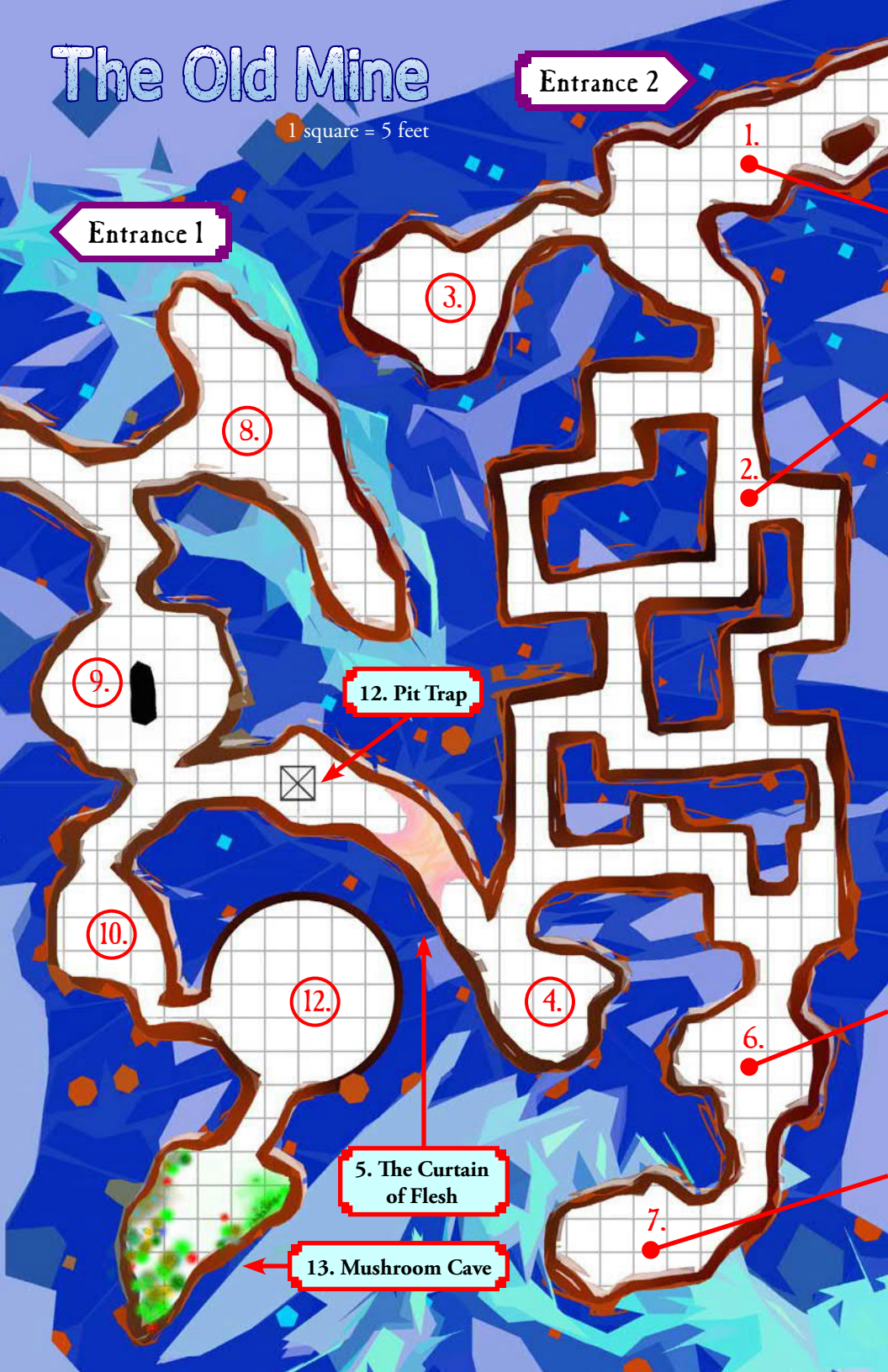
There are no nuns stationed here, but there are two chances for random encounters every turn.

13. Eternal Flame

A pit in the floor contains a flame that never goes out, tended by **1d8 blackbone nuns**. There is a 50/50 chance that the **blackbone abbess** is here as well. The walls and ceiling are blackened and the air is full of smoke.

14. Black Room

Every surface of this room has been blackened by fire and smoke. On top of a **basalt plinth** rests a **blackened skull** that weighs 2,000 pounds and wears a **royal crown** of gold decorated with rose diamonds and rubies that is worth 12,000c.


The Old Mine
1 square = 5 feet
Entrance 2
Entrance 1
1.
2.
3.
4.
6.
7.
8.
9.
10.
12.
12. Pit Trap
5. The Curtain of Flesh
13. Mushroom Cave

Entrances: One entrance leads to the old mine, the other leads to the adjacent caves on the other side of the curtain of flesh, which separates the two halves of this area.
Exits: A secret passage leads up to the altar in the **Mushroom Lair**, and the invisible doorway in room 13 leads out of the dungeon, if it is found.

1. The Mouth of the Mine

Broken shards of glass have been left scattered on the floor of both cave tunnels that lead here. Barefoot intruders move half speed or suffer 1d4 damage.

2. Carved Maze

These halls have been carved out by tools and there is no more **qasso** in them. Parts of what look like **stone statues of miners** stick out of the rock walls—arms, faces, half of a body. They were once living humans who were petrified and then partially submerged into the living stone.

3. Weeping Cave

Flammable pitch seeps from the walls of this cave. There is always a 1 in 3 chance of **1d6 reptiloid sorcerers** collecting this substance and also a 1 in 6 chance of **1d4 bugbears** shoving their faces into the walls and lapping up this pitch greedily. If both are here, they ignore each other.
• 30 foot ceiling. • No stalactites. • Smell of petroleum.

4. Clam Cave

The bugbears have been feeding the **2 man-eating molluscs** that live here, and their insides are full of 860c worth of coins and jewellery.
• Dripping ceiling. • Fossils in the cave walls. • Ocean smell. • Uneven floor.

5. The Curtain of Flesh

Pale-skinned flesh and muscle grows like curtains in this passageway, blocking travel through it. If the living flesh is injured, it opens and allows passage.

6. The Weight of Weakness

The air grows heavy in this cave space and the brain fogs over. The ability scores of characters in this area count as half their normal score (round down). Adjust modifiers as needed. This effect stops as soon as a character leaves.
• Lights get dimmer in this cave. • Smell of burnt wood.

7. Veins of Qasso

The walls of this dead-end cave sparkle with **qasso**, and show signs of being mined out. There is a 1 in 3 chance of **1d4 bugbears** being here and a 1 in 6 chance of **1d6 degenerate reptiloids**. If they are both here, they are fighting each other.
• Bugbear scat that is extremely hallucinogenic if eaten or huffed. • Smell of vomit.

8. Sacrificial Cave

The walls of this cave glitter with **qasso** but the floor is thick with dried blood. Both the chaos cultists and the death cultists use this room for human sacrifice, even though there is no semblance of an altar anywhere. Corpses left inside this cave become zombies after 1d4 turns.

9. Bugbear Dancing Circle

A **weird stone monolith** stands in the middle of this cave, surrounded by scattered bones. There is a 50/50 chance of **1d6+1 bugbears** dancing around the monolith, hooting and hollering. Any random encounters in this cave have a 50/50 chance of being **1d6 bugbears** coming here to celebrate a good meal.

• Bioluminescent fungus on the ceiling. • Bugbear scat.

10. Magical Cave

When a living creature enters this cave, a random spell targets them from out of nowhere. The spell functions as if cast by a magic-user of the target's level, even if the spell is not caster-only in effect. Nothing else is notable about this cave.

11. Pit Trap

Some monsters made a trap from this carved shaft, but never collected the adventurers who fell into it. **3 human corpses** are laden down with 1,250c worth of loose coins that have spilled out on the floor of the shaft, and various pieces of rusty weapons and armour. The sticks and leaves that once covered the pit now rot on top of the coins.

12. Buried Tower

This room is the top of a round stone tower with a conical roof that was buried by the gods along with the Monster King's necropolis. There are no lower levels, as the tower has been filled up with rocks and dirt.

• Toadstools. • Uneven floor. • Unstable dirt walls where windows should be.

Exit: There is an invisible door here, which only magic can find. Reading the inscription around its frame opens a portal that leads to the closet of a theatre in a nearby town. This theatre was once the house of the wizard who built this portal. There is a similarly invisible door inside this closet, allowing for travel back and forth.

13. Mushroom Cave

The damp rock of this cave is covered in toadstools and other types of fungus.

Exit: A cavernous passage leading up to the altar in room 8 of the **Mushroom Lair** hides behind a wall of furry tendrils.

Qasso

This metallic ore is poisonous in its raw state, but if it is smelted into a metal powder, which requires an alchemical laboratory and costs at least 200c per dose (and possibly more, depending on the skill level of the alchemist hired), it becomes an arcane drug. Dwarves have known of the special properties of qasso for long eons, but since they have never had the desire to pass this knowledge on to humans, it is only recently that alchemists have begun to experiment with it, and learn of its true power.

When this metallic ore is powdered and dissolved in water, which causes it to crystallize pan-dimensionally, the imbiber gains the following benefits for 1d6 hours per dose:

- Ability to see invisible things, magical energies, spirits of the dead and other worlds who are only partially manifested on this plane, and the truth of illusions. This effect occurs even if the imbiber is blind.
- Advantage to saving throws made against spells.
- Thoughts and mental processes speed up. The imbiber may cast 2 spells per round instead of only 1, and if they choose to dodge attacks instead of taking an action, anyone attacking them that round suffers disadvantage to their roll.

When the refined version of qasso is combined with refined urou, it installs in the imbiber's memory 1d3 random spells per dose, but reduces their Wisdom score by 1d6 per dose. These bonus spells cannot be written down or otherwise transmitted, they must be cast and forgotten. Spells not cast further reduce Wisdom by 1 point per week, per spell remembered. Lost points are recovered at a rate of 1 per day, after these bonus spells are cast. Anyone whose Wisdom score is reduced to zero by this effect is transformed into a pale shadow.

When refined qasso is spiked with powdered mishrana, it essentially returns to its unrefined state, in effect if not in appearance. Unless it is refined again, it is poisonous and grants no magical abilities.

Random Encounters in the Old Mine

Roll 1d12 to determine wandering monsters in this area:

1	1d4 Blind Cave Haunters.	**7**	1 Mass of Limbs.
2	1d4 Bugbears.	**8**	1d6+1 Myconians.
3	Chaos Cultists.	**9**	1d6 Reptiloid Sorcerers.
4	1d8+1 Clay Golems.	**10**	Level 2 encounter.
5	1d10 Degenerate Reptiloids.	**11**	Level 3 encounter.
6	1d4 Insane Bugbears.	**12**	Level 4 encounter.


Painted Caves
1 square = 5 feet
Entrance
1.
2.
3.
4. Dancing
5.
Pit Trap
S
S
6. Spores
S
S
7.
9.
8. Shrine of Heads

Entrance: There is only one entrance, which is protected by an escarpment.
Exit: A hidden passage in the cave of illusions (room 3) leads down to the **Slime Pits**.

Iridescent skinwearers flock to these caves, in the hopes of getting closer to their extradimensional nature, even though such a thing is impossible. The cave floors are littered with discarded skins, desiccated corpses, and bleached bones. Death cultists encountered here are intruders trying to collect bodies.

1. Escarpment

From the top of a 12 foot cliff, **1d8 skinwearers** throw rocks down upon intruders (they inflict 1d4 damage on a successful hit). If any intruders at the bottom of the escarpment are struck and go down, one of the skinwearers jumps down to grab the body. These guards are desperate for new skins.

2. Oily Cave

Flammable petroleum-based materials leak from the cave walls. Bugbears like the taste of it and congregate here. **When this cave is entered,** roll 1d6 for bugbears:

1-2	There are no bugbears here at this time.
3	There is **1 bugbear** here, gleefully sticking its face into the oily walls.
4-5	There are **1d6+1 bugbears** here. If any are insane, they are fighting over who gets to lick the walls. Otherwise, they are all licking the walls. These bugbears are always surprised by intruders.
6	There is **1 lone bugbear** hiding outside the cave, waiting for **3d6 iridescent globes** to leave, so it can go back to slurping the oil.

3. Cave of Illusions

A winding rock staircase snakes around the edges of a pit in the middle of this cave, which leads down to the filth pit (room 3) in the **Slime Pits**. It is hidden by a veil of illusions that appear to be a combination of alien constellations, aurora borealis, shifting stone walls, and violent winter storms. Anyone walking into the illusions must **save vs. spells** to see through them. Failure means their behaviour is compelled by the magic. Roll 1d6 to see how they act:

1	Victim must **attack** either the nearest person they can see, or the most distant person they can see, for at least 1d6 rounds.
2	Victim must **discard** 1d8 possessions at random, throwing them down the hole that leads down to the Slime Pits.
3-4	Victim must **flee** as fast as they can for 1 turn, avoiding any creatures they meet along the way.
5	Victim **suffers disadvantage** to all rolls until they devour human flesh.
6	Victim's mind is sent to **another dimension** for 1d4 turns. Their body remains immobile, but if it is cut, the wound becomes a magical portal.

4. Dancing Cave

The walls are entirely painted in blood and various other materials, including paints and dyes. **1d6 skinwearers** dance in circles, trying to achieve mystical enlightenment. The ground is littered with bone fetishes, dried herbs, and mummified frogs.

5. Idolatry

The painting of the walls is incomplete here. Crude stone idols of various sizes are stacked against the walls, most of them upside-down and without faces.

A **pit trap** before the lower passage out is hidden by vines and the same kind of fungus that grows in other parts of this cave. Anyone falling in suffers 1d6 damage. There is a narrow ledge around the pit that allows access to the passage beyond, or explorers can climb down and back out on the other side.

6. Spore Cave

To get into this cave, intruders need to scale steep 10 foot escarpments, or find the **secret passage** that is hidden by large blooms of blue fungus. Inside are 1d4 human skins, discarded by skinwearers who succumbed to poisonous spores, that are now filled with semi-sentient fungus. They get a free attack on anyone climbing the escarpments to get into the cave, but are always surprised by anyone using the secret passage.

Fungus-Filled Skin — 13xp each

Neutral, AC Shield, HD 1, Morale +4, Move 60' (20'), Numbers 1d4, Save F1, Speed 4, Surprise +1. Ch 0, Co 0, De 6, In 6, St 10, Wi 3.

1 hand attack per round (1d4 damage).

- Half damage from blunt trauma.

When a fungus-filled skin is destroyed, it releases a cloud of spores. Everyone within 15 feet who breathes must **save vs. paralysis** or suffer 1d6 damage and become infected. An infected person must **save vs. poison** each day or suffer 1d3 damage and be unable to heal.

Buried in the fungus that covers most of this damp cave there is a **corpse** with 250c worth of gold necklaces and earrings, a *potion of healing* they never got to use, and a *shield +2* that didn't help protect them from poisonous spores.

Some other poor, dead adventurer has left behind a **sealed canopic jar** that contains desiccated organs worth 200c that can be used for alchemy, an intricately-linked golden necklace worth 500c, and **1 purple cloud**, which must be released along with the other treasures.

7. Poltergeist Vortex

When a living, sane person enters this cave, there is a 1 in 3 chance that a flurry of ghosts appear to swirl around them, screaming and crying, either for a release from this miserable existence or in blind rage at the living. These are the souls of people killed by the skinwearers and the iridescent globes. They gather here from many places across time and space for unknown reasons. Anyone caught in this storm of ghosts must **save vs. paralysis** or lose 1d6 points of Wisdom each round. Lost points are regained at a rate of 1 per day, but anyone reduced to zero Wisdom is sucked into the vortex and returned to the material plane as an avatar of vengeance.

Avatars of vengeance created by the poltergeist vortex must fight the iridescents at every opportunity, to the death if necessary (no save can prevent this behaviour), but they do gain advantage to all attack and damage rolls against skinwearers, iridescent globes, and other chaotic extraplanar creatures.

8. Shrine of Heads

The skinwearers worship 3 mummified heads that sit upon a stone altar, covered in carvings depicting the Monster King's military defeat, and subsequent personal humiliation of, a king whose main characteristic seems to be that he possesses many jewels. The Monster King is surrounded by a retinue of monsters in these carvings. Inside each head is stuffed 1,100c worth of small, **mixed gemstones** (3,300c total).

If you touch the shrine, it removes 1 spell you have memorized, determined at random, but if you then remain nearby for more than 1 hour, it puts a new spell, determined randomly, into your memory.

9. Ambush Cave

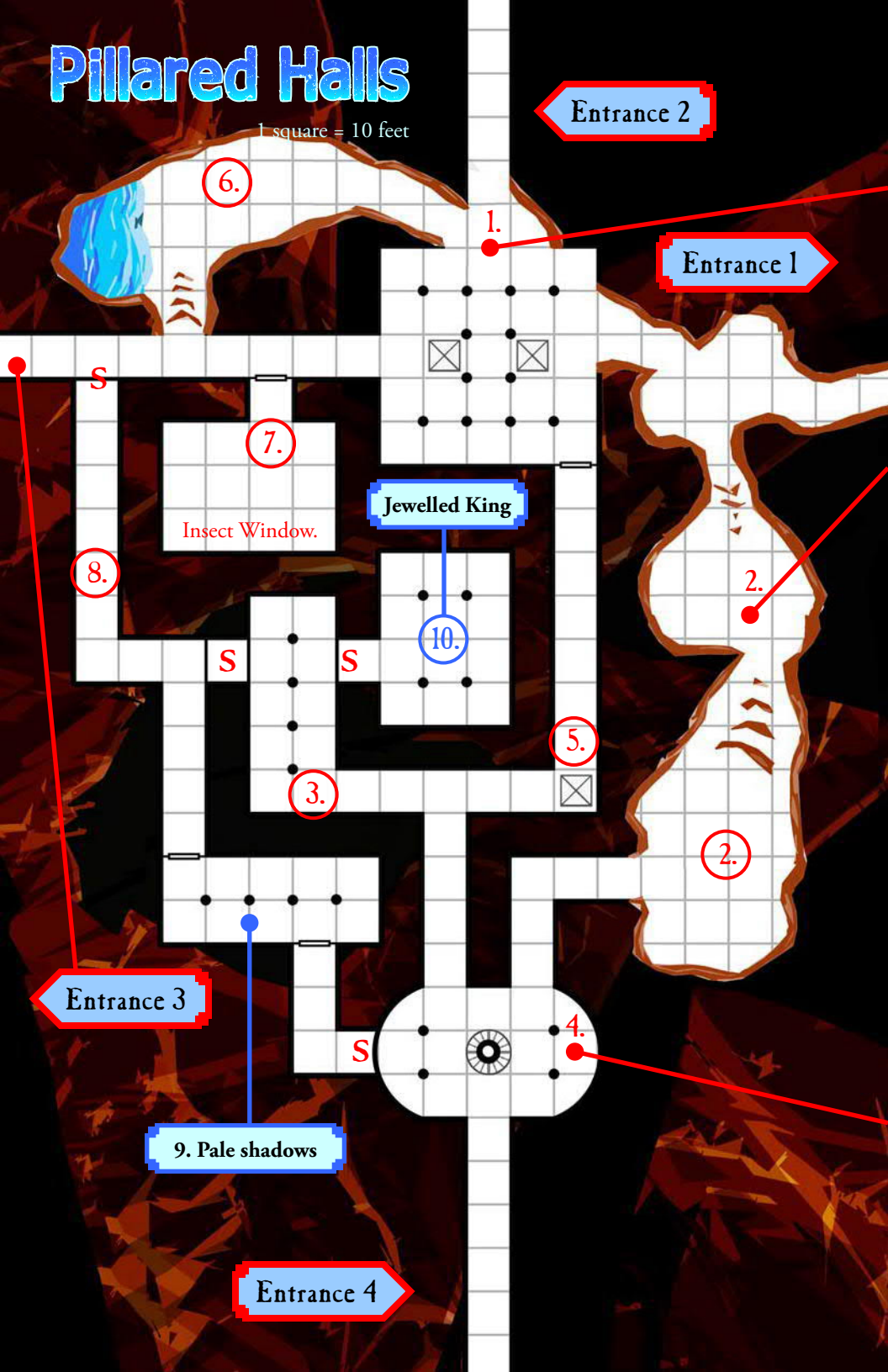
Along the low ceiling creeps **1 optical fungus** that refuses to leave this cave, and **4d6 iridescent globes** that will move through the **secret tunnel** and attack anyone moving through the hallway, where they appear as if out of nowhere. This passageway is hidden by interdimensional light refragmentation—the result of the iridescents' continual manipulation of local reality.

• Low, jagged ceiling with numerous stalactites. • Weird chimney-like hollows.

Random Encounters in the Painted Caves

Roll 1d20 to determine what monsters are encountered in this area:

1	1 Astral Glutton.	**9-12**	3d6 Iridescent Globes.
2	1d4 Blind Cave Haunters.	**13-14**	1d4 Rhinocorn Wraiths.
3-5	1d4 Bugbears	**15-18**	1d6 Skinwearers.
6	Chaos Cultists.	**19**	Level 1 encounter (pages 12-13).
7-8	Death Cultists.	**20**	Level 2 encounter (pages 14-15).


Pillared Halls
1 square = 10 feet
Entrance 2
6.
1.
Entrance 1
S
7.
Jewelled King
Insect Window.
8.
2.
10.
S
S
5.
3.
2.
Entrance 3
4.
S
9. Pale shadows
Entrance 4

Entrances: If the passage leading to these halls is a natural cave, use Entrance 1. If the passageway is a built hall, use one of the other entrances.

1. Pillars & Pit Traps

The floor is covered in roughly-grouted tiles that hide **2 pit traps**. Hinged panels open into 10 foot holes that are regularly checked by monsters, especially blind cave haunters, death cultists, Myconians, and pygmy cave trolls.

The door in the corner is not locked, but is normally stuck in its frame.

• Arched and painted ceilings. • Empty, rusted chandeliers. • Multi-coloured tiles.
• Red-painted pillars, their paint chipped and peeling.

2. Quicksand Caves

All 3 caves are strewn with debris and garbage. Steps carved into the rock lead down, from both sides, to the middle cave where the debris hides **quicksand**. A **giant, charred-black arm** with mouths on its fingertips emerges from the quicksand if chaotic or lawful creatures descend the steps. It seizes the **lawful** and drags them into the quicksand, but presents its open palm to those aligned to **chaos**, in order to transport them safely across to the opposite side. The hand ignores those unaligned to law or chaos unless they attack it.

Giant Black Hand — 175xp

Chaotic, AC Chain, HD 5, Morale +1, Save C5, Size Huge, Speed 8, Surprise 0.
Ch 0, Co 18, De 14, In 0, St 20, Wi 12.
1 bite or grab attack per round (1d6 damage).

- Double damage from cold and frost-based attacks.
- Immune to fire.

If an attack succeeds, the hand drags the target into the quicksand and they suffer an automatic 1d6 damage every round until dead or they escape (**save vs. paralysis** instead of attacking to get free of its grasp).

There is always a 1 in 6 chance of a **random encounter** immediately upon entering the quicksand caves (determine which side the encountered creatures are on randomly).

3. Dead-End Hall

Someone has chained **1 revenant zombie** to the third pillar as a joke. It has a 20 foot lead on its chain. The ceiling is 7 feet tall, and both **secret doors** are triggered by small pressure plates in the arched ceiling above. Both are obvious from the other side.

4. Fountain Foyer

Stone dolphins spit water into a basin. **Those who are healthy** find the water tastes like sand and suffer 1d6 damage. **Those who are wounded** find the water tastes like coconuts and heals 1d6 damage. It does not heal someone after dealing damage to them.

The walls are decorated in patterns of hands. Pressing the correct hand opens the **secret door** in the left-hand wall. It is obvious from the other side.

5. Hall Pit

The tiled floor is equipped with a hinge that drops intruders into a 10-foot pit, inflicting 1d6 damage. The tiles then close again automatically. Rolling your Dexterity score or lower on 1d20 allows you to jump around corner without falling in the pit.

6. Pool Cave

There is a 50/50 chance that **2d4 cone-faced marauders** will be swimming in the **pool** and drinking its waters. The pool is fed by cracks in the walls and drains by a single small tunnel, created by magic long ago, when the water level gets high enough. None of the stone in this cave is actually porous.

7. Insect Window

The door is made entirely of metal and has a latch but no lock. It is decorated with a wrought iron eye symbol. Inside, this room is perfectly carved from the living rock around it, 20 feet wide, 15 feet deep, and 10 feet high. On the bottom wall is a perfect 10 by 10 foot **"window,"** showing a random place in the dungeon (roll 1d6):

1	Random Level 1 area.	**4**	Random Level 4 area.
2	Random Level 2 area.	**5**	Random Level 5 area.
3	Random Level 3 area.	**6**	The last area the PCs explored.

Spells requiring sight may be cast through the "window," but it is not a portal. Instead, it is made of thousands of **tiny flickering cockroaches**, crawling all over each other. They are clockwork, and if you try to touch or grab them, they bite with spring-hard jaws and coils, inflicting 1 damage each round until you stop touching them.

If some of the clockwork bugs are destroyed the insect window shrinks. If half or more are destroyed, the window loses its magical properties and the remaining cockroaches become hostile to living creatures.

8. Secret Hallway

The floor and walls of this hallways are covered in alternating black and white tiles, just large enough to be disorienting and annoying. Random tiles of other colours occur just often enough to become distracting. The **secret door** that leads to the dead-end hall (room 3) is not obvious from this hallway, and must be searched for.

Random Encounters in the Pillared Halls

Roll 1d8 to determine what monsters are encountered in this area:

1	Chaos Cultists.	**5**	2d6 Iridescent Globes.
2	1d6 Clay Golems.	**6**	1d6 Myconians.
3	1d6 Cone-Faced Marauders.	**7**	1d6 Pygmy Cave Trolls.
4	Dragon Cultists.	**8**	Level 1 encounter (pages 12-13).

9. Secret Room

Both doors are made of iron and **locked**. They have not been opened for centuries. By the left door sits what looks like a **treasure chest** but is really a long-dead and dried out man-eating mollusc. Inside the mollusc's stomach are five rings worth 100c each and a gold necklace worth 300c. By the right door lies the **long-dead, half-eaten corpse** of a man wearing expensive clothes, now rotten away. His head and hands were eaten by the man-eating mollusc.

3 pale shadows haunt this room, unable to open the iron doors or slip underneath them. They were once more powerful shadows, but have faded over time.

10. A Dead King's Tomb

This stone room is painted in rainbow colours, as is the **sarcophagus** in the middle of it. Inside lies the **Jewelled King**, wrapped in strips of black linen, clutching his mace. He attacks as soon as the sarcophagus is opened, or if the intruders turn to leave.

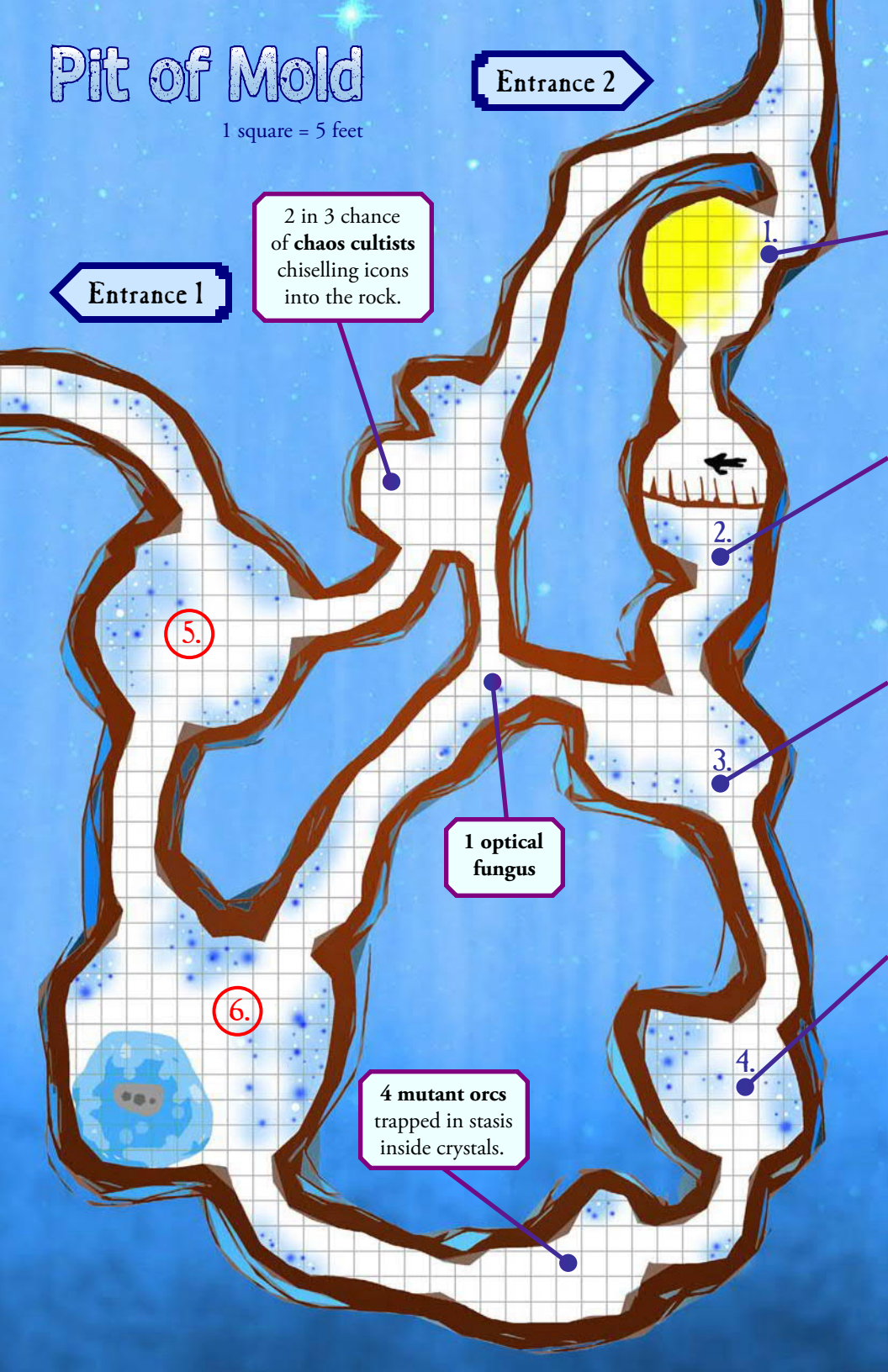
The Jewelled King 300xp

Evil, AC Plate, HD 5, Morale +5, Move 90' (30'), Save F5, Speed 8, Surprise -1.
Ch 18, Co 16, De 14, In 6, St 14, Wi 6.
2 magic mace attacks per round (1d6 damage each).
Each successful attack by the Jewelled King also drains 2 points of Strength. Anyone reduced to zero Strength becomes a pale shadow.
Guilt: A heavy cursed *mace -1*. The wielder cannot get rid of it unless the curse (which only affects the living) is removed by destroying all five of the dead kings (or by a spell that removes curses).

- Immune to disease, mental effects, poison, and non-magical weapons except those encrusted with gemstones or jewels.

Known for his greed, the Jewelled King was supposedly **stuffed full of gemstones** before he was entombed, and it is true: there are 30 pounds of mixed stones inside his mummified body, worth 5,500c in total.




Pit of Mold
1 square = 5 feet
Entrance 2
Entrance 1
2 in 3 chance of **chaos cultists** chiselling icons into the rock.
1.
2.
3.
4.
5.
6.
1 optical fungus
4 mutant orcs trapped in stasis inside crystals.

Entrances: Both entrances are otherwise-unobtrusive cave passageways.

Tiny balls of bioluminescent fungus float through the air like stars all throughout this area. The stone surfaces here are mostly covered with blueish fungus.

1. Carpet Cave

The floor of this cave is covered by a **bed of yellow fungus** that is so exceedingly soft and comfortable it is easy to fall asleep right away and wake fully rested even if slumber is restricted by other factors. **Each time sleeping,** there is a 1 in 6 chance that the fungus reduces a random ability score by 1, however, and prolonged exposure (if the fungus is removed, for example) causes cancer after mere months.

2. Escarpment

Below the escarpment, a **dead man** lies upon a bed of pale fungus, killed by an arrow. His corpse is as fresh as if he had been alive only moments ago. There is a **magical gold coin** beneath his tongue, which stops his body from rotting naturally. The possessor of this coin also gains advantage to saves against death magic, disease, infection, necromancy, parasites, and putrefaction.

• Spores in the air give everyone hay fever.

3. Corrosive Ground

The cave floor here is layered over by a soft and spongy mushroom colony that is soaked with a corrosive liquid. Anyone crossing it must **save vs. breath weapon** each round or suffer 1 point of damage. Anyone falling onto this surface must **save vs. breath weapon** or have their armour's rating reduced by 1.

Lurking near the left-hand passageway is **1 optical fungus** that does not like the feeling of the corrosive mushrooms in the cave.

• Patches of slightly-glowing fungus. • Smell of ammonia.

4. Weird Rock Protrusions

The rocky bits here, which exist in multiple dimensions at once, have attracted the attention of **1d4 masses of limbs**. Spells are never forgotten the first time they are cast in this cave. Little else distinguishes this cave from the others.



5. Ossuary

Holes in the floor and the walls are filled with the bones of mutant orcs that are infected by a dark blue mold. Anyone who breathes in the spores this mold releases when it is disturbed must **save vs. poison** or roll 1d20 and develop a mutation:

1	Additional eyes results in much better eyesight.
2	Animal-like features that are purely cosmetic.
3	Blood becomes some other substance: acid, milk, sap, or wine, etc.
4	Body develops aquatic features: gills, webbed digits, etc.
5	Body grows fur all over it.
6	Body now exudes clouds, gas, or mist.
7	Body now exudes a slimy substance.
8	Bones become incredibly flexible.
9	Completely new limbs or antennas sprout from body.
10	Ears grow larger and hearing becomes much more sensitive.
11	Eyes become colour blind.
12	Mouth develops new, complex parts: mandibles, proboscis, radula, etc.
13	Natural weapons: antlers, barbs, claws, fangs, horns, or spines, etc.
14	Random limb duplicates itself and grows from a random location.
15	Sensitivity to light; direct sunlight becomes irritating.
16	Skin becomes a weird, unnatural colour. Hair and eyes too, perhaps.
17	Skin texture changes radically: chalky, frictionless, scaled, or toothy, etc.
18	Speaks in tongues at random; can channel the voices of dead gods.
19	Third eye on forehead provides psychic revelations of a mixed quality.
20	Twisted bones results in weird or alien posture.



6. Stone Altar

Beneath a high cave ceiling that glows a dull white from the bioluminescent fungus is a **stone altar** surrounded by a swampy moat. The **three stones on top of the altar** allow lawful characters who rest in the same room to heal at twice the normal rate. If all three stones are together, good and neutral characters will also heal at twice the normal rate.

The altar is protected by **ghosts** made of swamp gunk that emerge from the moat at a rate of 1d6 per round until intruders leave, or there are already more than 12 swamp guardians manifested. They attack anyone approaching the altar, regardless of their alignment. Only a command by a deity they respect can call them off (they do not count as undead).

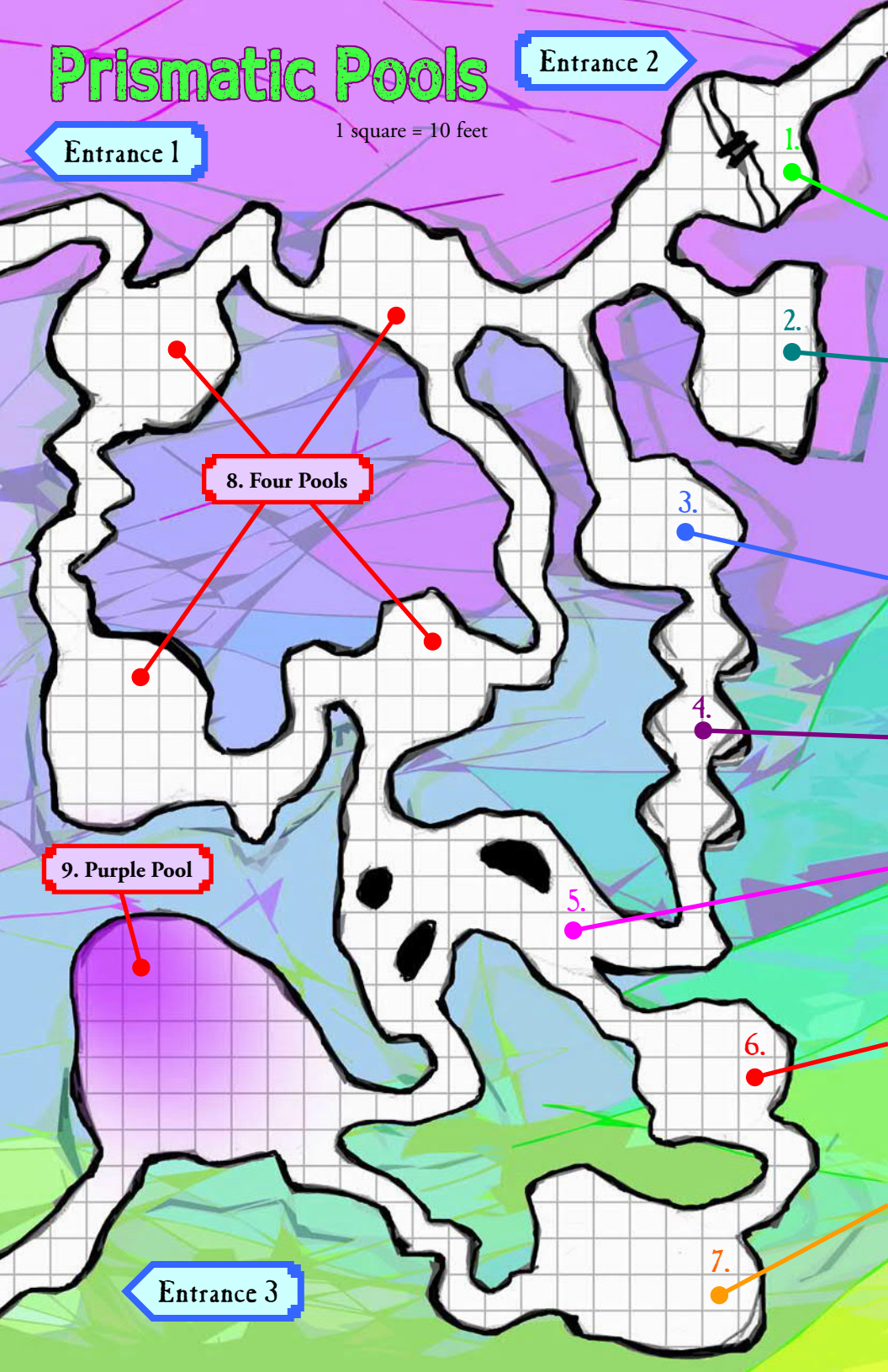
Swamp Guardian — 125xp each

Lawful, AC Leather, HD 4+2, Morale +5, Move 90' (30'), Numbers 1d6, Save C4, Speed 7, Surprise 0. Ch 0, Co 14, De 10, In 6, St 14, Wi 14.

1 strangling attack per round (1d8 damage). If this attack hits, the swamp guardian begins to suffocate its foe, inflicting 1d8 damage per round automatically. Foes must use an action and successfully **save vs. paralysis** to get free.

- Double damage from good and lawful clerics and other devout worshippers.
- Half damage from cold, fire, heat, and lightning.
- Immune to blunt trauma.




Prismatic Pools
1 square = 10 feet
Entrance 1
Entrance 2
Entrance 3
1.
2.
3.
4.
5.
6.
7.
8. Four Pools
9. Purple Pool

Entrances: The three tunnels that lead to this cave complex appear as if created by artificial means, perhaps through magic that melted stone and blasted it out.

These natural caves have odd symbols and markings, or even just bright swatches of colour, painted on the walls at irregular intervals. Some of them date back centuries.

1. Bridge

Wooden planks rest over a 2-foot ditch, making a **crude bridge**. It is easy to use.
• Bloated toadstools grow in the ditch. • Numerous footprints and muddy tracks.

2. Explosive Cave

Pinkish-purple rocks litter the floor here. Touching them creates an **explosion** and slows time down, so that the explosion, which causes 1d8 damage (save vs. breath weapon for half) to anyone within 5 feet of it, is experienced in slow motion. The rocks are not destroyed by these explosions, they merely fall back down to the ground.

Amidst shredded pieces of cloth, incinerated backpacks, and a few bones (both human and not) there can be found 185c in mixed coins and 65c worth of gems.

3. Sword Cave

Between dripping stalactites, a **sword** is stuck, blade-down, into the stony ground. There is a 50/50 chance that **1d6 goblin mercenaries** are chipping away at the rock in order to remove it. The sword was put there by magic, but is otherwise unremarkable.

4. Identical Caves

These **3 natural caves** are exactly identical. They were created by magic only a few years ago and have not had time to grow distinct from each other.

5. Colourful Caves

4d6 iridescent globes drift slowly through caves entirely painted over in colours as garish as primitive paints can be. There are no symbols here, only patches of paint.
• Dust shaped like snowflakes drifts through the air. • The rock walls pulse faintly.
• Smells like roast chicken and paint thinner.

6. Clear Pool

1d6 mutant orcs with buckets are trying to create a new prismatic pool by pouring water into a depression they have carved out. They sit in the water, hoping the caves will imbue it with magical energies.

7. Muddy Pool

A **pool of muddy water** was left here by orcs, disappointed it did not become magical. In a shadowy corner, several skeletons are all stuffed into a single, **wooden coffin** that slowly rots in the damp.

8. Four Pools

The blue, green, red, and yellow pools are not always in the same place. Roll 1d4 to determine what colour the first pool encountered is, and 1d6 to determine the second (use the colour in parentheses if you roll the same colour again). The third pool visited has a 50/50 chance of being either of the two remaining colours.

All four pools are always full, and any liquid removed loses its properties after but a single hour away.

First pool:

1	Blue.
2	Green.
3	Red.
4	Yellow

Second pool:

1-3	Blue (or red).
4-5	Green (or yellow).
6	Yellow (or red).

Blue

A huge bronze bowl, inscribed along the edges in a flowing, unknown script, is filled with a clear, cerulean liquid. **When you quaff this azure fluid,** you instantly memorize 1 random spell that a magic-user of your level would be able to cast. You may cast this spell as normal, and then it is gone. You cannot gain more than 1 spell at a time in this fashion, but once you have left, cast the spell, and come back, you may gain another by drinking from this pool again.

Green

This rocky crater is full of a dark, foresty liquid, similar to pesto or a salsa verde. It has chunks of plants and less identifiable things in it. There is a 1 in 6 chance that **1d6 mutant orcs** are already inside the pool. **The first time you drink from this pool,** you get +2 to one random attribute (or +1 if it is already 15 or higher) and -2 to one random attribute (or -1 if it is already 6 or lower). If the same attribute is rolled for both, the score does not change. You also suffer 1d6 damage if you are lawful. Subsequent drinks contain enough sustenance to last you an entire day without other food or drink.

Red

What looks like an old stone well is really only 3 feet deep and full of fresh blood. Death cultists collect it, sometimes, for their magic rituals. **Touching the blood** will heal you of 2d6 damage, but only after, and if, you kill the next creature you meet.

Yellow

An irregular depression in the cave floor runs with a clear, slightly amber-hued liquid that tastes of chicken stock. There is a slight whirlpool in the liquid, but no drain or movement that would account for it. **The first time you drink the yellow water,** if you are chaotic, you get +1 to the ability score of your choice but if you are lawful, you suffer 1d6 damage. If you are any other alignment and you want to return home, you are teleported there instantly, even if this is not your first drink.

Any subsequent time you drink the yellow water, you can feel the power of chaos changing you. Unless you induce vomiting, you gain 1 mark of chaos (see opposite page). If you are chaotic, you may roll twice and choose which result you prefer more (you may not keep both results, only one).

9. The Purple Pool

This room is always in the same place. It is hard to tell if the pool here is actually purple or whether it is clear water that looks purple because of the piece of **glowing purple crystal** lodged into the cave wall. The pool is always full, but the sparkling water turns dull and colourless (even a little muddy) as soon as it leaves the cave.

When you drink this water, while inside the purple cave, for the first time, chaos flows through you. If you accept the magic of chaos into your body (whether you are chaotic or not), roll 1d8 on the table below to see how you change. If you refuse, you suffer 1d6 damage. If you are lawful, you must change your alignment or refuse.

1	Advantage to all attack and damage rolls but cannot make any ranged attacks, lasts 1 week.
2	Advantage to saves against lawful magic-users for 1 month.
3	Cannot enter holy ground for 1 month.
4	Gain 1 mark of chaos, permanently (see below).
5	Name an animal, gain its face for 1 week (can still see, hear, and speak).
6	Name a person or type of person, gain their appearance for 1 month.
7	Permanently immune to attacks or spells cast by others that cause petrification.
8	Vomit mucous sack that grows into random Level 1 monster.

Roll 1d20 to determine what a **mark of chaos** manifests as:

1	Antennas.	**8-9**	Fangs.	**15**	Horn(s).
2-3	Blank white eyes.	**10**	Feet become hands.	**16**	Iridescent skin.
4	Claws.	**11**	Fur.	**17**	Iron teeth/nails.
5	Cloudy breath.	**12**	Gills on neck.	**18**	Metal hair.
6	Double-jointed.	**13**	Green skin.	**19**	Purple skin.
7	Extra nipples.	**14**	Hair like fire.	**20**	Roll twice.

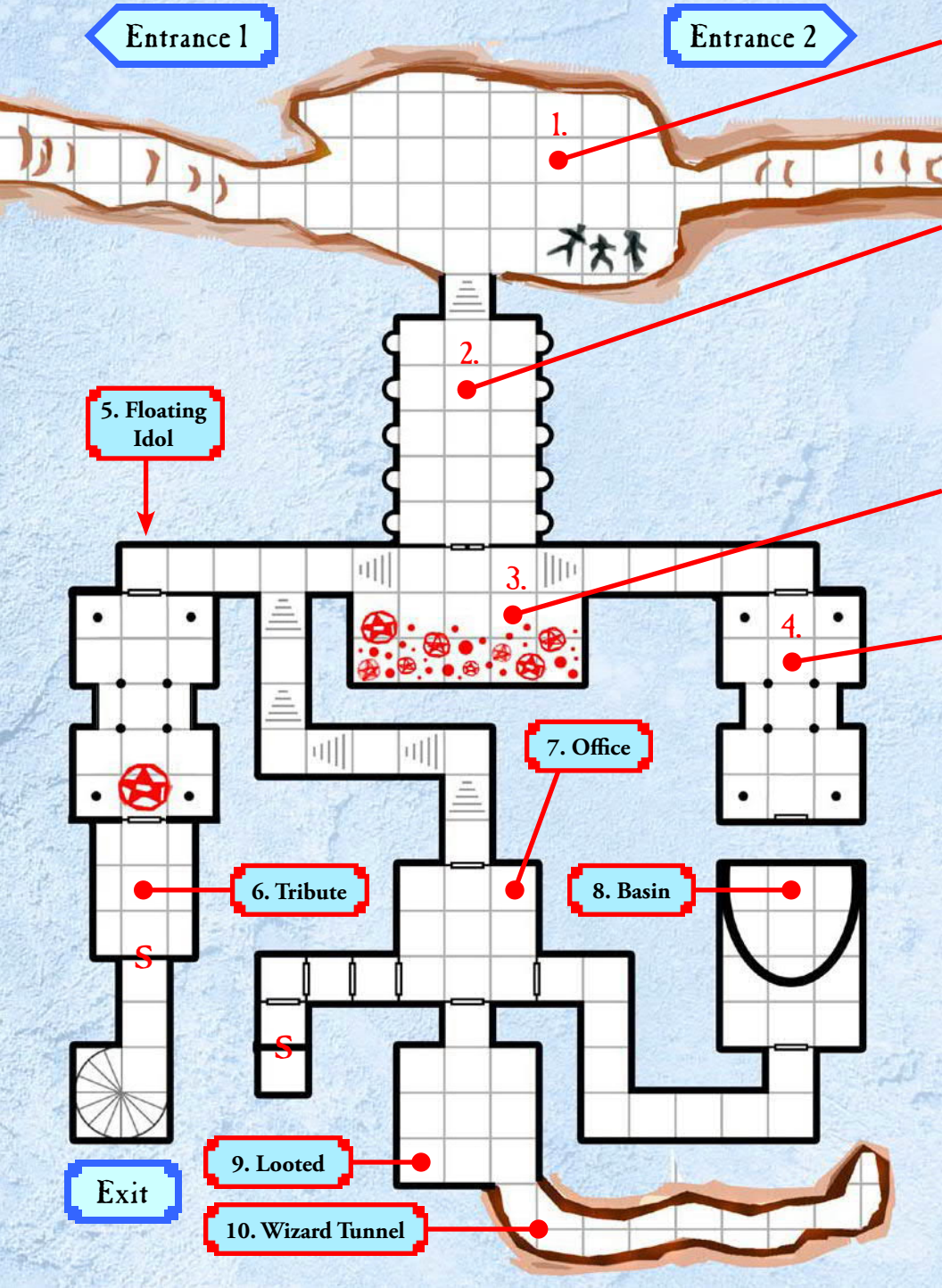
Random Encounters in the Prismatic Pools

Roll 1d20 to determine what monsters are encountered in this area:

1	1 Blind Cave Haunter.	**9**	1d6+1 Goblin Mercenaries.
2-4	Chaos Cultists.	**10-12**	3d8 Iridescent Globes.
5-6	1d6 Cone-Faced Marauders.	**13-16**	1d10 Mutant Orcs.
7	Death Cultists.	**17-18**	1 Optical Fungus.
8	Dragon Cultists.	**19-20**	1d4 Skinwearers.

Reliquary of the Saints

1 square = 5 feet



Entrances: Natural caves lead to the grey masonry of the entrance hall (room 2).
Exit: A secret passage in Lepravosia's tribute (room 6) leads to the **Forbidden Temple**.

1. The Cave Before the Temple

Three people are bound in iron manacles that are nailed into the rock itself. They have been made immortal and insane by the chaos cult's alchemy, because of unspecified crimes they committed. There is a 1 in 3 chance that **1d4 zealots of chaos** are amusing themselves by abusing and torturing these immortals.

2. Entrance Hall

The arched ceiling is 8 feet high. A ledge 6 feet up is covered in candles, some still lit. **Rounded niches** along the walls hold small golden statues of various monster saints. They are the mouths of **bloodworms** disguised by illusions. **If a niche or statue is disturbed,** the bloodworm is revealed and attacks. **If a hand is inside its mouth when this happens,** the person attached to it must **save vs. breath weapon** or suffer 1d8 damage and no longer be attached to it.

• Lit candles and melted wax. • Tracks in the dust. • Weird powders on the floor.

3. Worship Chamber

Monstrous idols crowd against the walls, covered in candles, many still lit. They were captured by the Monster King from various inhuman races and brought here to be venerated unto eternity. The chaos cultists continue this practice.

4. The Drowning Room

The door is unlocked until the **pressure plates** inside the room are triggered by people walking on them. Then the door shuts and locks on its own and the room begins to fill up with water. Anyone trying to pick the lock or break the door down has 1 chance to do so before the water is chest-high, at which point the floor opens and the water, probably along with anyone in the room, is sent to the **Subterranean Sea** through a chute. The identical **door** on the opposite side of the room is false and leads nowhere.

When the drain hatch opens, and the water rushes out, anyone in the room must roll 2d6 plus their Strength modifier (with a -1 penalty for plate armour):

0-3	You are swept away with the water. Whatever you were carrying, including a bag or backpack, is gone. You are completely soaking.
4-6	You are swept away with the water and you drop whatever you were holding. All your gear is wet, but otherwise intact.
7-9	If you drop whatever is in your hands, you can grab something to hold onto instead. If you don't, you are carried away with the water, but your gear is intact (aside from being wet).
10+	You avoid being carried away with the water. None of your gear is missing.

5. Floating Idol

Both doors in this room are **locked**. The plain stonework is clean, the vaulted ceiling is 40 feet high. A **stone statue of Lepravosia** sitting cross-legged floats above the lower door.

When a piece of treasure is removed from Lepravosia's tribute and enters this room, the idol falls to the floor, crushing the thief, along with anyone walking directly behind them, unless they can **save vs. death**. The idol weighs 16 tonnes and blocks the door, trapping anyone still inside.

6. Lepravosia's Tribute

The treasure paid to Lepravosia for her protection is stored in this small room:

- 3 silver idols of Lepravosia, each worth 500c and weighing 10 pounds.
- Gaudy silver and emerald necklace worth 450c.
- Golden suit of armour (decorative, not battle-worthy), worth 7,000c.
- Large chest full of coins, worth 2,500c. Weighs about 45 pounds.
- Necklace of golden discs, worth 150c.
- Small chest full of coins, worth 666c. Weighs about 10 pounds.

Exit: A secret door in the wall leads to a stone hallway leading down to room 3 in the **Forbidden Temple**. If any of the tribute is taken there, **1d6 bloodworms** appear and attack immediately.

7. Looted Office

The original priests of this temple once stored their documents here, in two large wooden desks, but they are now chipped and battered, the papers mostly ruined and strewn about the room. The room has been thoroughly and violently looted.

A series of small rooms attached to the office contain floor-to-ceiling shelves that were once full of records, which are not all over the ground, trampled and ruined. A **secret panel** in the shelves of the final room contains the following treasures, which no previous looters have yet found:

- *Boots of Elvenkind*.
- *Dragonslayer*, a *longsword +1, +5 vs. dragons*. The wielder of this blade takes half damage from all attacks by dragons and reptiles.
- A *ring of water walking*.

8. Water Basin

This room holds a huge basin of water beneath a **magical mouth** on the wall. The mouth vomits water into the basin until it is full. A trap door flushes this water into the drowning room (room 3) when the trap is triggered. If either the basin or the wall are damaged, the mouth loses all its magical properties.

What looks like a **dead body** lies on the floor before the basin, in a pool of blood. If anyone enters the room, **3 bloodworms** burst from the body and attack.

9. Looted Treasure Room

Where once this room held numerous gilded treasures beneath its glittering domed roof, now the mirrors on the ceiling are broken and the floor is littered with the pieces of broken wooden chests and other garbage. A few silver coins shimmer in the torchlight.

There is one wooden idol depicting some kind of monstrous deity lying on the floor, battered. If split open, it contains the **chaos amethyst** inside it.

The Chaos Amethyst

Each day, this fist-sized piece of purple glass receives 1d4 random spells. Anyone in possession of the chaos amethyst may cast each of these spells once, as if they were memorized, but doing so temporarily reduces their Intelligence score by 1d4 each time. These lost points are recovered at a rate of 1 per day, barring any magical means of healing. Being reduced to zero Intelligence results in permanent insanity.

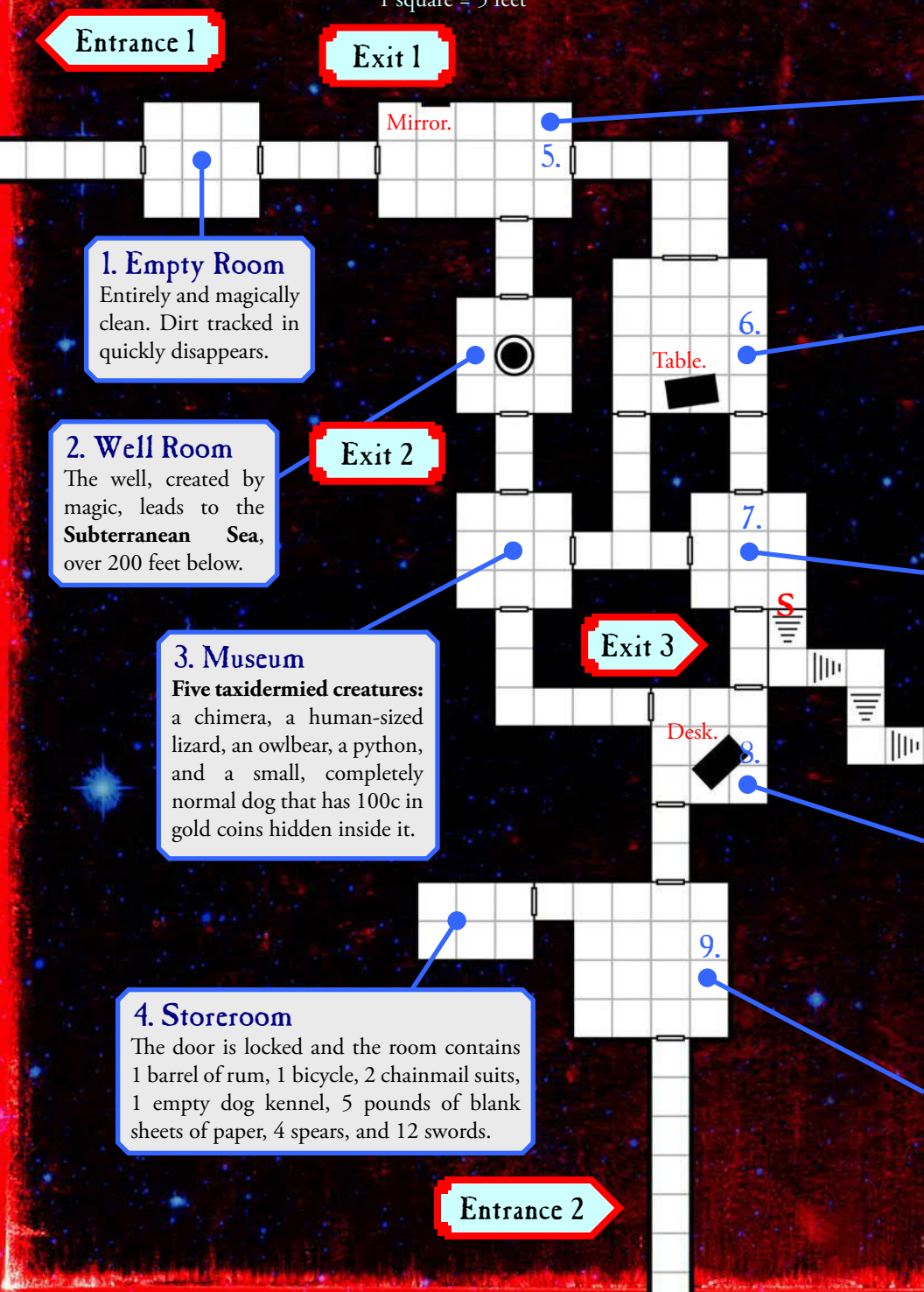
10. Wizard Tunnel

Some fucking wizard has magically drilled a tunnel into the earth. The walls of the tunnel are severely-compacted stone. At the end of the tunnel there is a **blackened skeleton** embedded into the stone, laced with fine ribbons of gold. The gold is worth 600c in total, but the bone is poisonous. Anyone in close proximity to any amount of bone for more than a day must **save vs. poison** or suffer 1d6 damage that can't be healed for at least a week. Removing the gold while in the tunnel takes an hour and causes **1 bloodworm** to arrive and attack the intruders.



Ruined Sanctum

1 square = 5 feet



Entrances: Both are grey stone hallways with 8 foot high arched ceilings.
Exits: The well leads to the **Subterranean Sea**, the stairs to **Mass Graves**.

Most rooms are made of grey stone masonry. Most doors are iron-banded oak.

5. Mud Room

The bottom wall has several shelves covered in ancient, unlit candles and melted wax. The top wall has clothes hooks and a **magic mirror**. Anyone stepping into it will be transported to another place in the dungeon, stepping out of… (roll 1d6):

1	The Ebon Doorway.	**4-5**	The Insect Window.
2-3	The Gate of Gilded Alabaster.	**6**	Iocacea.

6. Foyer

Entering the double doors causes a moaning spectral phantom to appear—an illusion meant to scare intruders. The noise has a 1 in 6 chance of attracting random monsters.
On a table: Dried fish, dried flowers, a lute, a model ship in a bottle, a set of tablas, and a skull that weighs over 100 pounds because it's made from the compressed bone of 88 children's skulls. The skull is worth 50c to an alchemist or wizard.
• Domed ceiling painted sky blue. • Multicoloured paint splatters on the floor. • White plastered walls now crumbling. • The 2 lower doors are locked.

7. Library

In front of a disarrayed bookshelf, the **corpse of a badly-burned thief** rots upon the floor on top of a small pile of books, some charred. Every book on the floor and shelves except one is a cleverly faked spellbook. The **real spellbook spurts flame** at anyone who opens it (1d8 damage, save for half), but once opened has four random 1st level spells, two random 2nd level spells, and one random 3rd level spell in it.
• All 3 doors are locked. Even if picked, they automatically lock when shut again.

Exit 3: Behind a bookshelf, stairs lead to the tombs (room 6) in the **Mass Graves**.

8. Office

On a desk: a crystal ball, a jar of pickled turnips, a small tin of pills that cause anxiety, and a metal lamp in the form of a woman holding a lantern. The desk magically sprays **acidic mist** at anyone who opens it (1d6 damage, save for half). The drawer contains papers ruined by a leaky flask of gin, all of which has now evaporated.
On the floor: A child's coffin full of magically-preserved, still-living bats.
On the walls: Rotted crimson tapestries.
• All 3 doors are locked. Even if picked, they automatically lock when shut again.

9. Laboratory

Ransacked equipment lies ruined, all over the floor, amidst half-dissolved books.
• Brightly-coloured powders. • Burn marks. • Chemical smell.

The Shrine of Many Hands

1 square = 5 feet



Entrance: A single cave passage leads to the shrine.
Exits: The spiral leads to the **Halls of Madness** and the portal leads to **Iocacea**.

1. Warded Cave

Trapped inside by a magical ward on the cave wall are **2d6 blubbering manglers**, waiting impatiently to do the chaos cult's bidding. There is a 1 in 6 chance that **Klax Vellax** is encountered here as well.

2. Guards

2d6 zealots of chaos wait in darkness here, on guard duty but communing with Iocace.

3. The Spiral

The ground becomes a **ramp** that spirals down into the centre. Along the way, numerous **idols** have been placed, and **effigies of hands** stick out from the dirt walls. Any spell cast in this chamber causes a second, random spell to occur as well.

Near the bottom stands a 2-foot tall **ivory statue of Iocace** that has a gigantic ruby for a head and is worth 15,000c. It holds a piece of **meteorite** worth 3,000c that could be made into exquisitely high-quality steel.

Exit: The pit at the bottom of the spiral leads down to a built hallway connected to room 5 of the **Halls of Madness**.

4. The Portal

In the middle of this cave is what appears to be a shimmering illusion of another world, where grey skies loom over a landscape of junk—the hell that Iocace controls. A random encounter of Level 4 (page 17) always occurs the first time intruders enter this cave, and there is a 1 in 6 chance that **Sthenes** is encountered here.

Exit: Anyone entering the shimmering vision finds themselves in **Iocacea**. If they become lost and cannot find this portal again, they will probably not be seen again.

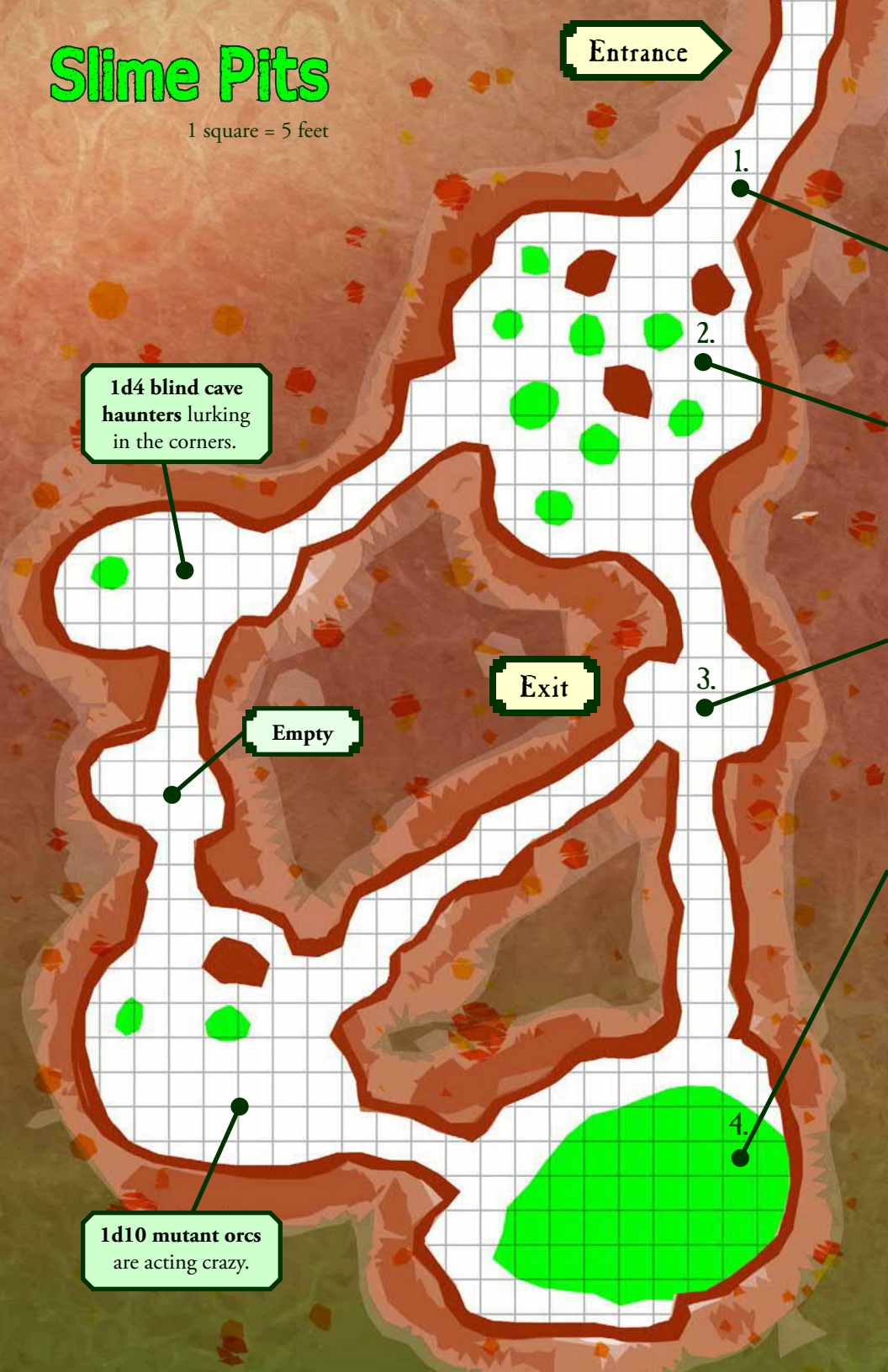
5. Curse Collection

A small pile of **2d10 curse tablets**, each connected to an important local authority figure outside Skull Mountain, help the chaos cult coerce them into cooperation.

Random Encounters in the Shrine of Many Hands

Roll 1d10 to determine what monsters are encountered in this area:

1	1 Avatar of Iocace.	**6-7**	1d6 Servants of Iocace.
2-3	Chaos Cultists.	**8**	1 Tentacle Man.
4	1 Mass of Limbs.	**9**	1 Tormented Mass.
5	1 Purple Cloud.	**10**	Level 4 encounter (page 17).


Slime Pits
1 square = 5 feet
Entrance
1.
2.
1d4 blind cave haunters lurking in the corners.
Exit
3.
Empty
4.
1d10 mutant orcs are acting crazy.

Entrance: There is only one horizontal cave tunnel leading to this area.
Exit: A hole in the ceiling of the filth pit (room 3) leads up to the **Painted Caves**.

These caves consist of extremely irregular shapes and numerous weird stalactites, but the floors have been covered in tightly-packed dirt that is at least close to level, and bioluminescent fungus grows on most surfaces.

1. Entranceway

As the cave tunnel opens up, **1d4+1 blind cave haunters** shuffle forward, making grabbing gestures and beckoning for gifts. If intruders do not understand, they point to cave paintings of people, animals, and obvious food items. They expect offerings of food (they prefer people) from those who come to use the slime pits.

2. Pits Full of Slime

Several pits are full of **weird green slime**. Anyone bathing in the slime for 1 turn or longer heals 1d4 damage, or 2d6 damage if they are chaotic. There is always **1 random encounter** here, with a 1 in 3 chance of two random encounters instead.
• Glowing cave ceiling. • Too many different scents to distinguish them easily.

3. Filth Pit

Dead bodies and other pieces of garbage rot here. **Poisonous fungus** grows on them.

Exit: The top of the pit is actually the cave of illusions (room 3) in the **Painted Caves**.

4. Slime Reservoir

Slime coats the floor of this entire cave. Part of it is alive, and will attack intruders.

The Living Slime — 900xp

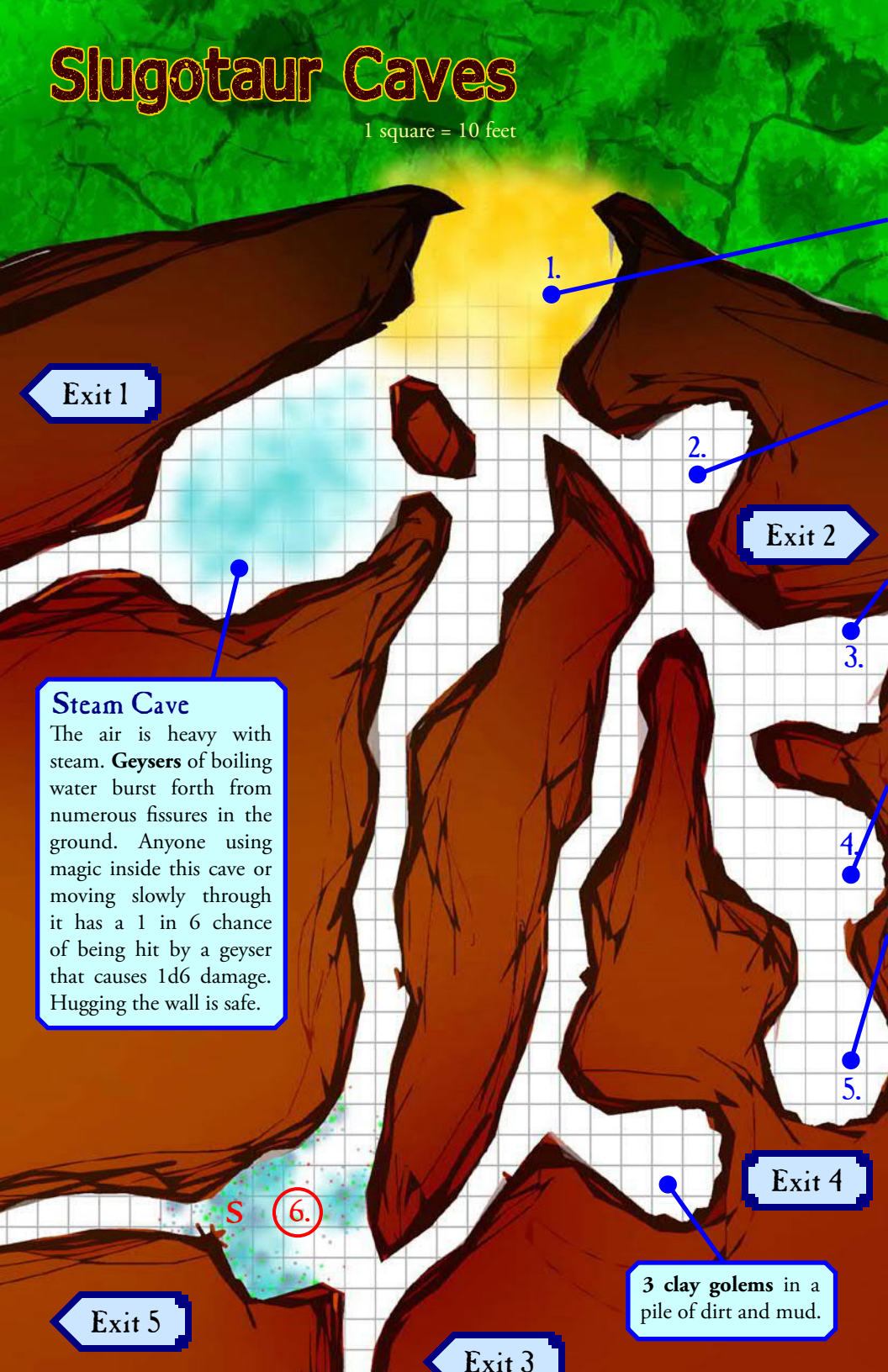
Chaotic, AC Shield, HD 9, Morale 0, Move 60' (20'), Save F18, Size Huge, Speed 4, Surprise +2. Ch 0, Co 16, De 6, In 6, St 18, Wi 4.
1d6 tentacle-like pseudopod attacks per round (1d8 damage each).
- Half damage from blunt trauma.
- Immune to fire.

If the living slime passes a morale test, it pursues its foes into other parts of the dungeon, moving to a random new area every 1d6 days and returning to the Slime Pits after a month.

Random Encounters in the Slime Pits

Roll 1d10 to determine what monsters are encountered in this area:

1	1d6 Blind Cave Haunters.	**7**	1 Optical Fungus.
2-3	Chaos Cultists.	**8**	2d6 Pygmy Cave Trolls.
4	1d6+1 Green Witches.	**9**	1 Tentacle Man.
5-6	1d8 Mutant Orcs.	**10**	Level 3 encounter (page 16).


Slugotaur Caves
1 square = 10 feet
1.
Exit 1
2.
Exit 2
3.
Steam Cave
The air is heavy with steam. **Geysers** of boiling water burst forth from numerous fissures in the ground. Anyone using magic inside this cave or moving slowly through it has a 1 in 6 chance of being hit by a geyser that causes 1d6 damage. Hugging the wall is safe.
4.
5.
S
6.
Exit 4
3 clay golems in a pile of dirt and mud.
Exit 5
Exit 3

Entrance: Sand spills from the mouth of the dungeon, out into the open air.
Exits: The first 3 exits may be treated as entrances by explorers who reach Level 3 by other ways. Exit 4 leads to the **Temple of Chaos**, and Exit 5 to the **Mushroom Lair**.

1. The Mouth of the Dungeon

Fist-sized arthropods lay eggs in the sand at the mouth of the cave, and wander around in the grasslands and forests around Skull Mountain. They are harmless, but look really weird, because they come from beyond the **Ebon Doorway**.

• Numerous vines. • Once the sand stops, a strong sulphurous smell begins.

2. Silent Cave

Anyone inside this cave **cannot hear** at all. Sound made inside this cave can be heard by those outside. There are no random encounters in this cave.

3. Chaotic Altar

The high ceiling is particularly smooth and covered in cave paintings. A **large, flat rock** is scored and nicked and thoroughly stained with old, dried blood. There is a 50/50 chance of **1d4 Hippareion hierophants** paying obeisance to chaotic gods.

4. Warrior Cave

3d6 Hippareion warriors and **1 Hippareion sergeant** stand guard here and gamble.

5. Slugotaur Laboratory

1d4 Hippareion hierophants using a crude alchemical laboratory. The acrid, burning smell gives anyone in here disadvantage to their rolls.

Exit 4: A hidden tunnel leads down to the oratorium (room 6) of the **Temple of Chaos**.

6. Spore Trap

This cave is covered in **puffball fungi** that burst when disturbed by non-chaotic characters, causing 1d4 damage and infection. Anyone who dies while infected sprouts new growths of puffball fungi immediately.

Exit 5: Behind some strand-like growth of fungus, there is another cave tunnel, leading up to the guard room (room 3) of the **Mushroom Lair**.

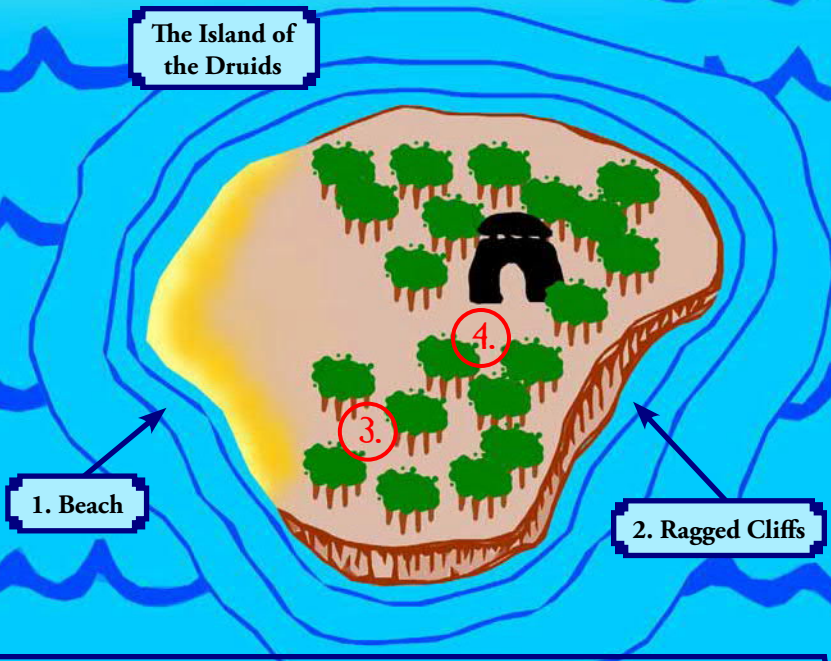
Random Encounters in the Slugotaur Caves

Roll 1d20 to determine what monsters are encountered in this area:

1-2	Chaos Cultists.	**6-7**	2d6 Hippareion Warriors.
3	1d8+1 Clay Golems.	**8**	1d8 Mutant Orcs.
4	2d6 Goblin Mercenaries.	**9-10**	1d6+1 Myconians.
5	1d4 Hippareion Hierophants.	**11-12**	Level 3 encounter (page 16).

The Subterranean Sea

Map is not to scale.



Random Encounters on the Subterranean Sea

Those who spend time on the subterranean sea will eventually encounter something, but there are no regular random encounters. When the PCs set out onto the water:

- Roll 1d6 to determine how many turns until they encounter **the kraken**. Add +1 to this roll if anyone in the party is lawful.
- Roll 1d8 to determine how many turns until they encounter a ship full of **death cult pirates**. Add +1 to this roll if anyone is chaotic.
- Roll 1d12 to determine how many turns until they see **the ferryman**.

The Ferryman — 1,250xp

Neutral, AC Plate, HD 7, Morale 0, Movement 120' (40'), Save C14, Speed 8, Surprise 0. Ch 14, Co 14, De 14, In 18, St 12, Wi 18.

No attacks, but the ferryman can cause 1d8 damage to everyone within 50 feet once per round. He can exempt from this effect those who have already paid him.

- Cannot be attacked by those of lawful alignment (including the kraken).
- Immune to cold, disease, fire and heat, lightning, and poison.
- Requires +1 weapon or better to hit.

The ferryman is a mysterious figure in black robes that sails across the subterranean sea in a small dhow. He can normally be found transporting rich underground dwellers to the casino, but passage on his vessel costs only a single coin of any value.

The subterranean sea is used as an avenue for travel through the underground world. There is only one location of note in this part of the sea: the **Island of the Druids**, where ancient treasures of great value are hidden.

1. Beach of the Sentinels

For each non-lawful person who washes up on the beach, **1d6 sentinels** appear and try to prevent them from venturing further into the island. Every turn non-lawful people stay on the beach, there is also a 1 in 6 chance **the kraken** arrives and attacks.

Sentinel 35xp

As guardian zombies except: Not undead. Made of wet wood and small stones.

2. Ragged Cliffs

These cliffs are very difficult to climb, and have numerous sharp edges.

3. The Forests

Even though this island was built by a lawful order of druids and is still protected, the woods here grow without sunlight and are infested with monsters. Anyone wandering into them will encounter a monster. Roll 1d6 to determine what kind:

1	1d6 Golden Serpents.	**4**	1 Mass of Limbs.
2	1d8 Living Shadows.	**5**	1 Purple Cloud.
3	1d3 Man-Eating Molluscs.	**6**	1 Tentacle Man.

4. The Temple of the Druids

The temple is made of stones piled on top of each other, but is surprisingly sturdy. Inside the single room, the treasures of the druids are laid out in niches and on shelves about the room. Chaotic creatures suffer 1d6 damage every round they spend inside the temple, while evil and neutral creatures suffer 1 damage every round.

The treasures are as follows:

- A *helmet of spell turning* that negates 2d4 spells cast upon the wearer per day, but spells cast by magic-users who are not chaotic count as 2 spells each. Negated spell have no effect on the helmet's wearer. The helmet is a greened bronze nasal spangenhelm with ivory inlays shaped like wheels.
- A light green **scarf** that allows the wearer to communicate with other lawful creatures, regardless of what language or languages they actually understand.
- A *ring of protection +1* that offers a +2 bonus to lawful wearers. It is made of wood and carved with lawful runes and sigils.
- A **rod** made of gold and shaped like a decorative world tree, including the serpent wrapped around it. The rod forces anyone touching it to tell the truth.
- A *two-handed sword +3* that does double damage to any creature larger than a normal human and is made of hepatizon and orichalcum. The blade is a reddish copper colour with indigo stripes that get more plentiful near the hilt.


Temple of Chaos
1 square = 10 feet
6. Forge
5. Oratorium
8. Cells
Exit 2
Exit 1
7.
9.
4. Guards
10. Idol
11.
3.
1. Bear
13. Cloaks and Hallat
12. Charnel Pit
2. Fungus
Entrance

Entrance: The walls of this tunnel are marked by painted sigils of chaos.
Exits: The first exit is a beach at the edge of the **Subterranean Sea**. There are no boats and none of the chaos cultists like to swim. The second exit leads up to a secret passage (exit 4) in the **Slugotaur Caves**.

1. Bear Cave

The entrance is guarded by a **cave bear**, wearing an iron collar chained to a stalagmite. The **collar and chain** are magical, and cannot be broken unless the prisoner is slain or powerful magic is used. The prisoner cannot attack anyone holding the chain.

Imprisoned Bear 175xp

Neutral, AC Chain, HD 5, Morale +1, Move 120' (40'), Save F2, Size Large, Speed 8.
Ch 4, Co 18, De 14, In 6, St 18, Wi 4.
2 maul attacks per round (1d8 damage).

- Double damage from fungus and poison.
- Immune to mind control.

He has been beaten so many times by the Hippareiones that he will not attack them, or any member of the chaos cult. Other intruders are not so lucky.

2. Fungus Rooms

1d4 Hippareion darkbringers tend the mushrooms they grow in order to paralyse people. They will investigate noise in the bear cave (room 1).

3. Hazardous Tunnel

A spiralling tunnel that slopes treacherously downward. At the end—or bottom, depending on your view—lie **2 dead Hippareion warriors** and **4 dead zealots of chaos**, their legs and heads smashed and broken on jagged rocks. Because of their devotion to malign deities, they will rise from the dead and attack others who explore this cave. They fight as if alive.

4. Guard Room

This cavern is lower than the passages leading to it, which both slope downward. There are always **2d6 Hippareion warriors** and **2d6 zealots of chaos** here, gambling, boasting of their achievements, and preparing their weapons. Some guards are more diligent than others: there is only a 1 in 3 chance they will hear a fight in another room.
• Ancient iron cages hang from the ceiling. • Greasy floor.

5. Oratorium

Chaos cultists gather here to experience the exhortations of their leaders. They have decorated the cave with **skulls**, artfully arranged on stakes and makeshift fences.

Noise in this cavern carries quite far, amplified by the strange acoustics. Careless intruders can be heard in neighbouring areas of the cave complex.
• Low ceiling. • Noise carries. • Numerous fences. • Skulls everywhere.

6. Forge

4 Hippareion warriors and **1 hierophant** turn out weapons in this makeshift smithy.
• Clanging. • Smoky. • Tiny vents in the ceiling.

7. Vision Cave

There are always **2 random encounters** worth of **chaos cultists** in this cave, getting high on bonfires of hallucinogenic incense and communing with their fearsome gods. They notice nothing outside of their ceremonies but do attack interlopers. They never fail morale tests until they sober up. A few have even been driven irrevocably mad by some incomprehensible force impressing itself down upon their brains.

Any intruders who breathe in the smoke of their incense must **save vs. spells** or experience a vision of their own. Roll 1d10 to determine its contents:

1	Black-robed warlocks ambulate before a basalt ziggurat beneath a starless night sky broken only by human bonfires and a blood-red moon. Your Wisdom is permanently decreased by 2 but your Intelligence is permanently increased by 1 if it is 12 or higher, and by 2 if it is 11 or lower.
2	A city you know is besieged, engulfed in flames, and destroyed. This will happen before the season ends unless you can stop it.
3	The domains of Temniphos of the Unblinking Eye, the One Who Dwells in Depths of Cyan, are laid out before you, in layered cross-sections. After seeing his weaknesses, you are able to kill the Blue Knight for good.
4	A fiery, three-eyed goddess sits before you. She answers one question about your enemies and shows you one danger that yet awaits you on your quest.
5	A giant black-winged bird reveals the location of a great treasure (in real life, this treasure is now guarded by an additional random Level 3 encounter).
6	A procession of deceased adventurers passes before you, each one muttering either a curse or a benediction. All your ability score are permanently increased by 1, except one that is reduced by 1 (your choice).
7	The spirits of the magical metals buried under Skull Mountain assault your mind. You suffer 1d20 damage but if you survive, you know the secrets of refining hallat, mishrana, qasso, and urou.
8	The world you know falls to the bloodthirsty vampire kings after the sun is blotted out by demonic magic. All your ability scores are temporarily reduced by 1d6. Lost points are recovered at a rate of 1 per day (one score at a time).
9	You drown in a sea of gaseous lightning that is three different colours at once. All of your equipment is now considered magical.
10	You see your death at the hands of a random monster (a Level 1d4+1 encounter). The next time you face this creature, if you fight it, you will die.

Visions are not repeated, and those already experienced by PCs should be replaced with new ones of your own devising.

8. Cells

Prisoners are kept here before being sacrificed. The doors have barred windows on them, and are always **locked**. They have never been cleaned, at least not by chaos cultists.

9. Altar Room

This ancient temple has a vaulted ceiling 100 feet above the tiled floor and two broad sets of marble steps, chipped and dented by the centuries, leading up to it. There is one **main altar** and two smaller ones. All three are stained with new blood as well as old. **Three statues** depict hideous, inhuman monstrosities that can only be gods of chaos and darkness. **1d4+1 Hippareion hierophants** maintain the temple.

10. Desecrated Idol

This room was originally dedicated to a lawful god of civilization, but the frescoes that once adorned the walls have all been defaced, and the **idol** now lies upon the floor's destroyed mosaics. It has been desecrated, graffitied, and smeared with filth. Anyone touching it with bare flesh must **save vs. poison** or be immobilized by wracking pain for a day and then die. The idol weighs about 30 pounds, and anyone who helps to remove it from beneath Skull Mountain is blessed by the gods of light, law, and civilization. The blessing raises two ability scores (player's choice) by 1, permanently.

11. Treasury

The doors that lead to this room are locked and only the **2 Hippareion hierophants** inside have the keys. They guard some of the cult's treasure: 500c in gold coins, 7,200c worth of small gems that altogether weigh about 50 pounds and are kept in small velvet pouches, and 8,600c worth of larger gems kept inside a large chest that weighs 200 pounds. There are stockpiles of religious writing as well, all chaotic and mostly worthless to anyone outside the chaos cult.

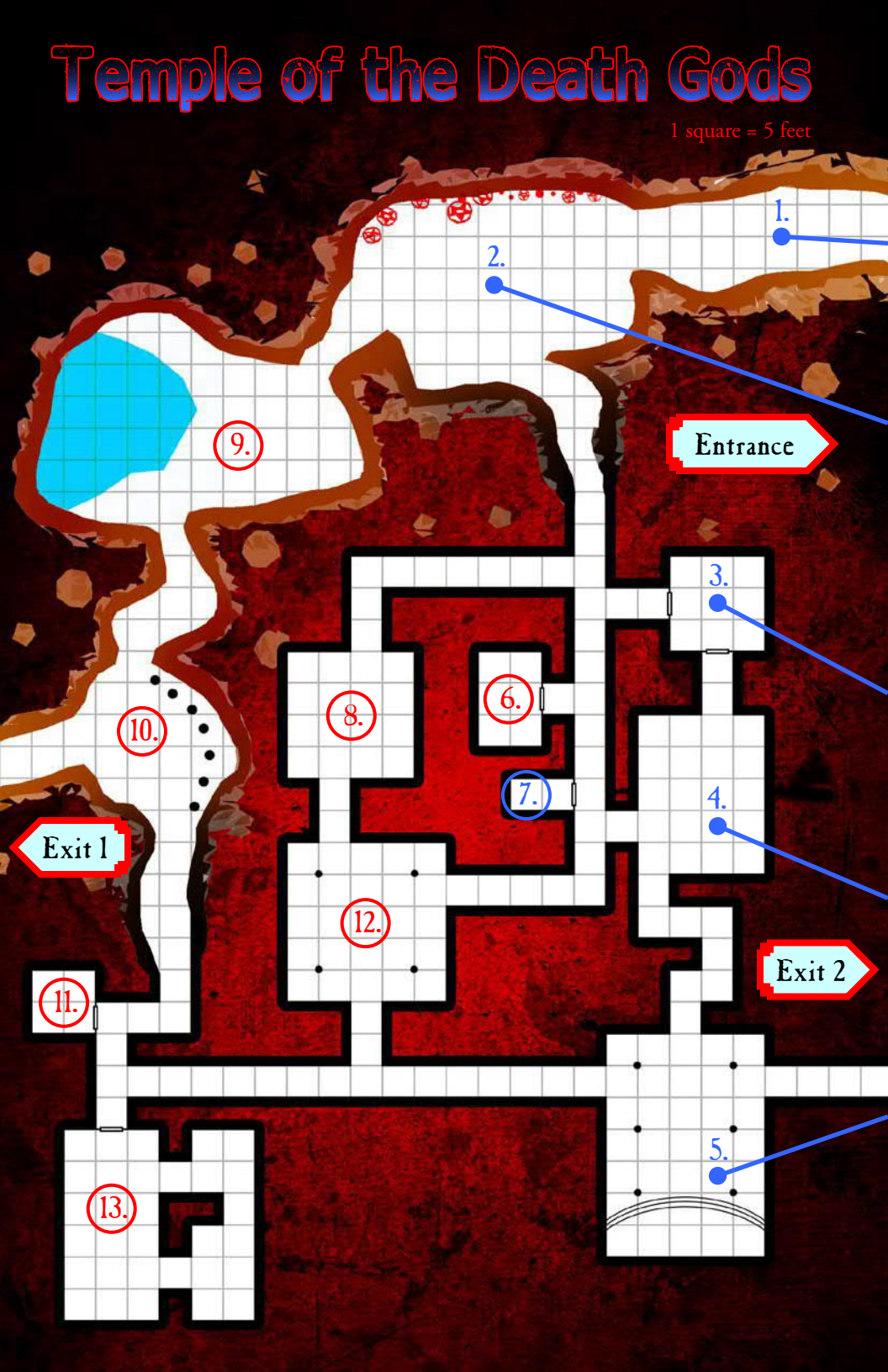
Cleverly hidden by tiled walls, a **secret door** consisting of two slabs of rock on hinges swings open in opposite directions on both sides, one into the treasury, the other into a hallway that leads to a balcony overlooking the **charnel pit** (room 12). When the doors are shut, they are flush with each other and the walls around them, and do not sound hollow.

12. Charnel Pit

This huge cavern is one immense charnel pit, a resource the death cultists would kill to possess, and they have tried several times. There are never any chaos cultists here.

13. Cloakroom of Flesh

There are veins of **hallat** in the walls of this cave (see page 131), but it is not currently being mined. Instead, still-living skins are hung here, so they can be turned into **skincloaks**—garments made of flesh that skirt the line between living and undead, keep their wearers warm in the bitter cold, and grant a +1 bonus to AC. There is always a 1 in 3 chance that 1d3 skincloaks are ready to be worn.


Temple of the Death Gods
1 square = 5 feet
1.
2.
Entrance
9.
3.
6.
8.
10.
7.
4.
Exit 1
12.
Exit 2
11.
5.
13.

Entrances: There is only one entrance and it is guarded.
Exits: A cavernous passageway leads directly to **The Vault** and a stone hallway leads up to the **Death Caves**.

No wandering monsters are encountered in this area.

1. The Gates of the Death Cult

There are no actual doors, just a natural cave tunnel. Roll 1d6 to determine guards:

1	2d6 Ancients.	**4**	3d8 Death Cult Initiates.
2	3d6 Black Skulls.	**5**	2d4 Death Cult Necromancers.
3	3d6 Bleeding Men.	**6**	3d8 White Skulls.

2. Idols of the Death Gods

This cave is illuminated by **101 candles**, scattered all around, seemingly at random. A **stone sacrificial altar** is caked with blood, as are the floors.

Limestone formations have accreted around **dozens of idols**, large and small, along with several **skeletons**, making them appear to be partially submerged in the cave walls. Some idols have **gems** for eyes, teeth, or other decorations. Blood opals, carnelians, and rubies worth a total of 8,400c may be pried out in a turn or two.

There are always **2d6 death cult recruits** here, praying to the idols and keeping the candles lit so the death gods understand the strength of the cut's devotion.

3. Charnel Altars

6 large braziers piled high with rotting meat and excrement are set alight periodically, filling the room with chocking, acrid smoke. There is a 1 in 3 chance that **1d4 death cult necromancers** are adding to the filth and tending the flames, otherwise the braziers are merely smoldering or extinguished.
• Murder-themed mosaics cover the blackened walls. • Slick marble floors.

4. Ghost Smithy

A fully-functional **forge** is staffed by one or two dozen **ghosts,** magically bound into service, who hammer out weapons for the death cult so they need never buy any from civilized suppliers. Smoke exits via a chimney, though no one knows where it leads to.
• Constant loud clanging. • Oppressive heat. • Stinging smoke (in spite of the chimney).

5. Oratorium

One one side of the room is a **raised dais**. The acoustics are good, but everything else about this room is unremarkable. There is a 1 in 3 chance that **Ragadrinn** is delivering a speech about the Church of the Last Day to **2d8 death cult recruits** and **1d6 death cult initiates**. If he is not, there is a 1 in 6 chance that **Aleändro Carvayano** is delivering a speech to **3 random encounters** worth of **death cultists**.

Exit: A stone hallway and stairs lead up to room 9 in the **Death Caves**.

6. Jail

The iron bars have a lock but no one has the key. The **3 sets of manacles** hanging from iron loops in the walls are magical, and will keep supernatural creatures bound, but the death cult does not put people in jail, so they go unused.

• Carved graffiti. • Fragments of broken fingernails in the bloodstained walls.

7. Zombie Closet

There are **2d6 zombies** of random types kept in this room at all times.

8. The Curse of the Death Gods

The ceiling is a single piece of rock carved to resemble an enormous eye with a trio of skulls at the centre of its pupil. The walls are made of immense blocks of stone, perfectly carved to fit together.

Any magic-user not familiar with necromancy suffers 1 damage very round inside this room. Any other living creature not blessed by necromantic magic suffers 1 damage every turn.

9. Meditation Pool

A natural underground lake. It is cold, but death cultists congregate here to meditate. Roll 1d6 to determine current inhabitants:

1	Aleändro Carvayano and 1d6 Death Cult Necromancers.
2	2d6 Black Skulls.
3	2d4 Death Cult Necromancers.
4	1 Drow Queen and 2d4 Drow Necromancers.
5	Ragadrinn and 2d6 Death Cult Initiates.
6	2d8 White Skulls (but no feral dogs).

10. Trophy Cave

Erected in roughly a semi-circle are **7 pillars of skulls**, held together with glue and metal wire, decorated with feathers and metal implements, small pouches filled with herbal mixtures, and branches from ash trees. On each pillar is hung a single piece of **polished amber**, inside which a large insect or arthropod has been preserved. Amber pieces are worth 1d4 × 2,000c each.

Exit: A cave tunnel leads directly to room 1 of **The Vault**.

11. Display Cabinet

There is an **old cabinet** in this room, the glass on its doors broken and scuffed. The death cultists have put the bones of deformed people on display here, along with skulls showing horrible injuries. The masonry is damp and **fungus** is growing in the corners of the room.

12. Testing Chamber

Chandeliers full of candles illuminate **2 random encounters** worth of **death cultists** undertaking some kind of training exercise beneath the tall, smoke-blackened dome. Roll 1d12 to determine what it is:

1	Devouring a captured Myconian, hoping to gain its power for themselves.
2	Discussing the best tactics to use against the chaos cult. They might have detailed notes or even a new magical item they intend to deploy.
3	Discussing a raid against the Casino Syndicate. They might have incomplete maps of the casino or other syndicate holdings.
4	Interrogating 1d6 chaos cultists. If the death cultists do not have the proper magic, this exercise is not going very well.
5	Interrogating 1d6 dragon cultists, who know they are going to die anyway and refuse to cooperate.
6	Interrogating 1d6 goblin mercenaries who want to be ransomed, even though the death cultists have no intention of ever doing such a thing.
7	Interrogating 1d6 local peasants or villagers, who are saying everything and anything they think they need to in order to survive.
8	Testing newly-forged swords on 1d6 humans, either local civilians or captured adventurers.
9	Testing newly-forged swords on 1d6 slow zombies.
10	Turning a number of corpses into zombies.
11	Two cult champions are fighting a duel to the death.
12	Two local peasants or villagers are being forced to fight a duel to the death.

13. Carvayano's Apartment

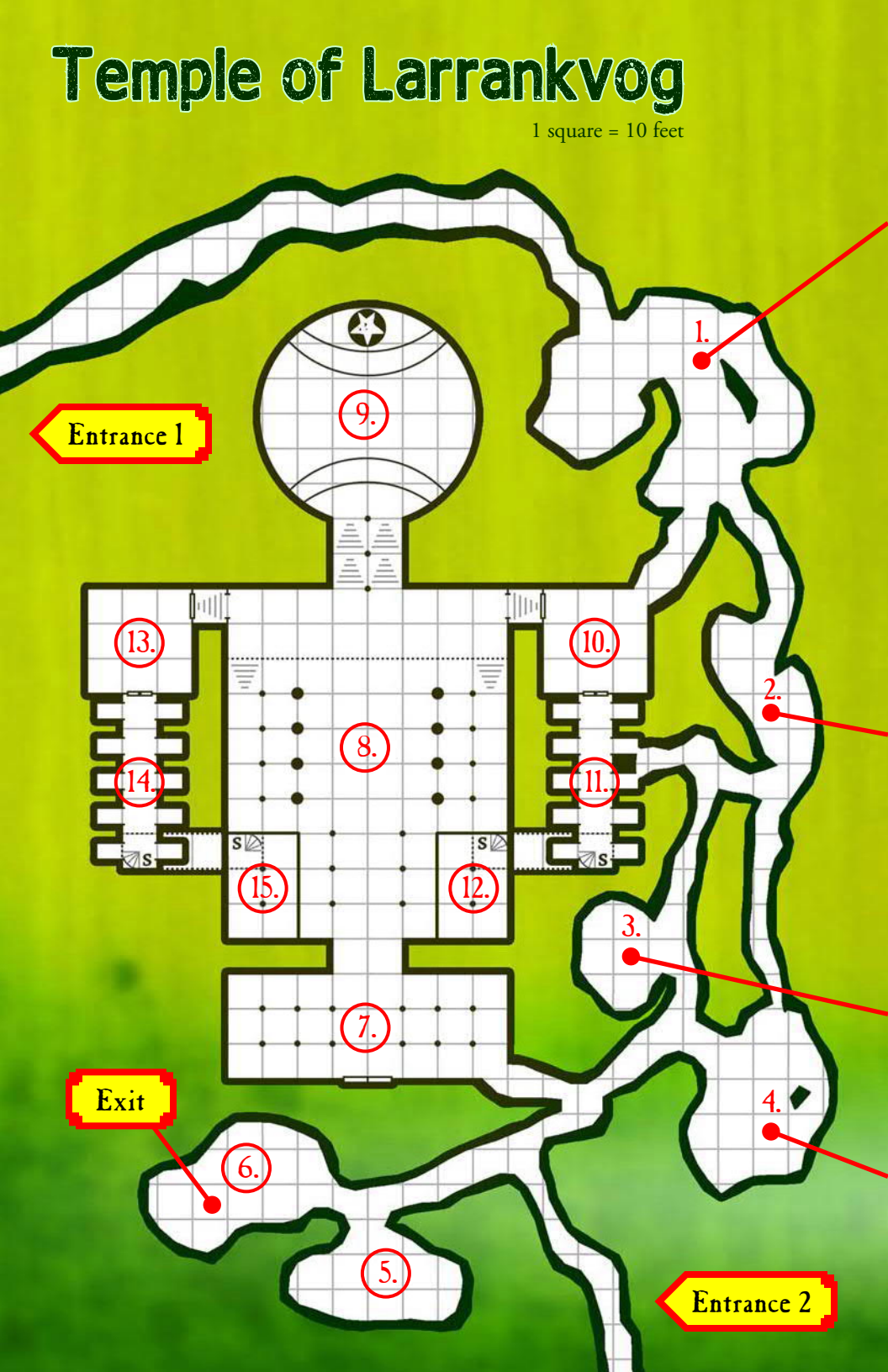
These rooms are opulently furnished, with a four-poster bed that has never been slept in, velvet-cushioned chairs, and a giant mahogany desk. Rich carpets adorn the floors and walls. Every piece of furniture sports deep bloodstains which are mostly innocuous, but bad enough to make these furnishings almost entirely worthless.

There are always **1d6 anamhedonic ghosts** here, and a 2 in 3 chance of **Aleändro Carvayano** as well, if he has not already been encountered, along with a 2 in 3 chance of the Chalice of Shadows and a 2 in 3chance of the spirit bowls, if they are not already accounted for elsewhere.

The **full-length mirror** behind the desk is a magical portal that Carvayano can use once to escape, and it will transport him to a nearby settlement. He must consecrate the mirror with arcane rituals and a human sacrifice before it can be used a second time. Every death cultist has a reflection. None of them are vampires.

Temple of Larrankvog

1 square = 10 feet



Entrances: The temple itself can only be reached via caves full of glowing fungus.
Exit: The dragon cave (room 6) leads up to the **Yellow Smoke**.

1. Glowing Cave

This large, curving cave is covered in **brightly glowing fungus** that **1d6 pygmy cave trolls** are hiding under. They love this cave and often hide in nooks and crannies here.

A strange buzzing that does not seem to be an actual sound can be "heard" here, which causes magic to have a 1 in 3 chance of causing a mishap (roll 1d10):

1	A cloud of spores erupts: **save vs. poison** or be blinded for 1d6 rounds.
2	An extra-planar entity is contacted.
3	The fungus begins to move.
4	Gravity reverses, up is now down inside this one cave.
5	Human minds inside the cave switch bodies for 1d8 rounds. They must use their new body's stats, except for Charisma, Intelligence, and Wisdom.
6	A random monster is summoned from the Level 2 table (pages 14-15).
7	A random monster is summoned from the Level 3 table (page 16).
8	Several mundane items appear out of nowhere.
9	A tendril of fungus grows enormously and attacks (AC Plate, HD 1 but has only 1 hit point, Move 0', Speed 6, 1d6 damage).
10	Tiny homunculi emerge out of the fungus and begin to mutilate themselves.

2. Refuse Cave

The pygmy cave trolls dump the remains of creatures they eat in this cave. There are **piles of bones** and the **bodies of several adventurers** amongst them. Numerous rusted weapons and piles of rotting clothes round out the refuse. There is no bioluminescence in this room, so if anyone intends to search through the refuse, they must bring their own source of light.

The only thing of value in the refuse is a magical *shield +2*, which provides no magical bonus to those of chaotic alignment. It is decorated with the symbol of a serpent wrapped around a tree.

3. Spawning Pit

There are always **1d6+1 pygmy cave trolls** standing guard over **1d6 pygmy cave trolls** in the process of **budding** here. They are a grotesque sight, with body parts growing out of strange locations, in later stages looking like conjoined twins. They can still fight, but prefer to lie around until the process is finished.

4. Crude Temple

The pygmy cave trolls have started constructing a **crude idol** out of rocks in this cave, in imitation of the temple. The pile of stones is barely recognizable as a three-headed creature. The only bioluminescent fungus in this cave is arranged around the idol.

5. Prophecy Room

Shrouded in darkness save for a single spot on the ceiling where drops of water fall from a **stalactite spotted with bioluminescent fungus** into a thin, deep pit, this cave is seldom occupied by pygmy cave trolls.

The small patch of fungus on the dripping stalactite causes spellcasters to see **visions** of the future. They are not prophetic, merely hallucinatory and annoying.

6. Dragon Cave

There is a thin **vein of gold** in the rock here, which is why the **dragon** sleeps here, on its pile of treasure. Because it can breathe fire, it does not worry about the pygmy cave trolls. They worry about it, however, and try to go around it, whenever possible.

There is a 1 in 6 chance the dragon is gone and will return in 1d4 turns. If present, there is a 1 in 3 chance that the dragon is asleep.

The cave itself is rather unremarkable save for the fact that it is almost completely **charred and blackened**. Even the tunnels that lead to it have burn marks on them.

Exit: A tunnel leads up to a hole (room 10) in the **Yellow Smoke**.

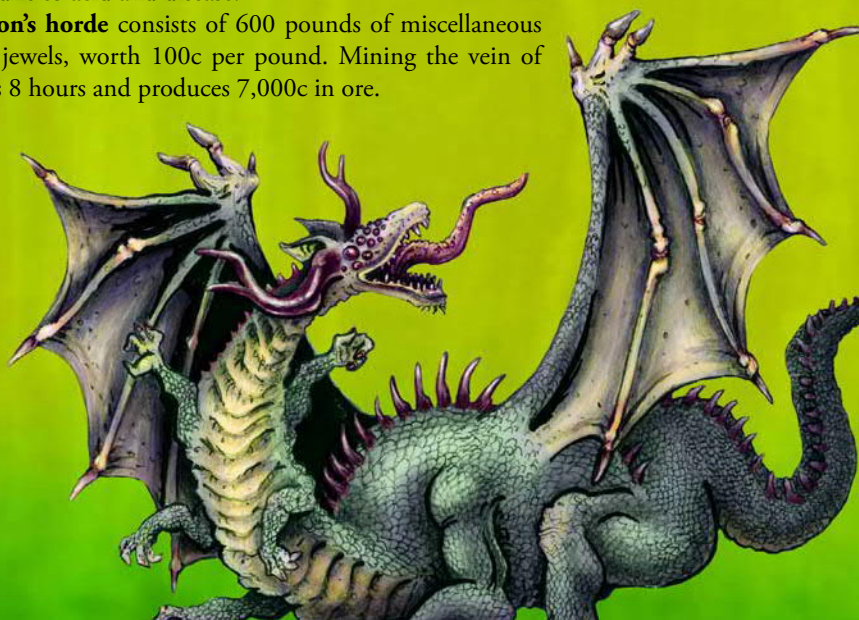
The Dragon — 1,250xp

Evil, AC Plate +1, HD 7, Morale +1, Move 240' (80') flying, 90' (30') walking, Save F7, Size Huge, Speed 7, Surprise +1. Ch 14, Co 18, De 10, In 12, St 18, Wi 12. **1 bite attack** (2d10 damage) and **1 claw attack** (2d6 damage) per round, or **1 breath weapon attack**, or **1 spell**.

The dragon's breath is a 60 foot long, 5 foot wide beam of acidic gas that is also on fire and inflicts 6d6 damage (save vs. breath weapon for half). The dragon has a 1 in 3 chance of being able to use its breath weapon each round.

- The dragon has 4 random first level spells memorized.
- Double damage from cold and frost-based attacks.
- Immune to acid and disease.

The **dragon's horde** consists of 600 pounds of miscellaneous gold and jewels, worth 100c per pound. Mining the vein of gold takes 8 hours and produces 7,000c in ore.



7. Temple Foyer

This room looks pleasant enough, with a white-tiled floor and fancy columns holding up the vaulted ceiling. The **huge double doors** are impossible to open because there is solid rock on the other side of them. There is a 50/50 chance of **1d6 pygmy cave trolls** being here.

8. The Temple Hall

This **hundred-foot long hall** is (or was) the main worship area. The area closest to the foyer has a blue-and-white tiled floor and arcades to either side. The vaulted ceiling is supported by thin columns.

Further in, the hallway widens out, and has two rows of arcades on each side. In the middle are rows of **ancient wooden pews**, some knocked aside. The floor is tiled in various shades of azure and indigo.

At the north end of the hall is a **stage**, set six feet off the ground, with carvings of monsters all over its face. Stairs lead up to it from the outermost arcades. To the left and right, past **arched doorways**, stairs lead down to the ancient storeroom (room 10) and the torture chamber (room 13). To the north is a **wide staircase** leading down into the dome of worship (room 9). The back wall is equipped with hooks and rods to hang curtains and tapestries on, but these fabrics have rotted away and lie in scraps across the stage.

9. Dome of Worship

At either end of this large, domed room are tiered daises. The floor in the middle is covered in 2 feet of **muddy water**. The roof of the dome is 40 feet high and the walls are damp.

On the far dais is an **immense stone statue** of the god Larrangkvog, an unholy combination of a troll, a manticore, and an antelope, ready to accept offerings and sacrifice. There is **old, dried blood** on the dais in front of it. Touching the statue causes it to summon manticores and other monsters.

10. Ancient Storeroom

This room is strewn with **ruined religious paraphernalia**, all of it now worthless. Soiled robes, battered candlesticks and thuribles, even some unreadable books and scrolls lie moldering on the damp floor. Splinters of wood are all that is left of the shelves that once housed them.

The doors that lead to the crypt no longer close, and now hang permanently ajar. A **steady trickle of water** flows through these doors, from the caverns outside this room.



11. West Crypt-Hall

Niches in the walls to either side of this hallway once held the **mummified remains** of former priests and monsters who served the god Larrangkvog. But dampness and clumsy searching have scattered bones on the floor and some have even been stuffed haphazardly back into the grave-niches.

A small **stream** of water flows in from outside, terminating at the end of the hall, where loose flagstones, worn by the water, cover a spiralling stone staircase that leads down to a **short hallway**. This hallway is now almost completely submerged in water. At the other end of it there is a spiral staircase leading up to the temple treasury (room 12), which is above water.

12. Temple Treasury

This room has a high vaulted ceiling but is mostly bare of decoration. The temple kept its treasures hidden here in ancient times. Bales of precious cotton and silk have decayed into garbage, vials of expensive perfumes have gone rank, and every one of the nearly 100 bottles of wine have turned to vinegar. However, there are still some valuables worth looting here:

- A black *bastard sword +1, +4 vs. dwarves*.
- A gilded statue of a centaur kidnapping a young woman. It weighs 200 pounds and is worth 1,500c.
- An iron chest full of 3,000c in gold and silver coins.
- A small velvet bag inside a small wooden box that contains 3 emeralds worth 500c each and a ring that poisons its wearer each night (save vs. poison or die).
- A *sword +1, +3 vs. humans* which has a hilt that is elaborately decorated with metal-wire serpents.
- A wooden matchbox containing a *ring of telekinesis* (200 pounds maximum weight) and a locket with a picture of a young woman inside it, drawn by a master painter, worth 100c.



13. Torture Chamber

This room is a torture chamber, full of strange, painful implements. Some of them do not look like they ever actually worked, and many more are rusted and useless. Some of the larger pieces include:

- **Iron Maiden:** This sarcophagus-shaped torture device was originally purchased from a museum in Londinarium. There is ample evidence that it was in fact used, at least once, and that someone attempted to clean the gore off, but gave up after only a few spikes. It seems the task was more difficult than they expected.
- **The Rack:** Made out of green serpentine, this device weighs more than a thousand pounds. The blood of someone stretched out on this rack will contain portions of their memories. If the blood is imbibed, those memories can be transferred, rendering the need for confession obsolete.
- **The Wheel:** No longer functional, the wheel has three monstrous heads prominently displayed on each side: a leering troll, a needle-toothed manticore, and a demonic-looking antelope.

14. East Crypt-Hall

This hallway is similar to the west crypt-hall (room 11), but is **mostly undisturbed** and the double doors are locked (but not particularly difficult to batter down). The bodies in these grave-niches are undead, and all ten of them will arise to murder living, intelligent intruders, as if they were **10 calcified zombies**.

The **secret stairwell** at the end of the hall is cleverly hidden beneath the flagstones. Stairs lead down to a plain hallway of crude stonework that leads to another spiral staircase and the observatory (room 15).

15. Observatory

This vaulted room is similar to the temple treasury (room 12), but is not a repository for treasure. There are two iron braziers and several sacks of **valuable resin** here, which comes from an extinct species of aquatic dinosaur. It causes delightfully bizarre hallucinations if smoked and the lot can be sold for 3,000c.

The walls are only a foot thick and there are **peep-holes** about 8 feet above the floor, where one can see into the main hall.

Random Encounters in the Temple of Larrankvog

Encounters in the caves are normal Level 3 wandering monsters. **In the temple itself,** roll 1d12 to determine what monsters are encountered:

1	1d4 Blind Cave Haunters.	**7**	1d6+1 Myconians.
2	Chaos Cultists.	**8**	1 Pygmy Cave Troll.
3	1 Cyclopean Sky Devil.	**9-10**	1d6 Pygmy Cave Trolls.
4-5	Dragon Cultists.	**11**	Tongueworm Larva.
6	Giant Tongueworm.	**12**	Zombies.

Throne of Chaos

1 square = 5 feet

Stone statue of a headless chaos knight holding the **Rod of Chaotic Power**.

Entrance

1.

2.

3.

4.

5.

6.

Four **locked** doors imprison **1 mass of limbs** (that is very angry).



Exit?

Entrance: There is but one way into this area.
Exit: Sitting upon the true throne allows one to leave by arcane means.

There are no random encounters in this area.

1. The Gates of Change

Veined marble arches that seem to pulse with heat and life hold up the stone ceiling. Shimmering curtains seem to block the gateway, but they are mostly insubstantial. Anyone passing through this portal may switch two of their ability scores around. Those who refuse suffer 1d6 damage from chaos magic (no save).

2. The Fountain of Chimera

Beyond the gates is a room from an ancient villa. It is round, has a tiled floor, frescoes depicting humans transforming into animals and a red-painted, domed ceiling. In the middle of the room is a **fountain** that shows a mass of numerous different animals melding into each other, which drips water into a giant seashell.
• Faint, tinny echoes. • Low bass tone. • Smells like cloves and cinnamon.

The first time a person drinks from the Fountain of Chimera, it may have a magical effect, as long as they are one of the first three of their group to do so. Any subsequent drinks have no effect. Drinking at a later occasion has no effect, nor does being the fourth or later drinker from within the same group.

The **first person** of a given group to drink must answer these two questions:

- *What do you hope to achieve most in life?*
  Whatever they answer, they have advantage to all rolls in order to achieve it for the next 24 hours.
- *What is the worst thing that could happen to you?*
  Whatever the answer, they are immune to it for the next 24 hours.

The **second person** of a given group to drink must answer the first question only:

- *What do you hope to achieve most in life?*
  For the next 24 hours, they, too, have advantage to all rolls they make in order to achieve their answer. They receive no other benefits.

The **third person** of a given group to drink must answer just the second question:

- *What is the worst thing that could happen to you?*
  Whatever the answer, it happens.

Answers must be honest, and those who have already drunk from the fountain still count as being first, second, or third, if they drink again on a different occasion. It is possible to drink from the fountain again and be affected, if someone who has drunk before legitimately assumes a new identity. These effects can only be overturned or reversed by powers greater than the gods of chaos that created this fountain.

3. Clean Room

Aside from the doorway, this room is a perfect cube made of marble. Lying on the pristine floor is a **copper amulet**, in the shape of a stylized eye. Anyone who takes it can be seen from afar by the gods of chaos. When they wear the amulet, they can feel them watching. It does nothing else. If it is removed and then lost, a new one is here if anyone should arrive to find it.

4. The Guardian

Though this room was built by living hands, there are no right angles and no parallel surfaces. Every part of the floor, walls, and ceiling is sloped at some weird, uncomfortable angle.

A **stone statue of a headless chaos knight** holds the golden Rod of Chaotic Power with both hands. There is a lock on each hand. If the rod is disturbed before both hands are unlocked, the statue exudes two colours of gaseous vapour from where its head should be. Everyone inside the room is affected by both colours. Roll 1d10 twice each time this happens, to determine what colours are exuded:

1	**Black:** Causes flesh to necrotize for 1d12 damage (save vs. death for half).
2	**Blue:** Magical vapour inflicts 1d6 arcane damage (save vs. spells for half) and causes all memorized spells to be cast at once, at or upon random targets, if applicable (save vs. spells to resist, roll separately for each spell).
3	**Brown:** Causes nausea and vomiting from the reek. Exposed wounds become infected and victims are unable to heal until they receive proper healing.
4	**Green:** Inflicts 3d6 poison damage (save vs. poison for half).
5	**Orange:** Anything flammable in the room ignites, causing at least 1d6 damage per round until the fire is extinguished.
6	**Purple:** Psychic irritants cause 1d6 damage and reduce each target's Intelligence score by 1d12 temporarily (save vs. spells for half). Lost points are regained at a rate of 1 per day. Anyone reduced to zero Intelligence loses the ability to think at all, and suffocates from being unable to breathe.
7	**Red:** Causes uncontrolled bleeding and 2d10 damage (save vs. death for half).
8	**Violet:** Mutagenic vapour causes anyone in the room to gain 1d6 mutations from page 150 (save for half as many). Each mutation gained also reduces an ability score (player's choice) by 1, permanently.
9	**White:** Frozen droplets of vapour rain down, causing frostbite when they touch exposed skin and 1d8 damage (save vs. paralysis for half).
10	**Yellow:** Acidic mist inflicts 1d6 damage (save vs. poison for half), and destroys 1d4 random pieces of each victim's mundane equipment.

The statue stands, crooked, upon an oddly-regular plinth, which bears an **inscription**, in four ancient languages, warning of doom coming to those who tamper with the Rod of Chaotic Power before they are worthy to wield it, for only those who hold the rod may sit upon the throne of chaos.

5. Warpstone Hallway

The walls of this cavern are made of sorcerous stone that attracts monsters. Roll 1d6 to determine what creature is there (roll each turn):

1	1 Astral Glutton.	**4**	1d6 Purple Clouds.
2	1 Avatar of Iocace.	**5**	1d6 Reptiloid Sorcerers.
3	1d6 Masses of Limbs.	**6**	1d6 Tentacle Men.

6. Duelling Ground

When anyone enters this plain, round room, where a harsh light pours down eternally from the centre of the domed roof, a random creature is summoned to duel. This creature is enchanted and will attack unless the magic is dispelled, in which case it regains its free will, and may still choose to attack. Roll 1d12 to determine the creature (ignore encounter numbers; only single creatures ever appear).

1	Astral Glutton.	**7**	Level 2 encounter (pages 14-15).
2	Avatar of Iocace.	**8**	Level 3 encounter (page 16).
3	The Blue Knight.	**9**	Level 4 encounter (page 17).
4	Chaos cultist.	**10**	Level 5 encounter (page 18).
5	The Kraken.	**11**	Snake Eyes.
6	Level 1 encounter (pages 12-13).	**12**	Special.

If the result is special, roll 1d6 on this table or use any other you prefer:

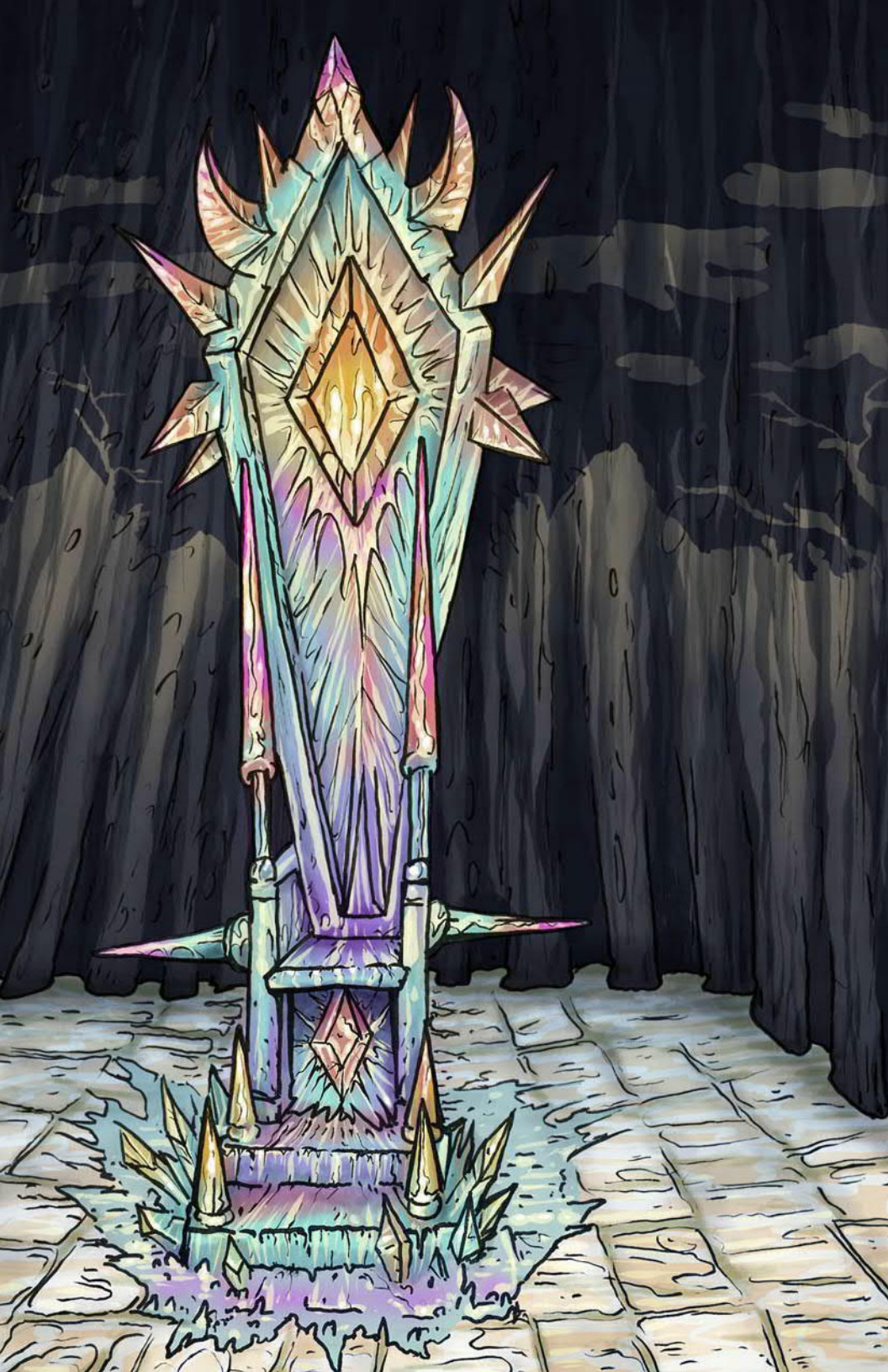
1	The Dragon (see page 180).	**4**	The Salamander (see page 107).
2	Hessarach (see page 38).	**5**	The Vampire King (see page 123).
3	Nascent Clay God (see page 52).	**6**	Zebbagrulom (see page 276).

7. The Chromatic Bridge

The bridge guards the way to the Throne of Chaos. Each round spent on the bridge causes 1d10 damage of a random type. Roll 1d8 to determine the damage type:

1	**Black:** necromantic life drain.	**5**	**Purple:** psychic pain.
2	**Blue:** magical waves of force.	**6**	**Red:** internal hemorrhaging.
3	**Green:** poison gas.	**7**	**White:** frostbite and cold.
4	**Orange:** burst of fire.	**8**	**Yellow:** corrosive mist.

It usually takes **5 rounds** to cross the chromatic bridge. If your Dexterity is 15 or higher, it takes only 4 rounds. If your Dexterity is 6 or lower, it takes 6 rounds to cross. If you are a slow creature, it takes you 1 extra round. If you are faster than a normal human, you are 1 round quicker. It always takes at least 3 rounds to cross.



8. The Throne of Chaos

At the end of the chromatic bridge is a small room whose floor and ceiling are made of checkered marble squares (coloured white and off-white) and whose walls are black curtains across which flicker dancing images of the outside world. There is nothing beyond the curtains except this same room. There is no source of light, but everything can be seen as if the sun were shining in the sky above. There are no shadows.

No gods may enter this room, only mortals. Anyone with a connection to divine powers loses it here, along with any spells or powers they gain from it. Prophecy of all types is also useless here. Not even the gods of chaos may exert their influence.

In the middle of this room sits the **Throne of Chaos**, a large, high-backed chair that appears to be made of glowing purple crystal. This is a powerful illusion. Anyone who sits upon this throne without wielding the Rod of Chaotic Power is seized by the crystal, suddenly alive, and crushed for 1d8 damage every round. A successful **save vs. paralysis** is necessary to escape each round after the initial damage.

Anyone holding the Rod of Chaotic Power is able to see through the illusion, to the True Throne of Chaos. It changes before your eyes, always transforming itself into a new and different type of chair, never the same one twice. They can sit upon it, and once they do, the enthroned character experiences five magical phenomena:

Firstly, the enthroned states four pairs of people and places. Once they have chosen, they discover that of each pair, one suffers misfortune, the other success (determined randomly). They do not discover how or in what way until they leave the caves (though in all cases, the GM decides what happens). The pairs are as follows:

- Name **2 enemies or rivals** outside these caves, and **2 friends or allies** outside these caves. Of each pair, one is ruined, the other achieves their heart's desire.
- Name **2 locations you cherish or value**, and **2 locations you hate or despise**. The enthroned must be familiar with every location, but aside from that, they can be of any size. Of each pair, one is ruined, the other is bolstered by fortune.

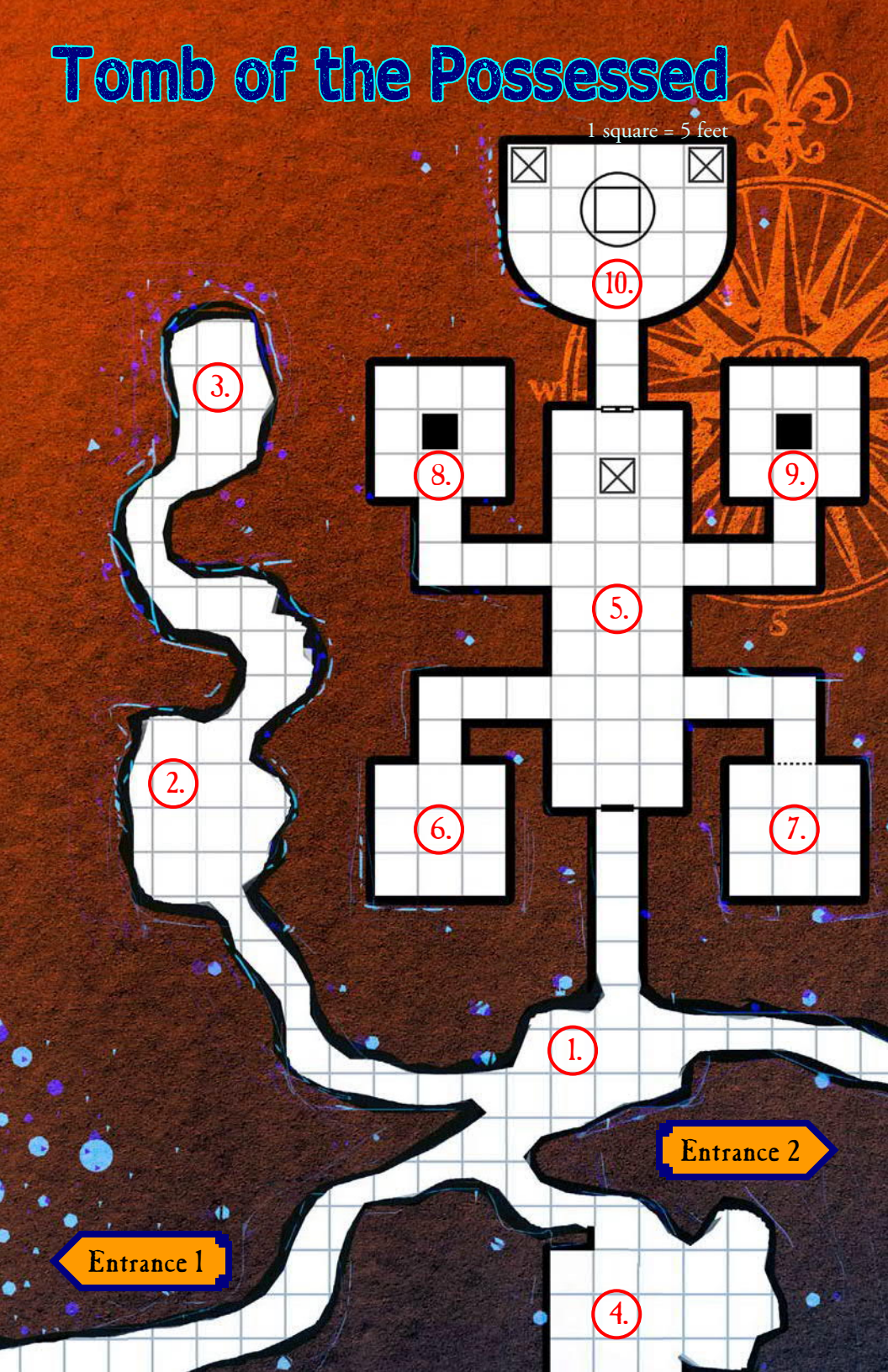
Secondly, they can ask the chaos gods 3 questions and receive true answers. Questions that are vague will be interpreted however the gods choose, and if there are multiple solutions, they choose their favourite to reveal.

Thirdly, the enthroned has the option to make 1 or 2 short statements, of no more than 8 words each. These statements become real, but for each one the enthroned chooses to make, one of the chaos gods gains secure purchase upon this plane of existence. Negative statements—i.e. specific events no longer happen—are ignored.

Fourth, the enthroned may also, at their option, say that one circumstance or event does not happen. It could be something caused by the throne of chaos or anything else. There are no consequences for this, aside from the stated event not occurring.

Fifth and finally, the Rod of Chaotic Power returns to the elemental planes of chaos, while the enthroned is transported (along with their companions), to a material location of their choice. They can sit upon the Throne of Chaos again, but anyone else who does so will experience only the false throne. The enthroned may summon the Throne of Chaos to their own location any time they desire, by magic.

Tomb of the Possessed



Entrances: Both cave tunnels are littered with large pieces of stone.

1. Intersection

Large and small chunks of masonry and debris cover the floor of this cave. The hallway that leads off to the tomb is almost entirely hidden behind a pile of rocks.

2. Ambush

A **party of adventurers** led by the nobleman Aloisus Praterkhan was lured in by an optical fungus and killed. Some of their equipment (2 swords, a helmet, a small bag of caltrops) is still usable, as is the 235c worth of gold and silver coins they carried, but now there are **2 optical fungi** here as well.

3. Mishrana Mine

Although many walls of this cave can be mined to produce the weird blue ore **mishrana** (see page 193), there are obvious, exposed veins of it in the walls of this cave.

4. Shrine of Hands

A small **stone altar** has 3 mummified hands nailed to its surface. Symbols of the Monster King—claws, tusks, a crown—have been painted on its sides in blood or other substances. **If someone touches the shrine,** it tries to remove 1 spell they have memorized, but fails if they resist decisively. If they are indecisive, they must **save vs. spells** to avoid losing a spell.

5. Great Hall

The door that leads into the great hall from the caves is iron-banded oak and **locked**. It is not an outside door. There used to be more to this tomb complex, but no longer.

At the northern end of the hall is a set of **double doors**, made of iron. They are set to turn upon iron poles set deep into the stone above and below, and they are kept closed by a sturdy iron lock. The lock is also trapped—a needle pokes the thief who has the wrong key or triggers the wrong tumbler—but the poison has long ago worn out. The worst the trap can do is cause tetanus.

Not quite in front of the double doors at the end of the great hall there is a **pit trap**. Anyone putting their full weight on it (2 in 3 chance) triggers the ground to give way and then close itself again. The hapless victim falls 20 feet onto iron spikes (2d6 damage, save vs. petrification for half) and darkness below.

• Floor is roughly-grouted stone tiles. • Vaulted ceiling 20 feet high.

6. Cave In Room

This room is covered in **rocks** that fell from the ceiling and killed the last adventuring party to come this way. The trap has been sprung and offers no further danger, aside from a gruesome reminder that you, too, could become a desiccated corpse beneath Skull Mountain. The adventurers possessed nothing of value, not even sense.

7. Flooding Room

At the entrance to this bare room there is a **portcullis** in the floor that raises up slowly after someone has entered. As it raises, closing off the exit, the floor of this room descends and it fills up with water. If the victims of this trap cannot break the portcullis to escape, they will eventually tire of treading water and drown.

8. Gas Trap Altar

A huge **stone altar** dominates the middle of this room, which is otherwise bare. **If it is tampered with,** it releases a cloud of caustic, choking fumes that inflicts 2d6 damage (save vs. poisons for half) to anyone in the room.

• Floor is roughly-grouted stone tiles. • Vaulted ceiling 20 feet high.

9. Key Room

Like the room opposite, there is another, almost identical **stone altar** in this bare room. This one is not trapped, however, and a **metal key** lies inside one of the groove-like depressions cut into it. This key opens the locked double doors in the great hall.

• Floor tiles and badly damaged. • Vaulted ceiling 20 feet high.

10. The Tomb

This semi-circular room is the final resting place of **Lord Valdegaian**, a man possessed by an **astral glutton**. He was put to sleep with poison, and then buried by his brother, as if he were dead, and the astral glutton has been trapped here ever since.

The lord sits cross-legged inside a **box made of glass** that is 5 feet wide, 5 feet deep, and 5 feet high. Attached to the edges of the box are **small glass globes** of a greenish colour, that appear to have some kind of liquid in them. This is poison, but its toxicity has been leeched out of it by age and magical residue. **If the glass is broken,** the poison is harmless—although the broken glass may not be.

The glass box is itself inside an **iron cage** (that is most definitely not gilded). The cage has a **door** on it that is **locked**, and to which there is no key still in existence. The space between the bars is about 4 inches at most. The cage is set into the stone floor. In the corners of the room there are two **pit traps**. Anyone putting their full weight on one (2 in 3 chance) triggers the ground to give way and then close itself again. The hapless victim falls 20 feet onto iron spikes (2d6 damage, save vs. petrification for half) and darkness below.

The good news, for dungeon robbers, is that the lord is wearing his gold and gems about him: a gold torque worth 500c, 7 rings worth 100c each (700c total), a broach worth 200c, and a crown worth 1,500c. Additionally, his necklaces, bedecked with sparkling gems, are a set worth 5,000c in total.

He appears to be only slightly decomposed and remarkably held-together, as if he were undead. The bad news is actually worse than that, however. **If the glass is broken,** the astral glutton is free to attack anyone inside the room immediately. Once it has possessed a body, it flees the dungeon, to wreak havoc in the world. Those that survive it's wake, however, are free to help themselves to the riches left behind.

Mishrana

When this ore is smelted, it becomes a glittering, dark-blue powder. It has a very detrimental effect on the lungs if inhaled, and those employing it would be wise to wear a mask that will filter it out of the air, if they want to enjoy breathing in their advanced years. In an alchemical laboratory, powdered mishrana can be forged into any type of object, from door knockers and candlesticks to chainmail shirts and horseshoes. Most often, however, it is used to make implements of war.

Weapons made from this metal are magical in nature, and able to harm any creature, no matter its immunities to weapons or its insubstantial nature. The wielder may also sacrifice their own vitality to inflict more damage. After attack and damage rolls are made, they can choose to lose a number of hit points from their own total (which are absorbed by the weapon), and their unfortunate target suffers this number as damage. This counts as a separate attack, so any additional modifiers from Strength or that are inherent to the weapon are applied again. Immunities cannot mitigate this magical damage.

Instead of being forged to create an entirely new weapon, **mishrana powder** may be infused into an existing weapon, magical or not, in order to give it all the abilities of a weapon made from mishrana. This requires an alchemical laboratory and at least 2,000c (and possibly more, depending on the skill level of the alchemist hired).

When mishrana comes into contact with refined qasso, it makes it poisonous again, as if it were unrefined.

When mishrana is added to hallat, it functions the same as hallat normally does, except that you roll for two effects and you may choose for one of them not to happen. Additionally, any damage dealt by a spell you cast under the influence is doubled.

When mishrana is added to other consumables, such as drugs, potions, or refined urou, it causes 1d12 damage per dose taken. There is also a 1 in 3 chance that beneficial effects of magical or pharmaceutical substances will be decreased and detrimental effects increased.

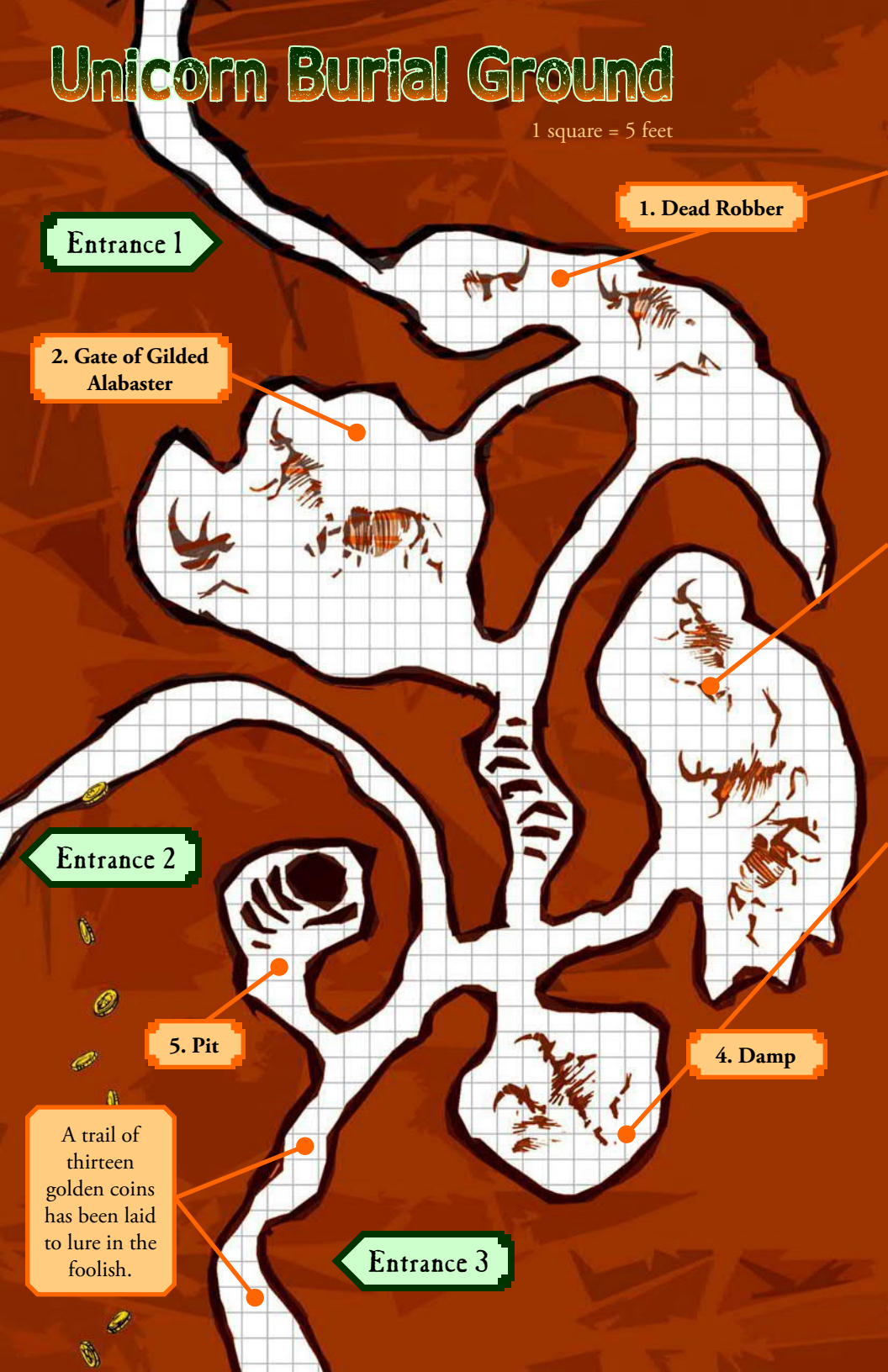
Random Encounters in the Tomb of the Possessed

There are no random encounters inside the tomb itself, as few ever venture inside. Random encounters in the caves outside are normal Level 2 encounters.

If the tomb is opened up, in an obvious way, normal random encounters will happen inside, just like any other area of Level 2.

Unicorn Burial Ground

1 square = 5 feet



Entrances: This area may be accessed by any one of three natural cave tunnels.

1. Long Cave

There is a **dead grave-robber** lying here, killed by homunculi. Their identity has been erased by time and decay, but their **shovel** might still be salvaged. They also have 150c worth of **platinum coins** and an immaculate **silver dagger +2**.

• Flat, even floor. • Low ceiling. • Stalactites hang far down.

2. Large Burial Cave

Next to the sparse unicorn skeletons in this expansive cave is the **Gate of Gilded Alabaster**, half-buried in soil and limestone deposits. **If it is activated,** the gate serves as an unreliable conduit between the material plane and the outer planes that are—or were—of importance to the unicorns (and perhaps other places as well).

3. Treasure Chests

There are **two metal chests** buried in the ground here, in between numerous unicorn skeletons. Thieves can make a find/remove traps roll to excavate these chests without disturbing the bones—otherwise, digging produces **1d6 rhinocorn homunculi**.

The **small chest** closest to the cave's entrance contains 2,000c in gold, several ruined tapestries, and a bag full of small earrings and bracelets worth 433c in total.

The **large chest** by the far wall contains an iron *mace +2*, a *helmet of defence* made from boars' teeth and metal cloth (+1 armour), a suit of *leather armour +2* made from dragon skin and decorated with images of evil gods, and 350c in silver.

4. Small Cave

A pair of **unicorn skeletons** can be seen poking out of the dirt in this cavern. There are more unicorn skeletons buried deeper, but nothing else of any value.

• Extremely damp floor. • Water drips from the ceiling.

5. The Pit

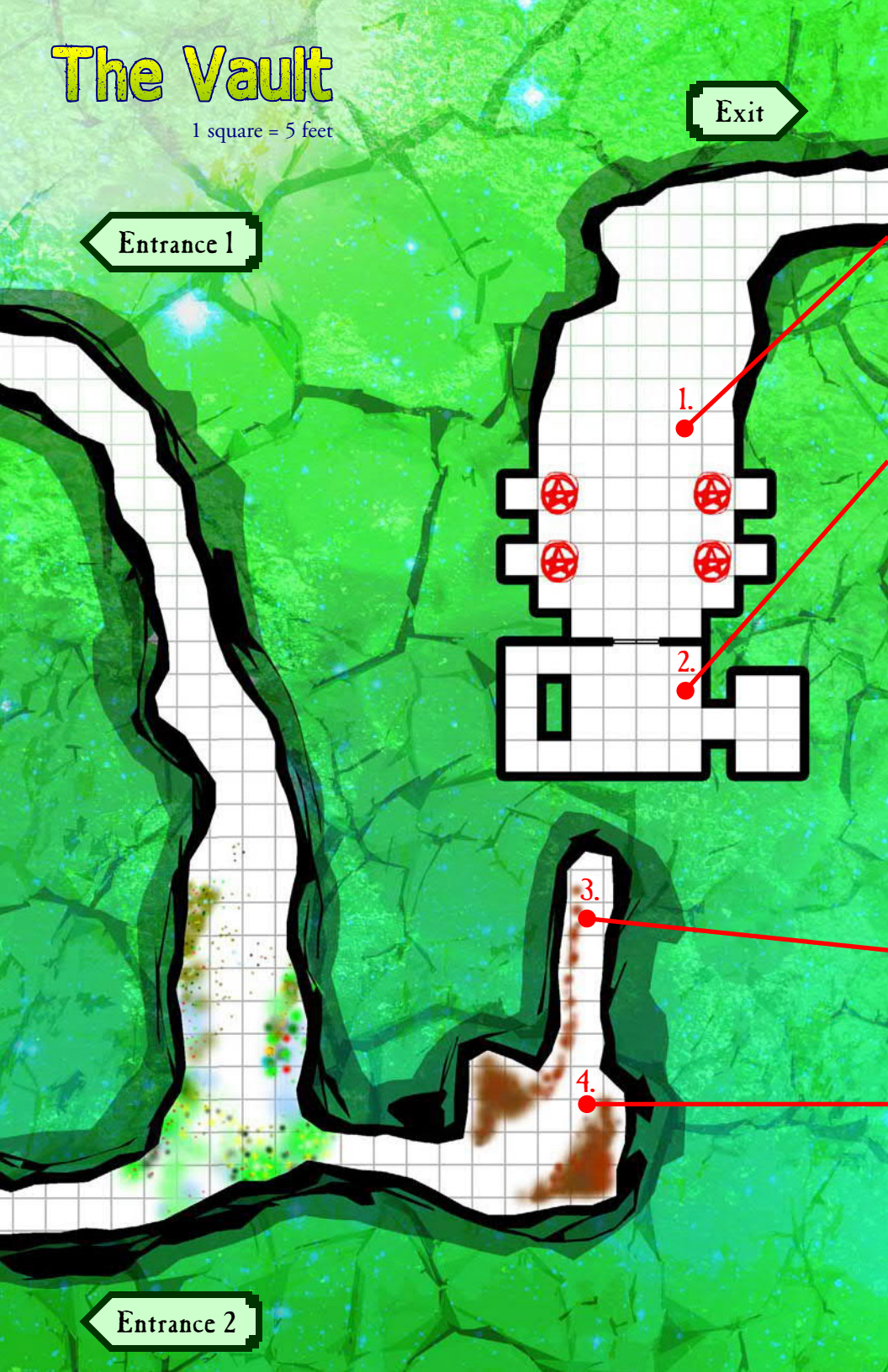
The ground is steep, with almost stair-like formations that lead down to a **deep pit**. Reckless delvers may fall 50 feet to their deaths.

• Many stalactites. • Tall and narrow. • Treacherous ground.

Random Encounters in the Unicorn Burial Ground

No random encounters occur until the party leaves, at which point there is a 50/50 chance of an immediate ambush by random monsters. Other denizens of the underworld do nothing to stop explorers from entering these caves. In fact, they encourage it! The less work they have to do to see a human-free world, the better.

The ground inside these caves is **packed dirt**, with unicorn bones sticking out of it, not the hard stone of a cavern floor. **Disturbing any of the bones** results in **1d6 rhinocorn homunculi** appearing (and attacking).


The Vault
1 square = 5 feet
Exit
Entrance 1
1.
2.
3.
4.
Entrance 2

Entrances: Both entrances are natural caverns with hard-packed dirt floors.
Exit: The vault itself is attached to the **Temple of the Death Gods**.

1. Outer Vault

This area is guarded at all times by **2d6 cult zombies**, **2d6 death cult necromancers**, and **2 random encounters** worth of other **death cultists**. They fight all intruders with zealous fervour. There are **4 large statues of the death gods** in this cave, each weighing 300 pounds. One of them is worth 2,000c, the others are worthless.

Exit: The tunnel leads to the trophy cave (room 10) in the **Temple of the Death Gods**.

2. Inner Vault

The **massive iron doors** cannot be opened by any key, only by magic words that some of the death cultists know. The room contains **2d6+1 guardian zombies**. They do not raise an alarm if attacked by people who tunnel in through the cave wall, but any loud noises in the inner vault have a 1 in 6 chance of alerting the cult necromancers in the outer vault (check once per round that noises persist).

The inner vault also contains the following treasures:

- 1d6 bottles of poison.
- 2d20 battle axes, 1d20 bows and 2d100 arrows, 3d6 daggers, 1d10 halberds, 3d6 maces, 2d6 shields, 1d100 spears, 2d20 swords.
- 3d20 small, gilded statues of various death gods, each worth 100c each.
- 4 chests full of gold coins, each worth 5,000c and weighing 100 pounds.
- 4d6+100 small gems, worth 100c each, in 2d6 bags inside a mahogany box.
- 5 large ivory tusks, carved with images of death gods, worth 500c each.
- 6 thumb-sized rubies, worth 500c each, lying out in the table.
- There is a 1 in 3 chance that the Chalice of Shadows is here, on the table (if it has not already been obtained by the PCs). See page 262 for details.
- There is a 1 in 3 chance that the Death Opal is here, on the table (if it has not already been obtained by the PCs). See page 122 for details.

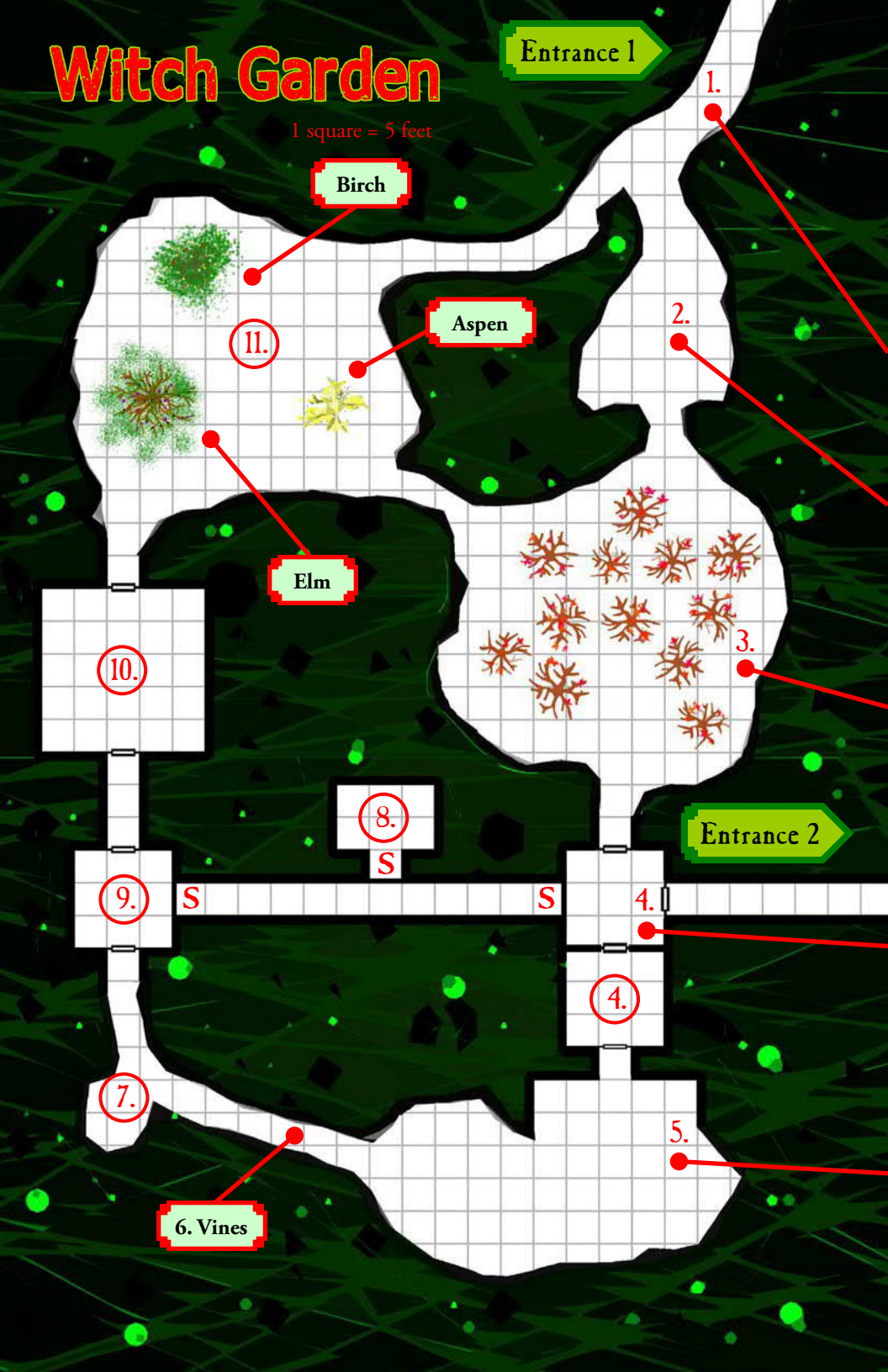
3. The Vault Heist

Rafa Serpesso and **Suella the Snake** are in charge of the heist (see pages 24-25), overseeing **1d3+1 dragon cult berserkers** and **2d6 red-robed dragon cultists** who are digging the tunnel. It has almost reached the inner vault.

4. Empty Cavern

The entrance to this cave has been covered up by fungus and an illusion (searchers must **save vs. spells** or believe the wall is solid). The inside of the cave is filled with loose dirt from the tunnel.

This cave is guarded by **1d3+1 dragon cult berserkers** and **1d6 purple-robed dragon cultists**, who are constantly listening for intruders out in the cavern tunnel, and cannot be surprised by anyone who makes noise.


Witch Garden
1 square = 5 feet
Entrance 1
1.
Birch
11.
Aspen
2.
Elm
10.
3.
8.
Entrance 2
S
9.
S
S
4.
4.
7.
5.
6. Vines

Entrances: If the PCs reach this area through a cave, use Entrance 1. If they arrive via some kind of built hallway, use Entrance 2.

All plants in this area are fed by blood, instead of sunlight. No fungus grows here. **If any PC is left unconscious in this area or gets lost in the dark here,** roll 1d6:

1-3	They awaken in the blood harvest (room 9), with 1 green witch in the process of tying them up.
4-5	They awaken in a random area of the dungeon, being sold to a random monster by 1d4 green witches.
6	They are murdered, fed to the Witch Garden, and their ghost now haunts the dungeons beneath Skull Mountain.

1. Narrow Cave Tunnel

Small **brass bells** hang from the ceiling on strings, alerting the green witches standing guard in the adjacent room when intruders disturb them.

2. Flesh Garden

1d6+1 green witches stand guard here, doing menial chores like mulching plants, weaving baskets, and mixing bone powders. Tumour-like growths of skin and flesh hang from the cave walls, gently palpitating.

• Constant quiet working noises. • Dried pus coats the floor.

3. Forest

Sickly **deciduous trees** grow here. Their bark and their red-in-autumn leaves are dry and brittle, and highly flammable. Torches have a 1 in 6 chance every round of igniting something unless the torchbearer is extremely fastidious. The **smoke** produced by these trees is poisonous. Humans inside this area (or an adjacent area if the fire grows quite large) must **save vs. poison** each round or suffer 1d6 damage.

• Smells of autumn. • Tightly-packed soil, full of tangled roots.

4. Ancient Room

The walls of this room are built from small, naturally-rounded stones mortared together with poor-quality cement. The door is unlocked, but small **brass bells** hang from the arched ceiling on strings, and ring whenever the doors are opened.

In the adjacent room, **1d6+1 green witches** infuse the essences of flowers, leaves, and bark into various waters and vinegars. These concoctions are valuable only to creatures that dwell beyond the Ebon Doorway, and have no effect on this plane.

5. Flower Beds

A thin layer of soil is covered by row upon row of brightly-coloured flowers, none of which contain any variation of orange. All of these flowers can be used for alchemy, but only on other planes of existence (past the Ebon Doorway, for example).

6. Vines

The walls of this cave tunnel are covered in **8 strangling vines** that attack intruders. The green witches remove the remains of those slain.

Strangling Vines 10xp each

Evil, AC Shield, HD 1, Morale +5, Move 30' (10'), Numbers 1 (2d6), Save F1, Speed 2, Surprise -2. Ch 0, Co 10, De 12, In 2, St 12, Wi 0.

1 constriction attack per round (1d4 damage), with advantage if target is surprised.

- Double damage from cold, frost-based and desiccating attacks.
- Half damage from necromantic magic.

7. Pollen

This cave is small, but the ceiling is 40 feet high. **Flowering weeds** grow thick on the ground, and even up the sides of the cave, to about 5 feet up, with a few above that.

If these flowers are disturbed, they produce clouds of red-tinged pollen. Breathing in this pollen gives you the ability to see through the eyes of corpses, experiencing their last living moments, for 1d6 days. Any time a pollinated person looks at a corpse for longer than a few moments, they must **save vs. paralysis** or choose between fleeing in a random direction or doing nothing for 1d6 round except experience the vision.

8. Secret Treasure

The green witches throw **equipment** they find but cannot use in here. Several hundred pounds of miscellaneous weapons, armour, and adventuring tools lie haphazardly in the corners. Special items include a *long bow +1*, a *potion of climbing*, a *ring of fire resistance*, a *shield +3* that gives no protection against good, lawful, or neutral creatures, and a *sword +2* that always wins initiative.

9. Blood Harvest

1d6+1 humans and/or humanoid creatures, all flayed and gutted, hang from hooks on the ceiling, above buckets placed to collect their blood. The room is made of old but high-quality masonry and cement, with an arched roof, covered in hooks.

• Bloodstained floors. • Empty tin buckets. • Poor-quality masonry.

10. Ritual Chamber

2d4 green witches stand at a series of metal tables, chopping meat and grinding bones, depositing their work in small stone bowls, glass vials, and woven baskets.

1d6 green witches attend to **3 summoning circles** made from bone dust, black candles, and small piles of finely-chopped, rotting meat.

This room is made of excellent-quality basalt stonework, fit snugly together without mortar, and is completely different than any other construction found beneath Skull Mountain.

• Guttering fire pits. • Soft candlelight. • Stench of rotting meat.

11. Orchid Garden

1d6 green witches tend to several **leafless deciduous trees** rise from the loose, blood-damp soil, covered in orchids. A few pieces of wooden fencing support more flowering vines. Orchids are valuable, if sold to collectors, but a person can safely carry only 4 plus their Dexterity modifier at a time. Carrying more than that will ruin them all. Even carrying the proper amount means each orchid has a 1 in 6 chance of surviving long enough to be sold. If any character is a gardener or some kind of botanical expert, this chance increases to 1 in 3.

• Smells like wood and iron. • Tiny weeds and herbs.

The 3 largest and most-important trees are:

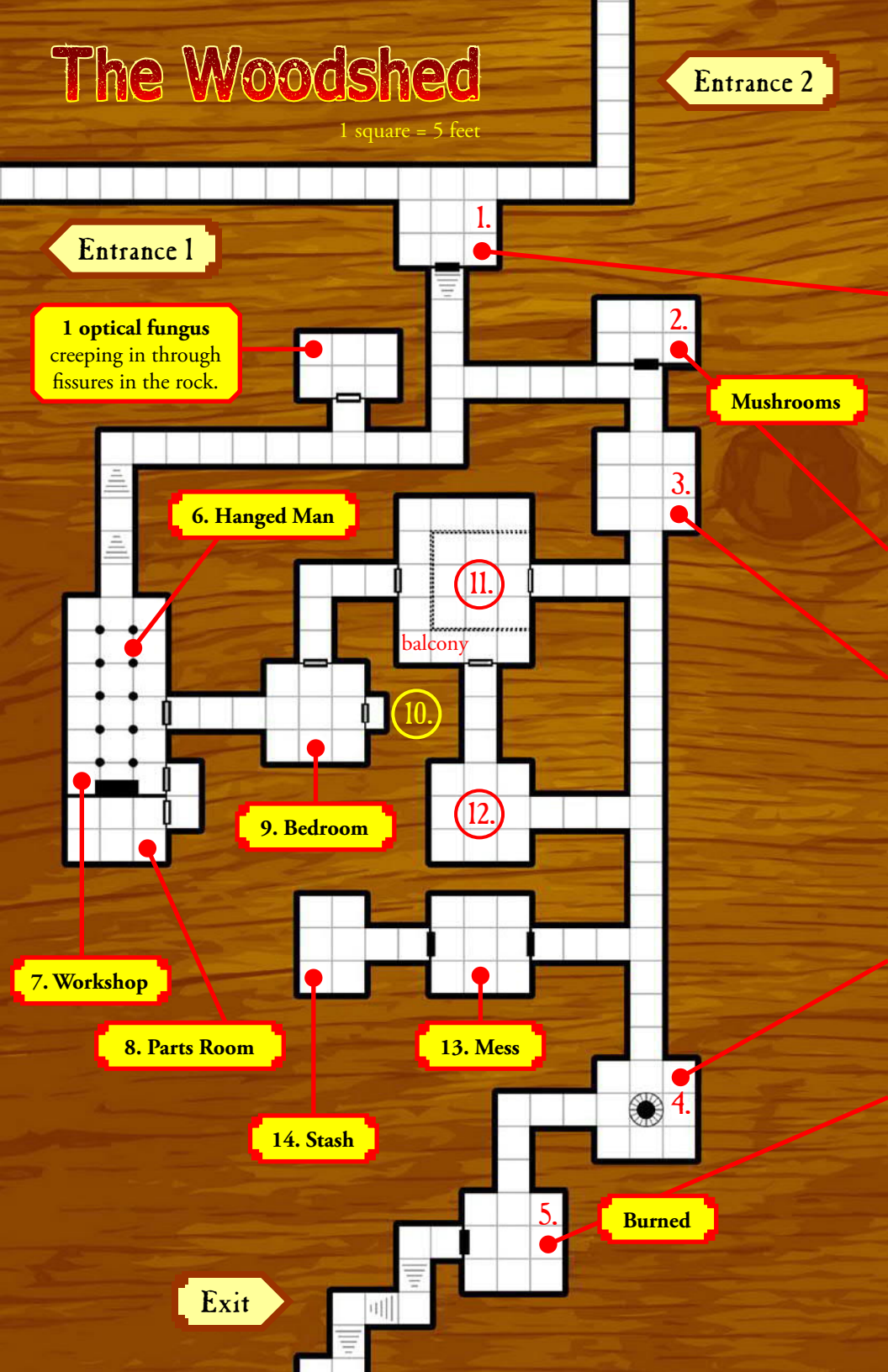
- A slight **aspen** is covered in white and light blue orchids. **If these flowers are disturbed,** they release mind-altering mist in a 10 foot radius that lasts for 1 hour. Anyone who comes in contact with the mist must **save vs. poison** or wander in a random direction for 1d4 turns, and have a 1 in 6 chance of experiencing visions of the gods. These orchids can be sold for 1,800c each if they survive (or 2,000c if there is only one of them, because of its uniqueness).
- A fat **birch tree** is covered in red, yellow, and pale green orchids. The pale green orchids are poisonous if eaten (2d6 damage, save vs. poison for half). Any of these orchids can be sold for 250c each.
- A large **elm** that has grown too large for this cave and is twisted over on itself and covered in black and purple orchids, which are held in place by thin metal wires. **If these orchids are allowed to grow free,** they strangle and kill other vines and flowers, and thus are worth only 50c each to specific buyers.

Other small saplings and the fences are covered in orchids of numerous types and colours that can be sold for 150c each.

Random Encounters in the Witch Garden

Roll 1d20 to determine what monsters are encountered in this area:

1	Chaos Cultists, delivering people to be bled.
2-4	Chaos Cultists, studying the garden.
5-7	Death Cultists, who have come to attack the Witch Garden.
8-15	1d6+1 Green Witches, tending the gardens.
16	1 Living Shadow.
17	1 Tentacle Man.
18-20	Level 4 encounter (page 17).


The Woodshed
1 square = 5 feet
Entrance 2
Entrance 1
1.
1 optical fungus creeping in through fissures in the rock.
2.
Mushrooms
3.
6. Hanged Man
11.
balcony
10.
9. Bedroom
12.
7. Workshop
8. Parts Room
13. Mess
14. Stash
4.
5.
Burned
Exit

Entrances: This area is entered from whichever side is more convenient. The other entrance always connects directly to the nearest open passageway.
Exit: The back door leads down a set of stairs to **Drakdagor's Basement**.

The rooms in this area are all built of granite blocks mortared together and plastered over. The ceilings are made of bricks and vaulted. The craftsmanship is slightly better than average, but the plaster is rotting away.

1. The Front Door

A **thick oak door**, reinforced with iron bands, would open inwards except several tables and other planks of wood have been nailed to it in order to prevent this. Even if they are removed, large iron spikes have been driven between the door and its frame to keep it stuck in place.

Past the doorway, the **wooden stairs** leading down are weak and rotted. They collapse under any weight over 150 pounds, inflicting 1d6 damage on the unfortunate victims. **3 puppet golems** and **4 broken puppet golems** wait in the hallway beyond, eager to attack intruders.

• Damp walls. • Faint smells of mold and smoke. • Wood chips.

2. Dead Garden

There was a garden of **mushrooms** here once. Now it is completely desiccated and nothing grows. Some of the dried mushrooms are still edible. The door is **locked**.

3. Rubble

The brick ceiling has **partially collapsed** and some of the masonry has been removed from the walls. Bits of stone lie scattered all over the floor. Behind a loose stone an intact part of the wall there is a **secret niche** containing a large book copiously illuminated with gold leaf. It describes ancient woodworking techniques and is worth 5,000c, due to both its rarity and the usefulness of its contents.

4. Antechamber

7 broken puppet golems lies on the floor, looking like broken or unfinished puppets. There is a decorative fountain that has never worked in the middle of the room.

• Piles of wood shavings. • Random pieces of wood here and there.

5. The Back Door

Soot and ashes cover the floor and surround 2 puppets burned to charcoal by flaming oil. Smoke stains cover the walls and ceiling. The door is barricaded from the outside and nailed shut with iron spikes, much like the front door.

Exit: Behind the door, stone stairs descend to room 3 in **Drakdagor's Basement**.

6. The Hanged Man in the Hall

Chiseppi the carpenter was hired by Harlan Blackhand to make puppets so he could animate them. All the woodwork in this area is his. But Chiseppi was haunted by his part in this evil, and when he could take it no longer, he hanged himself. He is still here, swinging slowly in the middle of the hall, his body magically preserved.

If the rope is removed, it comes to life and tries to strangle the nearest person. If it hangs them, their body will not rot so long as the rope is around their neck.

Animated Rope 20xp

Evil, AC Chain, HD 2, Morale +5, Move 90' (30'), Numbers 1, Save F2, Size Small, Speed 8, Surprise -2. Ch 0, Co 6, De 14, In 4, St 12, Wi 4.

1 strangulation attack per round (1d6 damage).

- Double damage from acid and fire.
- Half damage from blunt weapons, cold and frost-based attacks, and lightning.
- Immune to mental effects and piercing weapons.
- Rope has advantage to attack and damage rolls against religious devotees.

If the animated rope's attack hits, it wraps around its victim's neck and each subsequent attack automatically hits, unless the rope is removed (**save vs. paralysis** to pull it off, takes 1 action).

7. Workshop

At the end of this hall there is a **desk** covered in carpentry tools and half-carved pieces of wood. Small chisels, hammers, saws, and other items lie strewn about. There are even a few brooms, but the pots of paint were left open and have all dried up.

• Melted candle wax. • Scattered wood shavings.

8. Parts Room

Dozens and dozens of small wooden arms and legs, heads and torsos in mostly unfinished conditions are scattered across a few shelves and a desk. **4 puppet golems** and **1 painted puppet golem** hide between the parts. They attack intruders.

9. Bedroom

Chiseppi's bed and shelf lie on their sides. Torn sheets, torn books, melted candles, a chamber pot, and a few broken dishes are strewn about. **1 puppet golem** is hiding in the mess, waiting to ambush intruders.

10. Closet

Chiseppi kept a stash of valuables here, amidst stacks of clothes and fabrics:

- 360c worth of gold coins in a velvet bag.
- A gold ring, worth 200c.
- A large an awkward jar of gold dust worth 120c.
- A *potion of healing*.

But there are **2 painted puppet golems** sitting on top of those stacks.

11. Balcony

The floor, 10 feet below the balcony, has broken bricks, rocks, and other rubble on the ground. The left door and bottom door open onto this lower floor. Only the left door opens onto the balcony, where **3 puppet golems**, **2 broken puppet golems**, and **1 painted puppet golem** throw rocks and bricks down on intruders. The painted puppet golem has a key to the locked doors in this area.

12. Centipede

1 giant centipede, jet black and glistening, crawls from one narrow crack in the wall to another. It does not like other creatures entering its territory.

Giant Centipede — 20xp

Neutral, AC Leather, HD 1, Morale 0, Move 120' (40'), Save F1, Speed 7, Surprise 0. Ch 2, Co 12, De 10, In 8, St 10, Wi 8.
1 bite attack per round (1d6 damage, **save vs. poison** or suffer 1d6 more damage).

- Half damage from piercing weapons.
- Immune to poison.

This centipede is 8 feet long and 1 foot wide.

13. Locked Room

The stone walls weep. This room was littered with sawdust and wood shavings, but they have gotten wet and are a sludgy mess all over the floor. The doors are all **locked** but can be opened by the key from room 11.

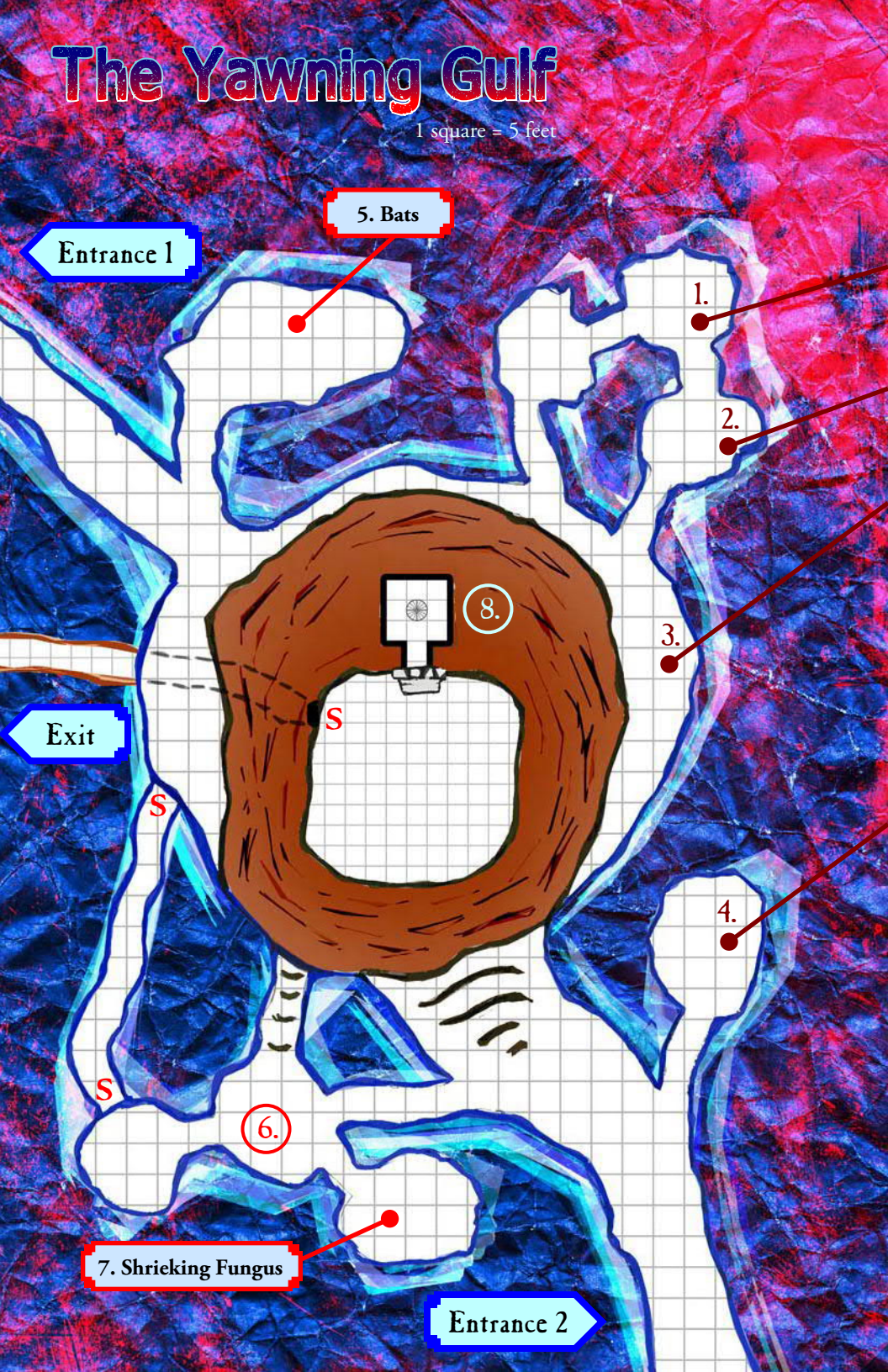
14. Stash Room

Along with a few blood-stained and soiled religious robes, the puppet golems have stashed the following treasures here, all looted from slain clerics:

- 1 scroll of *Protection from Lycanthropes*.
- 2 scrolls of *Protection from Undead*.
- A head made of bronze, worth 330c.
- *Jupiter's Might*, a *mace +2* decorated with religious iconography.
- A silver statuette of a dryad, worth 1,600c.

Random Encounters in the Woodshed

There are no random encounters here, unless the doors have been opened, thus allowing other inhabitants to wander in and poke around. **If the front door has been opened,** Level 1 wandering monsters can be found here. **If the back door has been opened,** Level 2 wandering monsters can be found. **If both doors are open,** every random encounter here consists of both a Level 1 monster and a Level 2 monster.


The Yawning Gulf
1 square = 5 feet
5. Bats
Entrance 1
1.
2.
3.
8.
Exit
S
S
S
4.
6.
7. Shrieking Fungus
Entrance 2

Entrances: Two large cavernous tunnels lead to the top of this 100-foot chasm.
Exit: A tunnel at the bottom of the chasm leads to the **Howling Caves** (although the noise cannot be heard here).

There is a 50/50 chance of a random encounter when intruders enter this location.

1. Marauder Nest

3d6 cone-faced marauders occupy these 3 caves at all times, while more come and go. The walls show large veins of the magical ore **urou**, but the marauders ignore it.

2. Flammable Cave

Piles of **oil-soaked rags** were put here by the marauders. They are very flammable.

3. The Chasm

The yawning gulf is 70 to 80 feet wide at the top and 50 feet wide at the bottom, which is just over 100 feet below. Swarms of **butterflies** erupt occasionally, made from ghosts of people who were killed by minions of the Monster King long ages ago.

A **rope** tied to a grappling hook lodged between stalagmites near entrance 1 is hanging down the chasm. It is not long enough: there is a 30 foot drop at its end.

The **floor** of the chasm is covered in waste and garbage, much of which has been destroyed by corrosive marauder spit. Tiny alien insects slowly consume the rest.

Exit: A secret passage hidden by an illusion of cave wall on the left side of the chasm leads to the gore cave (room 5) in the **Howling Caves**.

4. Grave Womb

3 carcasses of giant spiders rot here, on a soft bed of blue-grey mold. Each has **1d4 tongueworm parasites** inside it. There are no other giant spiders in the dungeon.
• Infested by cave ticks and lice. • Vinegar smell.

5. Bats

This large cave has a 20 foot high ceiling and is full of **bats**, who enter through a 2-foot wide passage that leads to the surface. They are often eaten by monsters.
• Bat guano all over the ground. • Chirping sounds.

6. Devil Den

1d6 cyclopean sky devils lounge around in these 3 caves at all times and rarely emerge unless threatened. They tend to avoid room 7 but are not afraid of it. In the central cave they have set up a huge, monstrous **head made of bronze**. The eyes are large quartzes, 5 pounds each. One is battered and worth 100c, the other 600c.

The **secret passage** is hidden by the same kind of illusion as the one at the bottom of the chasm, and appears to be solid rock wall on both sides.
• Painted stones arranged on the ground in patterns. • Smell of sulphur.

7. Shrieking Fungus

The walls of this cave are covered in huge mushrooms that emit **piercing shrieks** when intruders enter. The cyclopean sky devils ignore them. A **black marble statue** of a woman with a hand instead of a head and mouths instead of hands lies on the ground, broken off from an absent plinth.

8. Temple in the Chasm

A doorway is carved into the rock of the chasm walls and flanked by bas relief pillars topped with images of ravens and vultures. A short flight of chipped marble steps lead up to large **double doors** that are made of iron and locked.

Attempting to **pick the lock** (successful or not) results in a **stone statue** of Lepravosia falling out of the sky on the intruder (save vs. petrification or suffer 4d6 damage). Instead of shattering, the statue then transforms into an **incarnation of Lepravosia** that attacks anyone at the bottom of the chasm. If the attempt to pick the lock is successful, though, the doors remain open.

Beyond the doorway is a small, square-ish **temple** to a goddess of murder. A **fountain** in the middle of the room dried up long ago, but there are several dozen small coins in the basin, worth 21c in total. On the far wall, the goddess is depicted by **3 crude bas relief figures:** a naked girl holding a pair of daggers, an older woman giving birth to a snake, and a crone wearing a necklace of skulls. At their feet, laid out on top of a beautiful *flying carpet*, are:

- 13 gold chain necklaces worth 50c each (650c total).
- 13 golden chalices worth 200c each (2,600c total).
- 13 gold statuettes of thrushes worth 100c each (1,300c total).
- 13 granite stones all polished smooth, worth nothing.
- A *cloak of invisibility*.
- A magically-poisoned *dagger +1* (target damaged by it must save vs. poison or suffer triple damage).

In the mouth of the serpent being birthed by the goddess, about 4 feet above the ground, is a small, ornately carved **ivory box** (worth 100c) that contains:

- A dazzling black opal the size of a quail's egg worth 12,000c.
- A piece of opium that reverses all damage done to the person who smokes it, and lifts a single curse they labour under.
- A silver *ring of protection +2* decorated with elven runes.

If the box is removed by the hands of someone who is not evil, the serpent animates for a second and strikes for 2d6 damage (save vs. petrification for half). If the box falls and breaks, it loses its value.

Urou

This metallic-looking, bright pink ore functions as a powerful drug that affects the arcane centres of the body. **When you grind this ore to powder and then snort it,** your magic becomes more effective, but your aggression levels become erratic. You gain advantage on any rolls you make to cast spells or use spell-like abilities, and saving throws made against your magic have disadvantage. You also suffer disadvantage to your attack rolls during this time. These effects last for 1d6 hours.

If this drug is refined and purified, which requires an alchemical laboratory and costs at least 100c per dose (and possibly more, depending on the skill level of the alchemist hired), the beneficial effects can be isolated and amplified. You gain advantage to spellcasting rolls, saving throws against your magic suffer disadvantage, and the first spell you cast after taking the drug has one of its parameters (area of effect, damage, duration, range, etc) doubled. The effect lasts for 1d6 hours per dose, and there are no adverse short-term effects. Long-term effects may include the user becoming saturated with arcane energies, for good or ill.

When urou, refined or not, is combined with hallat, spells cast while under the influence of both always create an additional, random spell effect on either the same target or a random different target, with a 50/50 chance of either.

When refined urou is spiked with powdered mishrana, the user suffers 1d12 damage (save vs. spells for half), but for 1d6 hours any damage they deal by casting spells is doubled.

When the refined version of urou is combined with refined qasso, it installs in the imbiber's memory 1d3 random spells per dose, but reduces their Wisdom score by 1d6 per dose. Lost points are recovered at a rate of 1 per day, after these bonus spells are cast. Anyone whose Wisdom score is reduced to zero is transformed into a **pale shadow**. These bonus spells cannot be written down or otherwise transmitted, they must be cast and forgotten. Spells not cast further reduce Wisdom by 1 point per week, per spell remembered. Lost points of Wisdom are regained at a rate of 1 per day, but cannot be regained until all bonus spells are cast or deliberately forgotten.

Random Encounters in the Yawning Gulf

Roll 1d12 to determine what monsters are encountered in this area:

1	1 Blind Cave Haunter.	**7**	3d6 Iridescent Globes.
2-3	1d12 Cone-Faced Marauders.	**8**	1 Optical Fungus.
4	1 Cyclopean Sky Devil.	**9**	2d4 Pygmy Cave Trolls.
5	1d4 Eye Fucker Soldiers.	**10-11**	Level 1 encounter (pages 12-13).
6	1 Feral Spider Man.	**12**	Level 2 encounter (pages 14-15).

The Yellow Smoke

1 square = 5 feet



Entrances: Three passageways converge at the entrance to the Yellow Smoke.
Exits: Zebbagrulom's office, and the pit next to it (which leads to the **Temple of Larrankvog**), are located high up on the yellow cliffs at the back of Skull Mountain. This can become an entrance for those who fly.

The entire establishment is made of carved and natural caverns, lit by **oil lamps**.

1. Entranceway

All three entrances lead to the Yellow Smoke's front door. The walls of the cave are carved with **wards against the undead**, forbidding them to enter, while **1 eye fucker minion** and **1d4+2 arachnoid mercenaries** act as bouncers.

2. Foyer

Thick **velvet curtains** hide the three passages leading away from this cave. **Lanterns** filled with glowing insects sit haphazardly on the floor of the cave, and **2 green witches** wait for new customers behind a small reception desk.

3. Drug Brewery

Fumes are always thick here, because **1d6+1 alchemist slaves** concoct new mixtures of the cave gases and other drugs. They are not always so successful, but Zebbagrulom has no shortage of volunteers who want to try a new way to get high.

Alchemist Slave: human, goblin, or dwarf — 20xp each
Neutral, AC Shield, HD 2, Morale -1, Move 120' (40'), Numbers 1d6+1, Save F2, Speed 7, Surprise +1, Treasure Type U / VI. Ch 8, Co 15, De 12, In 16, St 6, Wi 10.

- Half damage from chemicals, drugs, gases, and poisons.

4. Private Rooms

Each room has a 50/50 chance of being occupied by drug-using guests (roll 1d12):

1	1d6+1 Arachnoid Mercenaries.	**7**	1d4+1 Fire Elf Soldiers.
2	1d6 Bugbears.	**8**	1d6+1 Goblin Mercenaries.
3	Chaos Cultists.	**9**	1d4+2 Green Witches.
4	Death Cultists.	**10**	2d6 Hippareion Warriors.
5	2d6 Death Cult Recruits.	**11**	1d6 human criminals.
6	1d6 Degenerate Reptiloids.	**12**	1d6 Mutant Orcs.

5. Guard Rooms

At all times, **1d3 eye fucker minions** and **3d6 arachnoid mercenaries** are stationed here, their numbers split between the two caves. They are usually gambling, and never get high while on the job.

If the Eyeball Syndicate is under siege or at war, there will be an additional **1d6 eye fucker minions** and **2d4 green witches** here, ready if trouble comes.

6. The Den of Smoke

Getting high at the Yellow Smoke costs 1d6 × 10c (or 1d8 × 100c for a private room). If you stay longer than a day, order too much food, or get into fights with the other patrons, you will be charged more (unless you cause enough trouble to be thrown out or killed). You can pay in whatever valuables the Eyeball Syndicate can find a use for.

Numerous customers lounge about at all times. Roll 1d100 to determine what kind of creature each one is, if you need to know:

1-3	Arachnoid Mercenary.	**51-53**	Hippareion Hierophant.
4-5	Bleeding Man.	**54-59**	Hippareion Warrior.
6-7	Bugbear.	**60-61**	Human cleric or priest.
8	Cat.	**62-69**	Human fighter or noble.
9-21	Chaos Cultist.	**70-77**	Human peasant or thief.
22-33	Death Cultist.	**78**	Kobold or troglodyte.
34-36	Degenerate Reptiloid.	**79**	Minotaur.
37	Dragon Cultist.	**80-87**	Mutant Orc.
38	Dwarf.	**88-92**	Reptiloid Sorcerer.
39-40	Elf or Dark Elf.	**93**	Snake person.
41	Eye Fucker Soldier.	**94-96**	Spider Drone Warrior.
42-43	Feral Spider Man.	**97**	Troll.
44	Gnome or Halfling.	**98**	Vampire.
45-48	Goblin Mercenary.	**99**	Werewolf.
49-50	Green Witch.	**100**	Zebbagrulom.

7. The Source of the Smoke

Thick pillows of smoke ascend from numerous fissures in the ground. There are always 1d10 other patrons here, either because they desire to escape reality completely, or because they have grown resistant to lesser drugs and this is the only way to get high. The smoke gives you disadvantage to all your task rolls until you sober up.

Each hour you spend inside the fumes restores 1d6 hit points, but you must **save vs. poison** or roll 1d8 to determine what ill effect the smoke has on you:

1	A hallucination from the Desolate Plain arrives to torment you.
2	Someone vomits or urinates on you.
3	You are transported to the Desolate Plain.
4	You encounter Snake Eyes.
5	You experience a prophetic vision of the future.
6	You experience a vision of an act that occurred in the past.
7	You experience a vision of the gods (GM's choice which).
8	You get into a fight with another Yellow Smoke patron, who is also high.

8. Employees Only

There is a **stove** and a decently-stocked **larder** of almost-random foodstuffs, mostly consisting of biscuits, pickles, preserves, rotten eggs, salted meats, and tea. A **barrel full of oil** and a large stack of **lamps** help keep the Yellow Smoke dimly lit. A **well** provides slightly-brackish water that should definitely be boiled before being drunk. A few holes serve as a **pit latrine** that is for employees only, though the chamber pots stacked nearby are emptied into them after being used elsewhere in the establishment.

There is a 1 in 3 chance that **Zebbagrulom** is found here. At all times, employees consist of: **1d6 eye fucker minions**, **1 eye fucker ward boss**, **1d4 green witches**, **1d4 hippareion warriors**, **1d4 human chefs**, and **1d6+2 human attendants**.

Human Eyeball Syndicate Slave — 5xp each

Lawful or Neutral, AC Shield, HD ½ (1d4 hit points), Morale -1, Move 120' (40'), Numbers 1d6+2, Save F1, Speed 7, Surprise +1. Ch 10, Co 10, De 10, In 8, St 8, Wi 8. The Eyeball Syndicate does not make use of humans (or dwarves, or goblins) unless they are slaves, bought at the flesh markets or taken as payment for a debt.

9. Zebbagrulom's Office

Unless already encountered, there is a 2 in 3 chance that Zebbagrulom is found here. Even when he is not, this office is always occupied by **2 eye fucker ward bosses** and **1d6+1 eye fucker soldiers**.

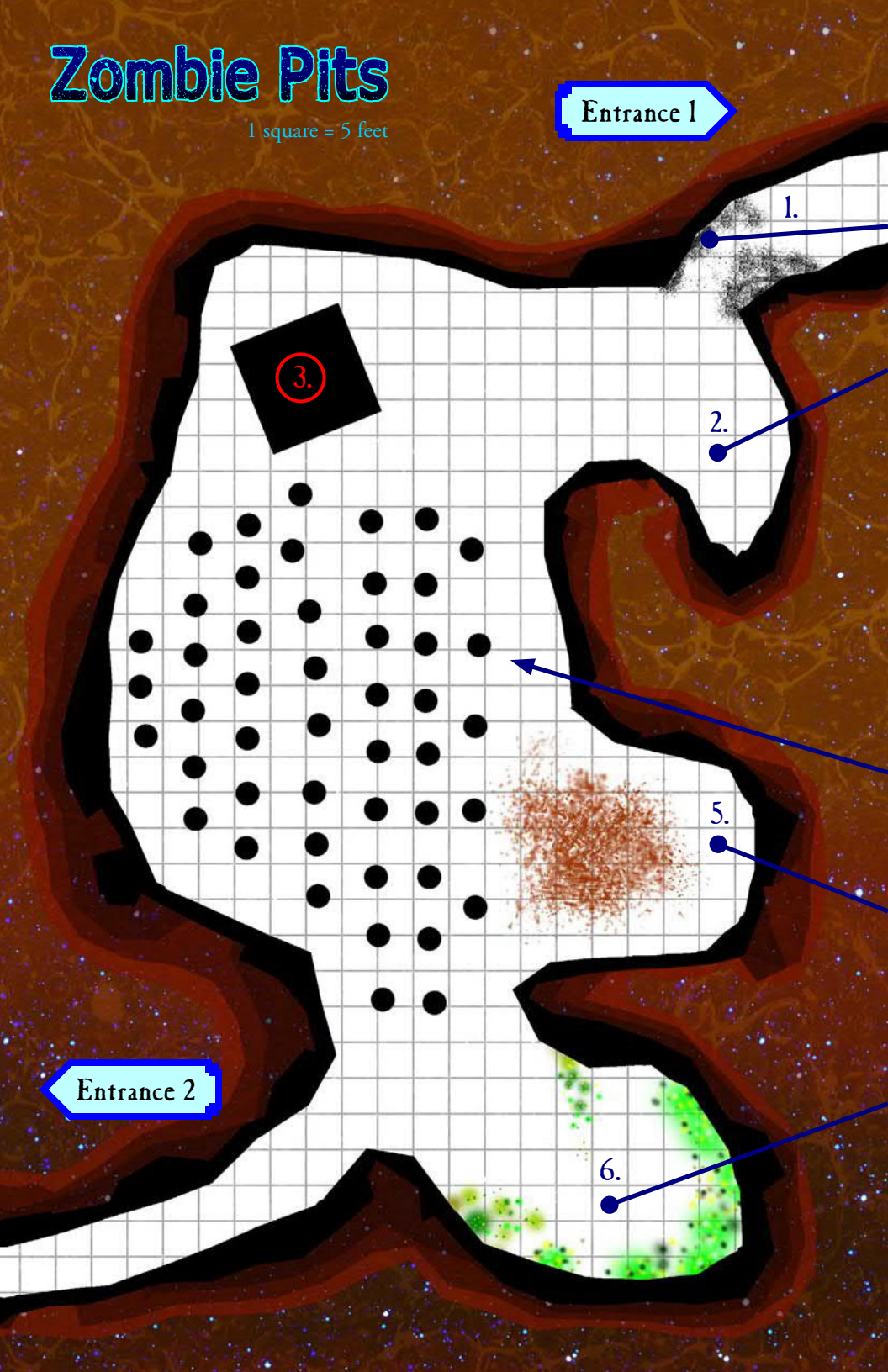
Exit: A hole in the cliff wall provides a natural balcony—and a hundred-foot drop for anyone careless enough to fall or be thrown off. This exit is not visible from the ground below Skull Mountain.

Zebbagrulom has the following treasures inside his private office:

- A chest full of 3,400c in gold coins that sits next to **1 man-eating mollusc** that has been carved to look just like it.
- A golden letter opener, worth 30c.
- A golden statue of a bull with emerald eyes and obsidian horns, worth 1,700c.
- An immaculate bureau desk of South Seas mahogany and teak, inlaid with ivory and jet tiles, worth 2,000c.
- A key to the magical laboratory in the **Citadel**.
- A marble statue of an orcish Venus. It weighs 300 pounds and is worth 800c.
- A wooden cane topped by a gaudy but poor-quality ruby, worth 160c.

10. The Dragon's Hole

This pit leads to the dragon cave (room 6) in the **Temple of Larrangkvog**, and the dragon uses it to come and go. It doesn't like the fumes in the Yellow Smoke, and Zebbagrulom doesn't interfere with it.


Zombie Pits
1 square = 5 feet
Entrance 1
1.
2.
3.
5.
6.
Entrance 2

Entrances: The two ways in are both natural caves with floors that appear deliberately worn down so they are easier to traverse.

The main cavern here has a 50 foot ceiling that is covered in dripping stalactites.

1. Trapped Entranceway

Magical fire erupts when anyone other than a death cultist moves through this entrance, inflicting 2d6 damage (save vs. spells for half). The walls are scorched black.

2. The Ghost

There is a **ghost** here, whispering "help me, help me." Anyone who listens and talks to it may learn it wants revenge against one of the death cultists. It names a random dungeon area. **If the PCs go there,** they find some death cultists, including the one the ghost wants revenge upon. If that death cultist is killed and prevented from becoming undead, the ghost grants the killer a blessing before passing on (choose 1):

- Gain 1d6 hit points, permanently.
- Heal any one permanent affliction or injury.
- Raise a single ability score by 1, permanently.
- Remove one curse or enchantment.

3. Guard House

This crudely-constructed stone house contains **1d6+2 death cultist initiates** standing watch at all times to get rid of intruders. Two of them have keys to the oubliettes.

• Low, guttering fire. • Skulls on sticks for a fence.

4. Oubliettes

The ground in this cave is flat and made of hard packed dirt and masonry. It is covered with 47 oubliettes, each of which contains a zombie trapped behind iron bars that are locked in place. Only death cultists have keys to open them.

5. Gravel Pit

The ground is littered with gravel and rubble, ruined tools, and cracked bones. It is easy to break an ankle, or slip and trigger a mini-rockslide. Anyone fighting on this ground suffers disadvantage unless they are undead or don't care about their footing.

6. Fungus Cave

The **fungal growths** in this cave release **spores** when disturbed. Anyone who breathes them in must **save vs. poison** or suffer 1d6 damage. This fungus may be harvested for 1d6 × 100c worth of magical materials each week. A total of 3d6 × 100c worth may be harvested at one time, but then the valuable fungus will not grow back for months.

• Acrid, stinging smell. • Dirt in the air. • Low ceiling.




THE
MONSTERS



Astral Gluttons

Created by the magical residue of thousands of unfortunate arch-mages who met their doom on the astral plane, the astral glutton is a fearsome thing. A worm-like ghost, it passes through the material world, becoming solid just long enough to tear apart the flesh of creatures it has been angered by. Its favourite activity is to possess the bodies of mortals and live through them—not "vicariously," exactly, since the astral glutton experiences every pleasure directly and the host body suffers all the consequences—in order to sate its alien appetites.

It would not have access to this world, of course, were it not for the lure of magical power. Those fallen sorcerers, floating in limbo between the stars, still retain vast quantities of the quintessence that is the arcane itself. What would you pay for such a treasure? It is like gold to the poor, weapons to the oppressed, or water to someone dying in the desert. Mages of all stripes lust after this pure arcane power, but to get it, they must venture between dimensions, and risk encountering things best left beyond the veil—things like the astral glutton.

Astral Glutton — 725xp each

Evil, AC Leather, HD 6, Morale 0, Move 180' (60'), Save F6, Size Large, Speed 10, Surprise -1. Possible treasure type F / XVII. Ch 6, Co 12, De 18, In 18, St 14, Wi 12.
2-4 hand attacks per round (1d8 damage), or possession.

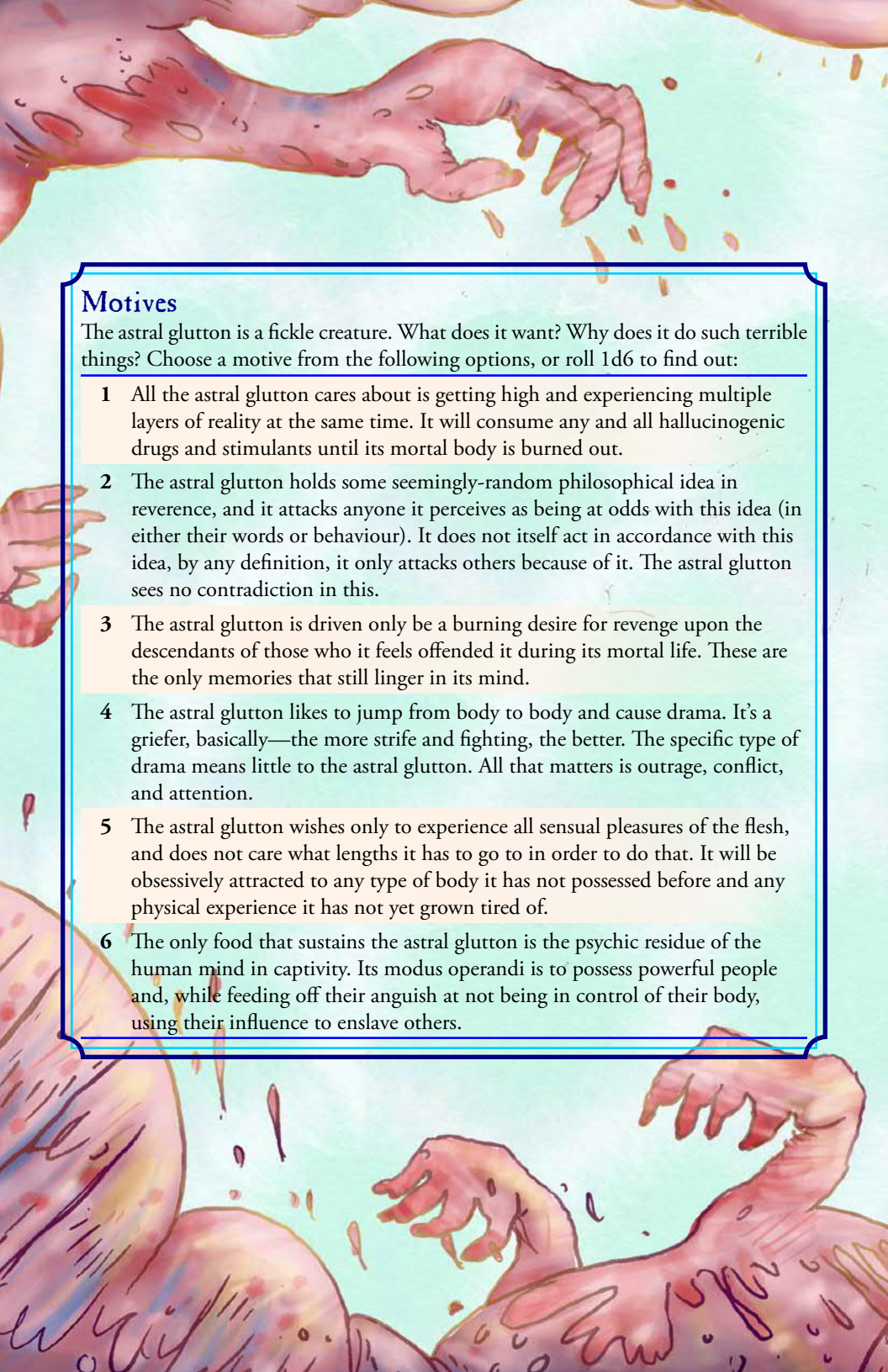
- Requires +1 weapon or better to hit.

The astral glutton has 1d6 arms on its right side and 1d6 arms on its left side. **For every three arms on a side,** or fraction thereof, it can make one melee attack each round (thus, the astral glutton will always have 2-4 attacks).

The astral glutton can attempt to **possess** a target instead of attacking. **If the target successfully saves vs. paralysis,** they cannot be possessed by the astral glutton. **If the save is failed,** the target's actions are controlled by the astral glutton for one round and they are allowed a second save. **If this save is successful,** the astral glutton is expelled but may attempt possession again at a later date. **If this second save is failed,** the astral glutton has total possession of the target until exorcised by outside forces or the target dies.

Because the astral glutton is usually **intangible**, it has little experience of mortals that know how to hurt it. It must check morale any time it takes **5 or more points of damage** in a single round. **If the morale check is failed,** it lashes out randomly for one more round and then flees in blind panic. If cornered, it returns to the astral plane.

If the astral glutton is possessing someone important, and it has either had enough time to accumulate treasure or not enough time to spend it all, it has treasure type F / XVII, or the same class as that type of person would have.



Motives

The astral glutton is a fickle creature. What does it want? Why does it do such terrible things? Choose a motive from the following options, or roll 1d6 to find out:

1 All the astral glutton cares about is getting high and experiencing multiple layers of reality at the same time. It will consume any and all hallucinogenic drugs and stimulants until its mortal body is burned out.

2 The astral glutton holds some seemingly-random philosophical idea in reverence, and it attacks anyone it perceives as being at odds with this idea (in either their words or behaviour). It does not itself act in accordance with this idea, by any definition, it only attacks others because of it. The astral glutton sees no contradiction in this.

3 The astral glutton is driven only be a burning desire for revenge upon the descendants of those who it feels offended it during its mortal life. These are the only memories that still linger in its mind.

4 The astral glutton likes to jump from body to body and cause drama. It's a griefer, basically—the more strife and fighting, the better. The specific type of drama means little to the astral glutton. All that matters is outrage, conflict, and attention.

5 The astral glutton wishes only to experience all sensual pleasures of the flesh, and does not care what lengths it has to go to in order to do that. It will be obsessively attracted to any type of body it has not possessed before and any physical experience it has not yet grown tired of.

6 The only food that sustains the astral glutton is the psychic residue of the human mind in captivity. Its modus operandi is to possess powerful people and, while feeding off their anguish at not being in control of their body, using their influence to enslave others.

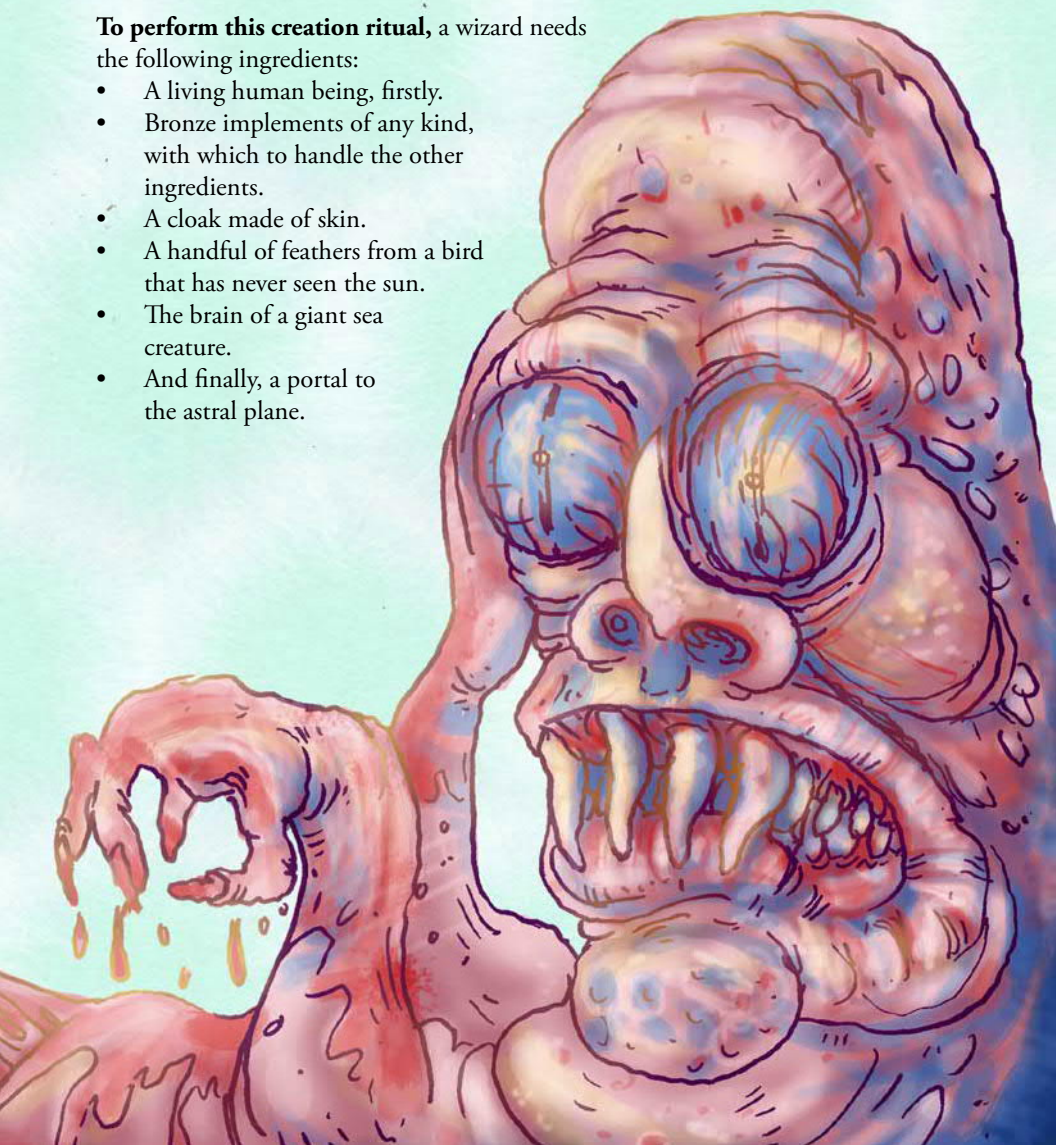
Secret Origins

Though the threat posed by the astral glutton is known to experts, its origins are shrouded in mystery. What diligent researchers may discover, as a reward for their hard work—or perversely, a punishment, perhaps—is that an astral glutton can only be created by the death of a mortal human who can wield no sorcery, but was nonetheless somehow left stranded to die on the astral plane, amidst the sorcerous debris fields that occasionally litter its expanse.

But this is also very dangerous knowledge, for it means one could—if one was malicious or mad enough—engineer the creation of new astral gluttons to plague and bedevil astral mages.

To perform this creation ritual, a wizard needs the following ingredients:

- A living human being, firstly.
- Bronze implements of any kind, with which to handle the other ingredients.
- A cloak made of skin.
- A handful of feathers from a bird that has never seen the sun.
- The brain of a giant sea creature.
- And finally, a portal to the astral plane.



Bleeding Men

The Bleeding Men are much the same as other death cultists, only better. They are bloodier, tougher, more zealous and spartan than their compatriots. And they are allowed to be arrogant, because they have proven their skill at murder.

Although they support the goals of the death cult, the Bleeding Men do not believe in its philosophy of the afterlife. Instead, they believe that every drop of blood they shed, and every life they send past the Black Gates, gives power to their death god and brings them closer to union with it. Their own death also counts as a sacrifice to their god, so they have no qualms about dying while on a murder spree.

Bleeding Man — 125xp each

Evil, AC Chain, HD 4+1, Morale +3, Move 120' (40'), Numbers 1d6 (3d6), Save F8, Speed 7, Surprise 0, Treasure Type B / XXI. Ch 14, Co 16, De 12, In 10, St 14, Wi 14.
1 weapon attack per round (1d8 damage, infection).

- Double damage from desiccation or dehydration attacks.
- Half damage from life drain and other necromantic magic.
- Immune to blood magic, disease, and fear.

If their magical war paint is removed, they have AC Leather.

The round after a Bleeding Man has been slain, there is a 1 in 3 chance that he rises again, regaining 1d6 hit points and leaping back into the fight. If he is not killed again, he becomes an undead zombie (but does not gain additional hit points).

A group of five or more Bleeding Men are accompanied by **1 Ghost Bleeder**.

Bleeding Man Scout — 125xp each

As other Bleeding Men, except: Numbers 1d4 (2d4), Surprise -2.

Ghost Bleeder — 300xp each

As other Bleeding Men, except: HD 5, Numbers 1d3 (2d6), Save F10, Speed 8.
2 ghost weapon attacks per round (1d8 damage). These attacks harm creatures that are insubstantial or require magical weapons to hit, and also threaten non-magical victims with infection. These weapons are only magical because of the ghost slaves bound to the blood of the ghost bleeder himself.

- Half damage from the undead.

Mbazi the Moonless Night — 450xp

As other Bleeding Men, except: HD 7, Morale +5, Save F14, Speed 10, Surprise -2.
4 weapon attacks per round (1d8 damage; the same as ghost bleeder attacks).

- Half damage from cold, fire, and the undead.

Infection

If you were cut by a Bleeding Man's blade, and you do not disinfect the wound immediately after the fight, you must **save vs. poison** or you cannot heal naturally until you receive additional medical attention. This infection can also be removed by any blessing, power, or spell that lifts curses or cures disease.





Blind Cave Haunters

Because it is not a small creature, the blind cave haunter has had to be clever when hunting its prey. It cannot rely on brute strength and speed alone, lest a potential meal flee into a space too small for it to reach.

The blind cave haunter explores its surroundings through **touch and sound**. Because it has no senses to detect light specifically, it is not very good at hiding in shadows, only sneaking around in darkness. Magical silence destroys half its ability to perceive things, even worse than blinding or deafening a human.

Cave haunters also avoid ghosts like the plague, because they are reminded of their own dead, which is terrifying to them. If you have control over ghosts or a ghost-possessed magical item, blind cave haunters want nothing to do with you.

Blind Cave Haunter — 75xp each

Chaotic, AC Chain, HD 3+1, Morale +1, Move 120' (40'), Numbers 1d4 (3d4), Save F6, Size Large, Speed 7, Surprise -2, Treasure Type H / XV.
Ch 6, Co 13, De 11, In 8, St 16, Wi 10.
2 claw attacks per round (1d10 damage, plus infection).

- Double damage from ghosts and sound-based attacks.
- Half damage from fire and poison.

Anyone clawed must **save vs. poison** or become infected, which causes the feeling of intense hunger and thirst for 1d6 days. Infected characters must **save vs. poison** each time food and water is available or they consume as much as they can.

If a blind cave haunter is killed, its ghost returns to haunt its killer. Always at the most opportune time, often unseen by others, it strikes. In these caves, vengeance is stronger than death. It cannot be harmed by mundane weaponry in the hands of anyone aside from the one who killed it, but it also cannot kill the person who murdered it—only beat them unconscious.

Ghost of a Blind Cave Haunter — 25xp each

As living blind cave haunter, except: AC Leather, HD 2+1, Save C2.
1 claw attack per round (1d6 damage).

- Immune to mundane weapons (except those wielded by its killer).
- Insubstantial and nearly invisible.

Traps

Blind cave haunters can set the following traps to snare intruders with:

- **Collapsing Boulders:** They look like rocks stacked one atop the other, but when you approach, they fall, inflicting 1d10 damage.
- **Net Snare:** From beneath the debris-strewn cave floor, a net springs up, catching you inside it, leaving you hanging from the ceiling, unable to move.
- **Quicksand Trap:** The floor looks solid, but beneath the mold and fungus there is soft, wet mud, that will drown you unless you **save vs. paralysis**.
- **Spike Trap:** A wooden branch, bent back, is now released to drive a wooden stake into your body, inflicting 1d8 damage.

Bloodworms

Resembling leg-thick tubes of gristle that float languidly through the air, bloodworms come from another dimension, brought here by the influence of Lepravosia. Although they are part of the goddess herself, those not actually attached to her body do not obey her or even acknowledge her existence at all. They never attack each other.

Bloodworms do not make lairs on the material plane, and will return to their home dimension should they fail a morale test.

Bloodworm — 15xp each

Evil, AC Chain +1, HD 1+2, Morale +3, Move 90' (30') crawling, 60' (20') flying, Numbers 1d6+1, Save C4, Size Small, Speed 6, Surprise 0.
Ch 0, Co 12, De 8, In 8, St 12, Wi 6.
1 bite attack per round (1d6 damage).

- Half damage from necromancy.
- Immune to mundane cold, fire, and heat.
- In Lepravosia's presence, or inside a temple protected by Lepravosia, all bloodworms have an additional 7 hit points.

If a bloodworm attack hits, it attaches itself and may continue to deal 1d6 damage each round without an attack roll. A successful attack by anyone, or an action spent by the target plus a successful **save vs. paralysis**, dislodges it.

Bloodworms crumble into a fine, **red dust** when killed. This dust is poisonous and inflicts 2d8 damage if snorted or ingested (save vs. poison for half) unless the person doing so is enchanted by any kind of spell, in which case they suffer no damage and the spell's duration is doubled. A spell can only have its duration doubled once by the red dust.



Blubbering Manglers

They are savage beasts, tearing the limbs from their victims and blubbering like children as they go about their assaults. They cry, plead, and beg just like the people they mangle, almost as if to mock them, delighting in the sounds of suffering.

The only time blubbering manglers walk the earth of this world is when they have been summoned and bound by magic. They have no way to travel the planes on their own. If unbound, they wreak havoc until dead; otherwise, they must obey their summoner. Once unleashed, manglers are unable to work together, and are just as likely to dance and caper about as they are to attack those around them.

Blubbering Manglers — 50xp each

Chaotic, AC Chain, HD 3, Morale 0, Move 120' (40'), Numbers 1d6+1 (3d6), Save F3, Size Large, Speed 7, Surprise 0. Ch 2, Co 10, De 10, In 10, St 18, Wi 12.

1 unarmed attack per round (1d6 damage).

- Killed by acid, corrosive materials, and vibrations.

Corrosive materials dissolve blubbering manglers entirely in mere moments, and strong vibrations cause them to fall apart, collapsing in on themselves until they are a pulpy mess. The blubbering manglers themselves do not know this.

When a blubbering mangler's attack hits, roll 1d6 to determine the additional effects:

1-3	The mangler pushes its opponent back, up to 5 feet.
4-5	The mangler breaks a random piece of its foe's equipment.
6	The mangler degrades its foe's armour by 1.





The Blue Knight

The Blue Knight appears out of nowhere, barring the entrance to the Monster King's subterranean necropolis. He is relentless, never tiring, always blocking the way. No one can run, fly, or sneak past him—he can see what is invisible, he knows exactly where all would-be intruders are, and he always appears between intruders and the necropolis, even those who got past him only a moment before.

The Blue Knight — 1,600xp

Lawful, AC Plate +3, HD 9, Morale +5, Move 150' (50'), Save F20, Speed 9, Surprise 0. Ch 14, Co 18, De 16, In 12, St 16, Wi 18.

1-4 sword attacks per round (1d8 damage, plus 1d8 cold damage).

- Immune to charm effects, cold, fire, immobilizing magic, and mind control.

The Blue Knight can attack up to four enemies at a time, but cannot attack a single person more than once each round. If the Blue Knight loses a piece of his equipment, or loses a limb, he can snatch it back or reattach it instead of making an attack.

Death is Not The End

Whoever defeats the Blue Knight gains entrance to the Monster King's necropolis, and will never be challenged by him again. Whoever deals the **death blow**, however, is in for a nasty surprise. Although the person of the Blue Knight can be killed, the position of guardian is maintained by a god, and cannot be removed. The person who lands the final, killing blow upon the Blue Knight must become the Blue Knight. No saving throw is allowed. The body of the slain Blue Knight disappears before any of his equipment can be taken. It only reappears upon the body of the slayer. This transformation happens before someone who has not defeated the Blue Knight can enter the necropolis—usually sometime within the next 1d6 hours, but is instantaneous if, for example, someone who was only watching the battle reveals themselves.

Anyone who had a hand in defeating the Blue Knight is thereafter free to enter the necropolis as they wish. The Blue Knight will not appear before them, unless they attempt to gain entrance in the company of someone who has not defeated the Blue Knight. The Blue Knight will only attack those who have not defeated him, and is immune to attacks by those who have. Once he has slain all who have not defeated him, the Blue Knight disappears.

When he is slain again, the last person who transformed into the Blue Knight returns to the mortal realm fully healed and with all the equipment they had when they disappeared. They do not appear next to the body of the Blue Knight, or even near the necropolis, but rather somewhere more random—close to where the next adventure takes place, usually.

The Blue Knight's Possessions

Selmiral and Temniphos created three wondrous artifacts for the Blue Knight to wield while defending the Monster King's necropolis: a diamond sword and a splendid suit of armour bearing the two crystals of Selmiral, with an immense shield bearing the six-pointed star of the morning behind Temniphos' unblinking eye.

All of these accoutrements were once chased with gleaming gold, but with the death of Selmiral, there is only the blueness of Temniphos' realm left in them, and their former powers have largely been replaced by the cold of the astral void where Selmiral's body was disposed of—a cold that mirrors the coldness in Temniphos' heart.

These items always stay with the Blue Knight. It is possible for a foe to snatch away the sword or the shield for an instant, but the Blue Knight can easily seize them back, and they disappear when he disappears.

The Diamond Sword

This icy cold, long-handled blade leaves a coating of hoarfrost on all that it touches. The blade inflicts 1d8 damage, but the cold of its touch also inflicts 1d8 damage, unless the target is resistant to it. This cold is enough to inflict 1d4 damage to those who grab the weapon and are not cut by it.

Two-Crystal Armour

The armour that the Blue Knight wears is made of freezing cold metal pieces, including thread made of wound metal and feathers made of metallic paper. It is embroidered with diamond shapes and studded with diamond-shaped crystals.

Any bladed weapon that strikes the Blue Knight, even a magic blade with a +1 bonus (but no blade more potent than that), has a 1 in 6 chance of breaking and becoming useless (magic swords that break can be used as daggers). Any fire-based attacks wither away in the presence of the divine cold that emanates from the Blue Knight's armour.

The Weeping Shield

Like the rest of the Blue Knight's accoutrements, the Weeping Shield is also freezing cold. The unblinking eye upon its centre weeps tears of ice-cold water that can freeze into ice crystals upon contact with a foe's body. These crystals conduct the divine cold into them more easily, slowing them down so that they always act last in initiative, and causing their attacks against the Blue Knight to inflict half damage until they spend a round brushing these tears off of them.

The Legend of the Monster King

Long ago, two gods looked down upon the world and beheld a tragedy they could not leave unpunished. **Selmiral the Morningstar** and his brother **Temniphos of the Unblinking Eye** they were—one the Lord of Two Crystals, God of the Six-Pointed Star, the other the One Who Dwells in Depths of Cyan—and though they knew the meaning of heavenly power, this once they were helpless in the jaws of fate.

Below them, on the vasty Plains of Akkarth, east of the baleful Black Peaks and north of the flowing Golden Grasses, they watched as the **Dawn King** fell before the sword of mighty **Mortegaunt**. Already maimed by his enemy's monstrous hordes, with his Dawn Soldiers slain all around him, the king was no match for even a middling servant of evil. But Mortegaunt himself strode forward and sent his prize to the House of Death—and then crowned himself the **Monster King**—while the gods looked on in despair.

Yet even Mortegaunt, for all his ambition, remained but a mortal man, and when he died, the gods took their price for his hubris and his offences. As the funeral procession led the Monster King into his tomb at the centre of his great necropolis, Selmiral and Temnniphos gathered up all of the greedy monsters who served as his minions and sealed them up inside as well, to dwell there with their former master forever. Not content to let their jail consist of walls built by mortal hands—even monstrous ones—the pair placed a mountain over the necropolis, forbidding its inhabitants from knowing the light of the sun or having the sky to escape by.

The Blue Knight Cometh

Lastly, after everything else, these two gods placed a guard upon the one and only passage in to the buried necropolis. A holy knight of gold and cyan he was, untiring, invincible. No mortal could enter the necropolis, for no mortal could defeat this knight. All those fools who wished to enter the necropolis, to gather monsters for their minions, or simply to loot the tombs of shiny jewels and other baubles of the mortal world, for centuries they were denied.

But then more tragedy struck the world, for Selmiral was slain. The Morningstar, Lord of Two Crystals, God of the Six-Pointed Star—as powerful as he was, yet still he was betrayed and destroyed. **Zuhra**, a mortal witch raised to the heavens by two foolish angels she seduced and debased, proved to be his undoing. She took the Morningstar for herself, carved out his heart and removed his skin, then cast him out into the burning cold of astral space.

The knight's power began to wane. For what did Zuhra care for the Monster King and his necropolis? She took back all the gold that Selmiral had granted to him, and ever since, the necropolis has been guarded by the **Blue Knight**. He retains his two crystals of power, for even Zuhra could not take those, but no longer is he invincible. He can be defeated, and so the necropolis can be breached, its monsters braved, and its tombs looted of their treasures. While the Unblinking Eye of Temniphos weeps bitter tears for his fallen brother, the Blue Knight does all he can to keep the murderous, gold-hungry adventurers from stirring up that which should remain at rest, though even that much is no longer enough.

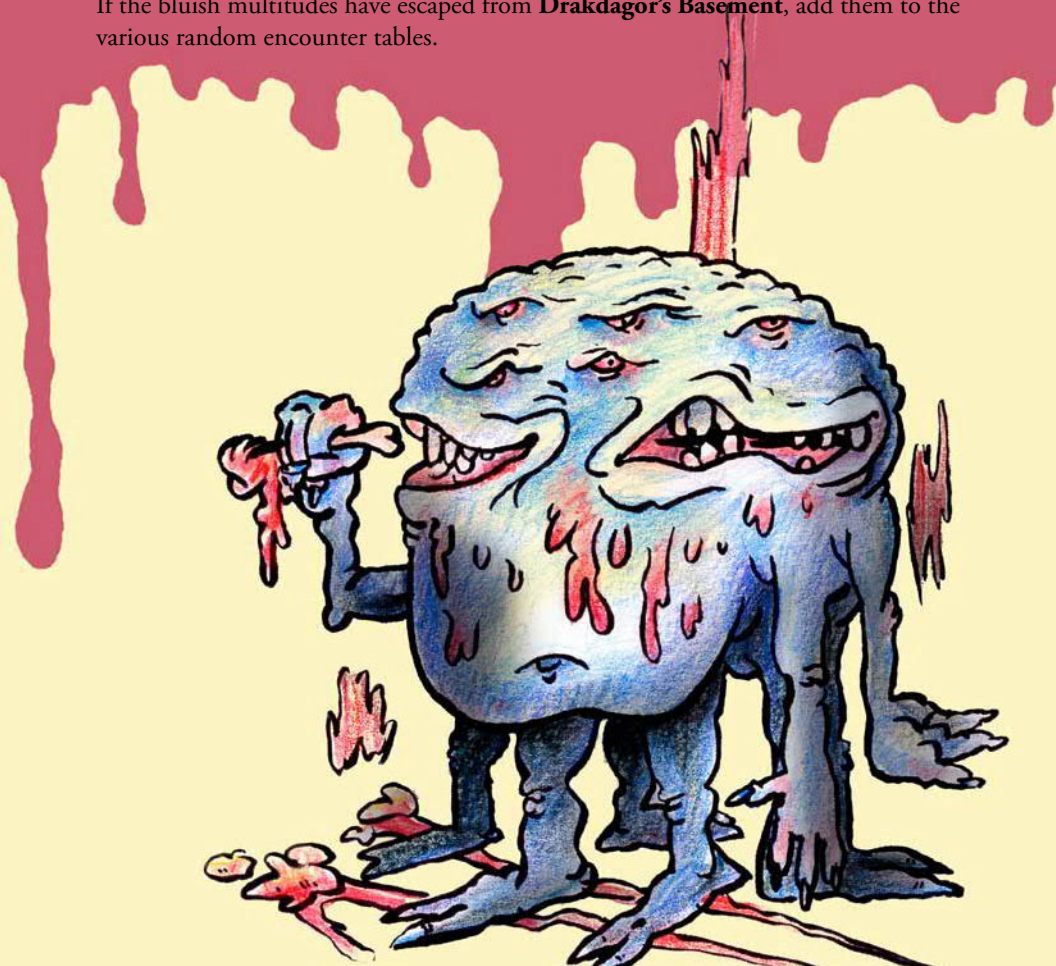
Bluish Multitudes

These hideous abominations were invented by the archmage **Drakdagor** as a way to both punish his failure-prone minions and guard his underground storehouses. First, he transmogrified one of his long-suffering minions into a doughy, bluish creature with a blob-like torso that slowly absorbed the minion's original head. Then he found that he could also add more minions to it and they would meld with the blob. The result was a new creature with multiple limbs and mouths, and a ravenous appetite for intruders. Those minions that failed Drakdagor would often find themselves becoming part of a bluish multitude.

Ultimately, Drakdagor created too many of them and they destroyed him, devouring his flesh and his magic. Those multitudes that ate of their master became magical themselves and have proved to be far longer-lived than the others.

Bluish Multitude 435xp each

Chaotic, AC Leather, HD 1d6+1, Morale +2, Move 120' (40'), Numbers 1 (1d6+1), Save F4, Speed 6, Surprise +1. Ch 0, Co 18, De 6, In 8, St 15, Wi 10.
2 claw attacks (1d6 damage) and **1 bite attack** (1d8 damage) per round.
If the bluish multitudes have escaped from **Drakdagor's Basement**, add them to the various random encounter tables.



The Infection

Fighting the bluish multitudes is a dangerous affair. You may become what you wish to destroy! A character wounded more times by a bluish multitude than they have levels must **save vs. poison** (with advantage if healed by magic). **If they fail,** roll 1d8 to see what part of their body is infected:

1	Head	**5**	Left leg
2	Back	**6**	Lower torso
3	Chest	**7**	Right arm
4	Left arm	**8**	Right leg

After 1d6 days, this part of the body resembles a bluish multitude exactly and cannot be used. The infection also spreads to a new body part every 1d6 days after that. Roll this result, and the progress of each part, separately. Cure Disease spells are effective if there is still some portion of the character left. Any character who completely transforms into a bluish multitude is lost forever.



Bugbears

They come into this world through the **Ebon Doorway** from a blasted wasteland of ashes and dust, where little grows and most animals have been made extinct. Legions of fire elementals make constant war against each other, and poison clouds cling to the surface of the earth in so many places.

Bugbears have fur made of metallic filaments, and many other creatures from their home are also partially metallic. Even though bugbears do not eat these parts (or, if they do, they cannot digest it), they are no strangers to the fusion of meat and metal. Thus it is perhaps no surprise that they would press gold and gems and other treasures into their skin, permanently making them part of their bodies.

Bugbear — 20xp each

Chaotic, AC Chain, HD 2, Morale +1, Move 90' (30'), Numbers 2d4 (3d10), Save F2, Speed 6, Surprise -1, Treasure Type T / V (B / XXI in lair).
Ch 8, Co 18, De 8, In 16, St 16, Wi 6.

2 claw attacks per round (1d4 damage each). **If both attacks hit,** a bugbear automatically grabs its foe and bites, which causes and additional 1d4 damage and reduces the effectiveness of the target's armour by 1.

- Double damage from necromantic magic.
- Immune to fire and earthly poison.
- No need to breathe (immune to poison gas).

A bugbear's first response to other creatures is an overwhelmingly violent threat display and assault. If another creature is too strong to defeat, the bugbear becomes docile and plays along, observing that creature's weaknesses. Once it sees an opening, it strikes again, returning to its original violent tactics.

Bugbears typically ignore creatures that are neither tasty nor a threat, but they are always willing to try eating something they have never eaten before. Since they are basically culinary tourists to this plane of existence, they want to eat every type of living thing they can.

There is a 1 in 6 chance that half the bugbears in a given group are **insane bugbears**, and a 1 in 3 chance that any group of bugbears will be followed by **1 lone bugbear** a turn later. Encounters with bugbears on Level 3 to 5 have a 50/50 chance of being accompanied by **1d8 greater bugbears**.

Greater Bugbear — 75xp each

As other bugbears, except: AC Chain +1, HD 4, Numbers 1d8 (3d8), Save F4, Surprise 0, Treasure Type U / VI (B / XXI in lair).

2 claw attacks per round (1d6 damage each). **If both attacks hit,** a bugbear automatically grabs its foe and bites, which causes and additional 1d6 damage and reduces the effectiveness of the target's armour by 1.

Insane Bugbear — 15xp each

As other bugbears, except: AC Plate, HD 1+1, Save F1, Speed 10, Surprise 0.

Lone Bugbear — 35xp each

As other bugbears, except: AC Chain +1, HD 3, Numbers 1, Save F6, Surprise -1, Treasure Type U / VI (no lair treasure).

2 claw attacks per round (1d6 damage each). **If both attacks hit,** a lone bugbear automatically grabs its foe and bites, which causes an additional 1d8 damage and reduces the effectiveness of the target's armour by 2.



The Chaos Cult

The goals of the chaos cult are simple, albeit ambitious: to destroy human society and all of its governments; to kill death; and to become like gods in their own right, transcending the limits of the mortal coil.

Philosophy

The cultists of chaos do not worship the gods, but they do partake of their glory. The tenets of chaos champion personal freedom, physical and spiritual evolution, and an end to limitations. What do they care if a society keeps its citizens safe from harm? Danger is to be embraced and conquered! Civilization keeps magic out, but what better tool is there for personal power and personal change?

The gods are merely ascendants to the astral realm who have lost their free will. They are but the ideas of those who died long ago—the thoughts of ghosts, even—forged into magical archetypes and fuelled by the worship of countless mortals, whom they still impose themselves upon. They have become natural laws, like blood loss or gravity. How can one exercise their own free will, when they serve such a power? This is nothing more than slavery, a fate worse than death.

But if they are magic, they can be used by mortals, just as magic is used by those less than gods. The mind must be strengthened, perception cultivated. But with time and effort, arcane force can be bent to the magician's will. Natural laws can be broken, and the world must obey. Just so these gods. They can be used like spells and rituals, with no need to worship them, or bow down to the archetypes they stand for. In this way, those who would conquer the living can be conquered by the mage.

Sthenes

The magician of a thousand faces, Sthenes has been all manner of creature, from hyenas of the grasslands to whales of the South Seas, from spineworms of the northern tundra to men and women both, and even eunuchs of the Red Sultan's court.

Sthenes is not content with one life and one form only, just as they are not content to master only terrestrial wizardry. Nor are they content to rage against an ordered universe alone, but have risen to prominence amongst other followers of chaos. The followers of Sthenes have filled out the ranks of the chaos cult to make them a major player in the criminal underworld and grant the magician a surplus of arcane power, almost as if they were a god themself.

But Sthenes has no interest in stagnation. They grow in power to free their followers from the shackles of mortality, slavery, and dead ideas that have no place in the present world. Indeed, Sthenes desires to bring the realm of the divine into the terrestrial plane, to fuse the two together, and grant divinity to all mortal creatures.

Until that day comes, however, Sthenes at least has control over the Golden Goliath, treating him like a thing unliving. His hands burst forth from the earth to tear apart the enemies of the cult, or carry Sthenes on their way. His eyeless, faceless mouth emerges to gnaw the bones of those who interfere—or to act as passageway for cultists seeking new horizons.

Sthenes 1,200xp

Chaotic, AC Leather, HD 8, Morale +2, Move 120' (40'), Save C8, Speed 7, Surprise 0, Treasure Type G / XVI. Ch 18, Co 10, De 11, In 18, St 9, Wi 14.

1 lightning staff attack per round or **1 spell**.



Sthenes has the powers of an 8th level magic-user. Determine their spells randomly.

- Commands the giant golden hands and head.
- Half damage from non-lawful magic.

Sthenes is a creature of chaos, through and through. If they are forced to obey, through the power of law or magic, they cannot abide it. Confinement or mind control are as the blows of swords and hammers to them, and just as deadly, inflicting an immediate 1d6 damage, and another 1d6 damage every turn. They also cannot use the regenerative properties of the Helmet of Supernal Fecundity while restrained.

Though bold in spirit, Sthenes prefers to be conservative when it comes to tactics. They would much rather others take the brunt of violence. Sthenes is always accompanied by 2 encounters worth of chaos cultists.

Helmet of Supernal Fecundity

This gruesome bag of squid-like living tissue is said to be the last known surviving biomechanism from the underwater kingdom of Atlantis, long since rendered vacant by the Dark Sea leviathans and their appetite for scavenging. As a helmet, it amplifies the wearer's ability to…



- …perceive several layers of reality that are invisible to other people, including emotions, invisible things, and the ethereal.
- …reach into other dimensions and harness, the magical energies that exist there. The wearer can siphon off and manipulate the substance of heaven itself—or wherever it is that the power of the gods resides, using this to cast clerical spells as if they were magic-user spells.
- …regenerate lost limbs and heal wounds at a supernatural rate (1 hit point per round), fuelled by otherworldly energies. Since these are not earthly nutrients entering the body, it makes the wearer more and more arcane over time.

Lightning Staff

A twisted branch of petrified wood, topped with a glowing crystal that sheds its sickly greenish-yellow light like a stain upon the world. The wielder of the staff may…



- …cast **lightning bolt** once per day, anywhere within 60 feet, inflicting 6d6 damage on any target it touches.
- …cast **magic missile** once per round, at a single target, inflicting 1d4+1 damage (fire, lightning, or magic, caster's choice).
- …create an **arc of lightning** that can be used as a weapon, as if it were a whip. The wielder attacks as a fighter of the same level, inflicting 1d8+1 damage. They add their Intelligence modifier to attack and damage rolls, instead of Strength.





The Golden Goliath

Now known only to a few brave arcanists who dare to delve the deepest depths of the Astral Sea, the Golden Goliath has a long a storied past. He was once the lighter half of a pair of gods worshipped before even Snake Eyes was born. Enormous icons devoted to both of them once dotted the earth in great numbers, though they have since disappeared beneath the ever-grinding sands of time. They have seen the rise and fall of countless minor deities, and even some who are mighty, like Selmiral the Morningstar, Lord of Two Crystals. And yet, such power does the Golden Goliath consist of, that still he lives on, mindless and blind, a giant mass of incarnate divinity floating through the nether void.

Would that he had worshippers, to sing songs of his glory, to partake of his mana, to make his thoughts a reality upon the material plane. But lo, see what misfortune has befallen this lord of antiquity! For only those fiends of the chaos cult pay him any heed in this fallen age, and they only do so in order to enslave him so they can use him like a tool.

Giant Golden Hand — 275xp each

Neutral, AC Chain, HD 6, Moral +3, Numbers 1 or 2, Save C6, Speed 6, Surprise -1. Ch 2, Co 18, De 10, In 4, St 20, Wi 12.



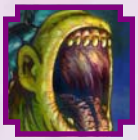
1 hand attack per round (2d6 damage).

- Cannot be detached from its point of origin.
- Double damage from necromantic magic.
- Immune to fire and lightning.

When Sthenes calls, a giant, long-nailed hand bursts forth from within any nearby rock and stone. Craggy and rough, but shining and golden, this hand can lift its master up, or strike their enemies down. It is accompanied by cracks and fissures that glow with a golden light, that the god can see through these crevasses. The god strains against both his own unconsciousness and his enslavement by Sthenes, and all that he sees, he remembers.

Giant Golden Head — 650xp

Neutral, AC Chain +1, HD 8, Morale +3, Numbers 1, Save C8, Speed 6, Surprise 0. Ch 8, Co 18, De 10, In 8, St 16, Wi 14.



1 bite attack per round (3d6 damage).

- Cannot be detached from its point of origin.
- Double damage from blood or life magic.
- Immune to fire and lightning.

If you enter the mouth of the Golden Goliath and travel through the world of flesh inside, you face two dangers. **First,** you must roll equal to or lower than your Dexterity score on a d20 in order to navigate the physical landscape within. Failure means you run into trouble, and cannot reach your intended destination.

Secondly, you must roll equal to or lower than your Intelligence score on a d20 in order to know where you are—whether you reach your intended destination or not, although if you do and do not know it, you can exit through the mouth at some place nearby where you intended to arrive at.

Klax Vellax

Though he is not the most prestigious cult leader in the service of chaos, Klax Vellax is charismatic enough to command a small group of loyal students, and magical enough that he can summon monstrous minions from other worlds. Although he does not consider himself overly ambitious, normal people think he is completely insane.

Because the powers of chaos have rendered him inhuman in appearance, Klax Vellax is not welcome in civilized society. The open display of his allegiance to chaos limits his social networks, and so he must use other cultists to take advantage of what human settlements have to offer. Thus, he prefers to act through his underlings, whether they are cultists or monsters. Only when he has a clear advantage will he wade into a fight himself, or even show up in person to watch the carnage.

Luckily (for him), he has brought the blubbering manglers to the material plane. He summoned them here specifically to assault the fire elves, because they have things that he wants. Plants from their gardens become infused with the essence of fire, as it is found on the world the fire elves came from. Even the elves do not realize they are transferring this essence of themselves into the plants they grow. But Klax Vellax knows, and he sends his creatures out to collect that essence for him.

All the other attacks are merely misdirection. Destroying crops and killing farmers might be great fun, but it means nothing on its own. If the fire elves realize what he is after, they will take more precautions against him, and he does not want that. Breaching their castle walls is hard enough already, and he does not have nearly enough plants yet to perform the ritual that will make him one with the essence of fire, but once he does, which other wizard will be able to match him? Not many!

Klax Vellax — 275xp

Chaotic, AC Chain, HD 6, Morale +1, Move 150' (50'), Save M6, Speed 8, Surprise 0, Treasure Type U + V / VI + VII. Ch 16, Co 12, De 13, In 18, St 10, Wi 13.

1 ritual dagger attack per round (1d8 damage) or **1 spell**.

Klax Vellax has the abilities of a 6th level magic-user. Determine which spells he has memorized randomly. Instead of a spellbook, his magic is tattooed on his body and the ink fades if he dies.



For all his caution, Klax Vellax is also oddly overconfident. When he smells the chance to make great magical gains, he cannot help but push forward recklessly and crow about his powers to other wizards. He is always accompanied by 2d6 blubbering manglers and 1 encounter worth of chaos cultists.

The Cultists of Chaos

Paradoxically, because it is perhaps the most powerful group beneath Skull Mountain, the cult of chaos is far more fractious than any other. The only thing that brings its members together is chaos and sorcery, and not even personal charisma is enough to unite the various factions when they decide to fight each other.

The cult as a whole does not have opinions about other groups. Chaos cultists often have a hard time remembering their relationships with other members of their own cult, never mind those who reject their world view. Besides, their opinions can change from one day to the next—that is the essence of chaos. The cult fights who it needs to fight, and allies itself with those who can help it get what it wants. And then things change, and the cult changes along with them.

Random Encounters with the Chaos Cult

Roll 1d20 twice to determine what types of death cultists are encountered:

1	1 Avatar of Iocace.	**10-11**	1d10 Hippareion warriors.
2	1d6+1 Blubbering Manglers.	**12-13**	1d8 Mutant Orcs.
3-5	1d8 Champions of Chaos.	**14**	1d4 Reptiloid Sorcerers.
6-7	1d4+1 Chaos Cult Lieutenants.	**15**	1d4 Servants of Iocace.
8	1d6+1 Green Witches.	**16**	1 Tormented Mass.
9	1d4+1 Hippareion hierophants.	**17-20**	1d8 Zealots of Chaos.

What are they doing? These chaos cultists are… (roll 1d8):

1	attacking a group of death cultists.
2	communing with the gods of chaos.
3	engaged in something of a civil war with each other.
4	fighting with random monsters (use the appropriate level's table).
5	performing a summoning ritual.
6	travelling from one part of the dungeon to another.
7	trying to ambush the monsters that dwell in this area.
8	waiting for a monster they intend to trade with.

What are their philosophical motives? These chaos cultists want to… (roll 1d12):

1	become gods.	**7**	get high on sorcery.
2	become uncivilized.	**8**	live on another plane of existence.
3	destroy civilization.	**9**	prove their superiority.
4	destroy the gods.	**10**	remove death from the world.
5	enslave the gods.	**11**	transform the material plane.
6	gain freedom from natural laws.	**12**	transform themselves.

Champion of Chaos — 75xp each

Chaotic, AC Plate, HD 4, Morale +3, Move 60' (20'), Numbers 1d8 (3d6), Save C4, Speed 6, Spell Immunity 1 in 6, Surprise +1, Treasure Type D / XIX.
Ch 13, Co 16, De 12, In 10, St 16, Wi 14.
1 two-handed weapon attack per round (2d6 damage).

- Half damage from life drain and necromantic magic.

Every champion has been chosen by one or more chaotic deities to wreak havoc upon the material world, and they are committed to their task. If needed, they can have mutations, from the mutant orcs table, or the table on page 150, in the **Pit of Mold**.

Chaos Cult Lieutenant — 225xp each

Chaotic, AC Chain, HD 5+1, Morale 0, Move 120' (40'), Numbers 1d4+1 (2d8), Save F5, Speed 7, Surprise 0, Treasure Type C / XX.
Ch 15, Co 12, De 10, In 13, St 12, Wi 13.
1 pole arm attack per round (1d10 damage).

- Half damage from magic.

Each lieutenant has 1d6 random spells memorized, each of Level 1d4.

Zealot of Chaos — 25xp each

Chaotic, AC Chain, HD 2+1, Morale +4, Move 90' (30'), Numbers 1d8 (5d6), Save F4, Speed 7, Surprise 0, Treasure Type C / XX. Ch 8, Co 12, De 12, In 10, St 10, Wi 12.
1 sword attack per round (1d8 damage).

- Double damage from divine magic and radiance.
- Half damage from magic.

Each zealot has one random spell memorized. Roll 1d4 to determine the spell's level. Every group of 7 zealots is accompanied by an additional chaos cult lieutenant.

The Spoils of War

Chaos cultists get up to the strangest adventures, and many of their possessions can seem incomprehensible to those who interrupt them. Roll 1d20 for each group of chaos cultists to see what they have that others don't:

1	Blackmail material.	**11**	Hallucinogenic fungus.
2	Blueprints for unearthly structures.	**12**	Halos of insects.
3	Bloodworm dust in jars.	**13**	An interdimensional gate.
4	Bridal dresses.	**14**	Large demonic idol.
5	The company of ghosts.	**15**	Numerous high-quality art objects.
6	Cursed magical items.	**16**	Random monster allies.
7	Demonic mounts.	**17**	Random monster enslaved by magic.
8	Exotic animals.	**18**	Real estate documents.
9	God-possessed amputees.	**19**	Tiger skin cloaks.
10	Grotesque and crippling diseases.	**20**	Valuable orchid bulbs.

Clay Golems

The clay golems were created long ago when Mortegaunt's necropolis was at its height. For centuries they lay inanimate, until a resurgence in arcane activity reinvigorated them. Ever since, they have sought to build a god—for the creative urge that spawned them is contained within their unbeating hearts as well.

They spend most of their time looking for suitable clay and working it until it becomes magical. They can sniff out the ingredients they need to enchant their preferred clays, and they have no qualms about stealing from humans to get what they need. Despite their lack of intelligence, the know enough to attack at night, and to flee from humans during the day. Underground, however, they never rest, operating at all hours of the day or night.

The lair of the clay golems is the **Cavern of the Clay God**.

Clay Golem — 20xp each

Evil, AC Chain, HD 2, Morale 0, Move 90' (30'), Save F2, Speed 6, Surprise 0.
Ch 4, Co 18, De 6, In 10, St 14, Wi 8.
1 fist or thrown rock attack per round (1d6 damage), and **smother**.

- Half damage from cutting and piercing weapons, fire, and lightning.
- Immune to gas, poison, and powers that affect the mind.
- Suffers 1d6 damage from fast-flowing water on contact.

If a clay golem hits a foe in melee, and that foe does not move away before the golem's next attack, it attempts to smother. If this attack hits, the foe is immobilized and takes 1d6 damage automatically each round until they can make a successful **save vs. paralysis** (one attempt per round).
Morale: Clay golems all use the highest morale stat of those amongst them.
Numbers: 1d8+1 (3d8). For every 5 clay golems encountered, there will also be one clay golem leader. For every 10 clay golems encountered (including leaders), there will also be one greater clay golem, who is always accompanied by 1d3 additional clay golem leaders.

Clay Golem Leader — 50xp each

As other clay golems, except: AC Chain+1, HD 3+1, Morale +1, Save F4.
2 fist or thrown rock attacks per round (1d6 damage), and **smother**.
If a clay golem leader charges into combat with a foe, it breaks all mundane obstacles between them, or slips between iron bars like mud, and deals 2d4 damage instead of 1d6. All other golems that charge when a leader charges pass their morale tests automatically.

Greater Clay Golem — 175xp each

As clay golem leaders, except: AC Plate, HD 5, Morale +2, Save F6, Speed 7.
3 fist or thrown rock attacks per round (1d6 damage), and **smother**.
The greater clay golem is infused with alchemical salts and potions. Cutting and piercing weapons that are not magical and deal damage to a greater clay golem have a 50/50 chance of being ruined by adhesive or corrosive substances.



Cone-Faced Marauders

Although this strange creature features prominently in Drakdagor's surviving (and possibly fraudulent) notebooks, it is unclear whether he created them via thaumaturgy or simply summoned them from another world. Regardless, they now infest the caves beneath Skull Mountain like giant, flying rats.

Cone-Faced Marauder — 15xp each

Neutral, AC Leather, HD 1+1, Morale -1, Move 150' (50'), Numbers 2d6 (5d8), Save F1, Size Small, Speed 8, Surprise 0, Treasure Type D / XIX.
Ch 4, Co 8, De 14, In 10, St 6, Wi 8.
1 spit attack (2d4 damage) or **1 hand attack** (1d4 damage) per round.

- Absorbs energy: damage caused by lightning or radiance increases a cone-faced marauders hit points instead of reducing them.
- Double damage from fire.
- Immune to cold and frost damage.

A cone-faced marauder may spit corrosive liquid up to three times per day. A target hit by it must **save vs. petrification** to avoid 1d4 possessions being ruined by corrosion.



Cyclopean Sky Devils

Like far too many occult cabals, the cyclopean sky devils were once human wizards who transformed themselves into crazed monsters. With their third eyes opened, their human eyes turned into cancerous tumours, the legs they had no use for became cruelly barbed tails, and their bodies turned violet and sinister.

Cyclopean Sky Devil — 75xp each

Evil, AC Chain +1, HD 4, Morale +1, Move 30' (10') crawling, 120' (40') flying, Numbers 1 (2d4), Save F4, Size Large, Speed 7, Spell Immunity 1 in 6 chance, Surprise +1, Treasure Type B / XXI. Ch 2, Co 16, De 10, In 8, St 16, Wi 12.

1 bite attack (2d6 damage) and **1 tail attack** (1d8 damage) per round.

- Can see invisible things, has darkvision, is never blinded.
- Immune to fire, heat, and light-based magic.

Cyclopean sky devils prefer to fight flying enemies, and will ignore ground-based foes until they suffer significant damage from them. They like to fight and eat cone-faced marauders most of all.







The Death Cult

The death cult has no name and no solid hierarchy. It was formed through the union of many smaller cults, brought together from every corner of the globe by magical communications and a mutual deathwish. Some have their own names, and all have their own traditions. They had been coalescing together for decades, but it was only recently, thanks to Aleändro Carvayano, that they increased their powers exponentially. He was the one who contacted the others, accelerating the union of death worshippers. It is Carvayano's great plan that keeps them from each others' throats, and their shared philosophy that murder brings with it supernatural power.

While they still operate in secret, just as they each once did alone, they are no longer afraid of discovery. Instead they use the shadows to help them strike, ever farther outwards. They train new cells of cultists all the time, they build an army of undead, and they fight with monsters for control of arcane secrets. But they are always united in their quest: to feed the death gods ever more souls.

Philosophy

When you kill someone who has killed fewer people than you, their ghost is your slave in the afterlife. The more slaves someone has, the more powerful they are. If you slay someone again, in the afterlife, they become your slave, no matter how many kills there are between you. Once every life—every single ghost—is controlled by the cult, their dominance will be supreme.

This is the fundamental belief of the death cult, the axiom their whole philosophy revolves around. It is their mission to murder. They kill those who do not kill, because it brings them power. They kill those who attack the death cult, so their mission may continue unhindered. Those who kill but do not attack the death cult are free to go about their business, until such time as they become a threat to the death cult—then they must be killed. When there is no one left to kill, the cult will have finished its work. The day of judgment will pass, and the battles of the afterlife will begin. Those who have killed the most will triumph, and they will be the death cultists.

There is, of course, some debate about the proper tactics the cult should employ. Ghosts can be bound, but do they stay with the necromancer after death? Or do they revert to the one they were killed by? Can ghosts escape their killer's control before the day of judgment? Can they be stolen by the death cult's necromancers? If you kill someone who has more ghost-slaves than you, are they really free, or do they instead become your slave? If they are enslaved, do they retain control of their own ghost-slaves? Can they use these ghost-slaves to rebel against their master? Or are their slaves now free, and easy prey for necromancers to take control of? Is this where all these free-roaming ghosts come from?

All these questions, and more, the death cult is keen to answer. They seek power over the dead by any means necessary, but their favourite tactic is, and always has been, murder. They kill others directly, with their own weapons. They raise the dead and send their hordes of zombies to kill the living. They bind ghosts to their will and forge them into weapons to kill yet more hapless victims. As long as there are people left alive, somewhere, the death cult's cause remains: to murder.

The Cultists of Death

The death cult is comprised of numerous different groups. The Bleeding Men, the nuns of the bone goddess, and zombies are all found in their own entries. Every other type of death cultist is described in this section.

Random Encounters with the Death Cult

Roll 1d20 twice to determine what types if death cultists are encountered:

1	1d6 Ancients (and a 50/50 chance of roll again).
2-3	2d4 Black Skulls.
4	1d6 Blackbone Nuns.
5	1d4 Bleeding Man Scouts and 1d6 Bleeding Men.
6	1d6+1 Bleeding Men
7-8	1d8+1 Death Cult Initiates.
9	1d6 Death Cult Initiates and 1 Hydra Zombie.
10	1d3 Death Cult Necromancers (and a 50/50 chance of roll again).
11	1d8+1 Death Cult Pirates.
12	2d6 Death Cult Recruits.
13	2d4 Death Cult Recruits and 1d4 Death Cult Initiates.
14	Drow Necromancers (and a 50/50 chance of roll again).
15	1d6 Flagellant Nuns.
16	1d8 Nuns of the Bone Goddess.
17-18	2d6 White Skulls
19-20	Zombies and roll again.

What are their motives? These death cultists are… (roll 1d10):

1	creating zombies.
2	dragging corpses to another part of the dungeon.
3	fighting with random monsters (use the appropriate level's table).
4	looking for drugs.
5	testing a new magical device or technique.
6	travelling from one part of the dungeon to another.
7	trying to ambush some random monsters (use the appropriate level's table).
8	trying to kill the monsters that dwell in this area.
9	trying to murder some chaos cultists.
10	trying to murder some dragon cultists.

Aleandro Carvayano — 1,200xp

Evil, AC Chain +1, HD 8, Morale +3, Move 150' (50'), Save M8, Speed 8, Surprise 0, Treasure Type U / VI. Ch 18, Co 16, De 12, In 17, St 11, Wi 10.

1 ghostly choking hand attack per round (always hits for 2d8 damage, save for half) or **1 spell**.

- Double damage from holy magic and radiance.
- Immune to disease, fear, harmful necromantic magic, and poison.
- Half damage from cold or frost-based attacks.
- May command any undead creature (save vs. death to resist).



Aleändro Carvayano's choking hand attack may affect anyone he can see. **He has the following spells memorized:** Animate Dead, Cause Disease, Cause Fear, Cause Light Wounds, Detect Magic, Hold Person, Locate Object, and Speak with the Dead.

In addition to these spells, Carvayano has a necklace of tiny skulls that gives him the ability to instantly summon to his location either **1d6 anamhedonic ghosts** or **1d6 zombies** of a random type, five times per day. Anyone can use it, but if they do not belong to the death cult, the summoned creatures will not obey them, and the necklace will break after it is used four times.

Carvayano wears *bracers of defence* (AC Chain +1) underneath his robes. They are painted black but the shiny gold they are made of (worth 1,000c) can still be seen, so he hides them from view. He also has keys to the **Citadel**, all the doors in the **Bone Catacombs** and the **Death Caves**, and the oubliettes in the **Zombie Pits**. When encountered, unless stated otherwise, there is a 1 in 3 chance he is holding the Chalice of Shadows (see page 262), and a 1 in 6 chance that he has one of the Spirit Bowls with him (equal chance of either, see page 263).

Anamhedonic Ghost — 25xp each

Evil, AC Shield, HD 2, Morale 0, Move 60' (20'), Numbers 1d6, Save M2, Speed 4, Surprise 0. Ch 6, Co 0, De 6, In 8, St 0, Wi 6.

1 touch attack per round. Roll against target's Dexterity score instead of AC, a hit drains 1d4 points of Charisma (regained at a rate of 1 point per day). Until all lost Charisma is regained, the target cannot feel happiness. A target reduced to zero Charisma becomes a ghost themselves.

- Intangible body, passes through mundane matter.
- Requires a magical weapon to hit.

These ghosts are the most wretched of the many that the death cult has collected over the years, feeding off stolen memories of mortal joy. They are so miserable that only Carvayano has learned to control them.

The Ancients

35xp each

Evil, AC Plate +2, HD 3, Morale +2, Move 60' (20'), Numbers 1d6 (2d6), Save C6, Speed 4, Surprise +1, Treasure Type V / VII (B / XXI in lair).
Ch 8, Co 12, De 12, In 10, St 15, Wi 10.

1 weapon attack per round (1d6+2 damage).

- Half damage from magical effects, powers, and spells.
- Immune to fear and disease.



Under a hill in the Plains of Akkarth, the gang called "The Ancients" found the tombs of the pre-civilized Ardoussarlian kings, all buried in their magical bronze armour. The Ancients took these suits of armour, to wear themselves, and also infused them with the ghosts still tethered to the bodies of these kings. They get their name from this armour and those they took it from, and now they use it to further the agendas of the gods of death.

The Ancients are perhaps the least unified and coherent group within Carvayano's death cult. They range from young firebrands drunk on the arcane power they have discovered to narrow-minded religious lawyers strictly parsing thanotic philosophies to determine the correct behaviours that will appease the death gods. Really the only thing that binds them together is the suits of armour they found together and the fact that nearly every one of them is overconfident. Their armour is but a shell they wear to keep the cruel world away. Their bluster is a mask, overcompensating for either the deep existential dread that lurks inside, or a sense of irreparable inadequacy that fuels their self-destructive behaviour.

Because the Ancients wear whatever pieces of armour they find the most useful, or the most useful to enchant, they rarely present a coherent look. Roll 1d20 several times for prominent features:

1	Animal helmet.	11	Horse-hair mohawk.
2	Asymmetrical plates.	12	Huge metal shield.
3	Blackened silver.	13	Invisible plates.
4	Bladed greaves.	14	Iron chains.
5	Caked in dried blood.	15	Layered chainmail.
6	Chainmail skirting.	16	Magical glyphs.
7	Decorated breastplate.	17	Numerous lamellar plates.
8	Decorative flowers.	18	Skull mask.
9	Embossed scalemail.	19	Skull-embossed plates.
10	Heavy spiked gauntlets.	20	Spiked shoulder plates.

The Black Skulls — 75xp each

Evil, AC Chain +1, HD 4, Morale +3, Move 120' (40'), Numbers 2d4 (3d6), Save C4, Speed 8, Surprise -1, Treasure Type U / VI (D / XIX in lair).
Ch 10, Co 15, De 15, In 12, St 16, Wi 10.



1 weapon attack per round (1d8+2 damage) or **1 gout of flame** (1d6 damage to the nearest 3 people within 20 feet; up to twice per day).

- Climb and sneak as 4th level thieves.
- Double damage from holy magic.
- Half damage from fire, necromantic magic, and poison.
- Immune to fear and disease.
- Unlimited darkvision.

The Black Skulls are one of the cult's terror units, who leave evidence of their attacks for living populations to find, to demoralize them and make them easier to kill when their time comes. They prefer to ambush their foes at night or in darkness and cut them down as quickly and efficiently as possible.

They are not picky about their ideologies, though they sometimes engage in debate with other cultists. Most of the Black Skulls worship the gods of death so that they can live forever in undeath, as proof of their superiority. Strength is their ultimate goal, and this shows even in their initiation rites: to join, you must carve out your own eyes and replace them with magical black orbs. Succeed and darkness no longer clouds your vision, but if you fail, blindness and death are your lot.

A group of 6 or more Black Skulls will be accompanied by a squad leader. A group of 13 or more Black Skulls will be accompanied by 3 squad leaders.

Black Skull Squad Leader — 75xp each

As other Black Skulls, except: HD 5, Save C5, Speed 9, Ch 14, De 16.
1 weapon attack per round (1d10+2 damage) or **1 gout of flame** (1d8 damage to the nearest 4 people within 30 feet; up to three times per day).

Death Cult Initiate — 25xp each

Evil, AC Leather, HD 2+1, Morale +1, Move 120' (40'), Numbers 1d8+1 (3d8), Save C3, Speed 7, Surprise 0, Treasure Type E / XVIII.
Ch 10, Co 12, De 10, In 12, St 12, Wi 8.
1 weapon attack per round (1d8 damage).

- Half damage from life drain and other necromantic magic.
- Immune to fear.

The round after a death cult initiate has been slain, there is a 1 in 6 chance that they rise again, regaining 1d6 hit points and leaping back into the fight. If they are not killed again, they become a **cult zombie** soon after (but do not gain any additional hit points).

There is a 1 in 3 chance that 6 or more death cultist initiates will also be accompanied by a **1 Death Cult Necromancer**.

Death Cult Necromancer — 75xp each

As death cult initiates, except: HD 4, Numbers 1d3 (2d4), Save M8, Speed 8, Treasure Type U + V / VI + VII (A / XXII in lair), De 14, In 16.
1 necromantic drain attack per round (1d8 damage, range 30 feet) or **1 spell**.

- No weapon attacks.
- Half damage from clerical magic.

May cast 3 of the following (determine randomly) once per day each: Cause Disease, Cause Serious Wounds, Curse, Know Alignment, Resist Cold, Resist Fire.

Death Cult Pirate — 175xp each

As death cult initiates, except: HD 5, Move 150' (50'), Save C5, Speed 9, De 16.
2 weapon attacks per round (1d8 damage each).

- Immune to drowning.

Death Cult Pirate Captain — 850xp

As death cult initiates, except: HD 7, Move 150' (50'), Save C7, Speed 9, De 16.
3 weapon attacks per round (1d8 damage each).

- Cannot be killed except by magic.



The pirate fleet known as the Reaver's Knives is not large, but since it consists only of sailors who have pledged themselves to the death gods, it is hellishly formidable. Their black flag, emblazoned with crossed daggers beneath a grinning skull, has been known to stop the hearts of even the stanchest of merchant captains.

Led by the legendary corsair **Dead Eye**, the Reaver's Knives spend most of their time on the open seas, but are more than willing to ferry other death cultists around and bring them supplies from fat merchant galleons they have slaughtered. Sometimes, they even accompany the treasures they send to Carvayano and the cult's land-based forces.

Death Cult Recruit — 10xp each

Evil, AC Leather, HD 1, Morale +1, Move 120' (40'), Numbers 2d6 (3d8), Save F1, Speed 7, Surprise 0.
Ch 6, Co 12, De 10, In 8, St 12, Wi 8.
1 weapon attack per round (1d6 damage).



Those that have just joined the cult must be tested. To earn their place they must commit as many murders as they possibly can. Who will be the next victim?

Some recruits have a hard time parsing the many strains of philosophy within the death cult, but the death cult uses them as disposable infantry, so each will find their own way toward the gods of death, one way or another.

Drow Necromancer — 500xp each

Evil, AC Leather, HD 6, Morale 0, Move 150' (50'), Numbers 1d4+1 (3d6), Save M12, Speed 8, Surprise -1, Treasure Type A / XXII in lair. Any group of drow necromancers has either N / IX or O / VIII.

Ch 12, Co 14, De 16, In 16, St 10, Wi 12.

1 fingerspikes attack per round (2d6 damage, save vs. poison for half), or **1 spell**.

- Disadvantage to rolls in direct sunlight.
- Double damage from holy magic.
- Half damage from mundane harm and necromantic magic.
- Immune to disease and poison.
- Unlimited darkvision.



Each drow necromancer also has the following spells memorized: Animate Dead, Cause Fear, Charm Monster, Darkness, Detect Invisible, Detect Magic, Snake Charm, Speak with the Dead, Sticks to Snakes, and Wizard Lock.

Drow of the death cult do not resemble other drow. The darkness has all but been drained from beneath their skin by their necromantic magic, leaving them a pale violet or lavender in colour. They are unable to pass as surface elves, though humans can be duped to think they are merely sorcerous fey, or tainted by alchemy.

Like many among the death cult, the drow have their own ways of worship, brought with them from deep underground. Their death goddess is the Treeslayer, a drow woman with many horns, flaming eyes, four arms, four legs, and two wombs that birth only corpses. She calls upon her followers to root the sun-loving elves out of their forests, to burn their woods down, and salt the land behind them so that nothing grows.

Every group of 5 drow necromancers is also accompanied by a drow queen (and 1d6 drow spiderman slaves).

Drow Queen — 1,250xp each

As drow necromancers, except: AC Chain, HD 7, Morale +1, Save M14, Surprise -2, Ch 16, In 18, Wi 14.

1 fingerspikes attack or **2 spells** per round.

- Double damage from acid and radiance.
- Requires +1 or better weapon to hit.

Every drow queen is accompanied by 1d6 drow spiderman slaves.

Drow Spiderman Slave — 20xp each

Chaotic, AC Leather +1, HD 2, Morale 0, Move 120' (40'), Numbers 1d6, Save F2, Speed 7, Surprise 0. Ch 3, Co 12, De 12, In 8, St 14, Wi 8.

1 bite attack per round (1d6 damage).

- Double damage from cold and frost-based attacks.
- Half damage from acid and fire.
- Immune to poison.



Because the drow have such an affinity for spiders, those in the death cult are prone to enslaving the spidermen of Skull Mountain. Working for a crime syndicate is a better job than working for necromancers, but these spidermen (who are usually feral) don't have much of a choice.

Ragadrinn — 175xp

Evil, AC Leather +1, HD 5, Morale +2, Move 120' (40'), Save C5, Speed 7, Surprise 0, Treasure Type U / VI. Ch 17, Co 14, De 10, In 15, St 12, Wi 14.

2 halberd attacks per round (1d10 damage).

- Double damage from cold and frost-based attacks, holy magic, and radiance.
- Half damage from fire, necromantic magic, and poison.
- Immune to disease.



The Church of the Last Day is a death cult philosophy that hails from the East. Though variations of it exist all over the world, its Drastapuri followers are the only ones who maintain a physical temple devoted to the cause. Ragadrinn was once set to become the next patriarch of the church. He had led gangs of death worshippers in street battles, sacrificed blood relatives to the death gods, and penned an extraordinarily large number of cosmological essays regarding the end of time. He had earned the respect of his people.

But then he felt the Last Day move forward in time. In visions, he saw the span of years left to the world come under threat, and he saw where that threat was born. Aiding this threat, he could see, was his true calling. Though his own church might suffer for his leaving, he knew they would all agree that the end of the world is more important.

Now he is the patriarch of his own Church of the Last Day, albeit one without a temple, or a real home. But even as enemies in a foreign land, his followers are as steadfast as him. They have endured great hardships before, and will do so again, simply in order to see the gods of death swallow up time itself.

Ragadrinn's flock count as death cult initiates and death cult necromancers. They have trouble recruiting new worshippers in these lands.

The White Skulls — 35xp each

Evil, AC Chain, HD 3, Morale +2, Move 90' (30'), Numbers 1d8+1 (3d8), Save C3, Speed 9, Surprise -1, Treasure Type U / VI (E / XVII in lair).
Ch 6, Co 14, De 16, In 12, St 14, Wi 8.

2 weapon attacks per round (1d6+1 damage each). White Skulls have an additional +3 bonus to attack rolls.

- Double damage from holy magic and radiance.
- Half damage from necromantic magic and poison.
- Immune to disease.

Of all the death cultists, none prize finesse, perfection, and excellence as much as the White Skulls. Just as the white bone is cleansed of any excess meat and gristle, they strive to cut the meat off every aspect of themselves. To remove all that is unnecessary from one's existence, and become as pristine as the well-picked bone, is their ultimate goal. Once enough power has been achieved, and there is nothing to hold one back, it will be nothing to end one's own life and become more powerful than ever before.



Unless they are on a stealth mission, there is a 50/50 chance that a group of White Skulls is accompanied by **1d8 Feral Dogs**. A group of 5 or more White Skulls is always accompanied by a squad leader.

White Skull Feral Dog — 15xp each

Evil, AC Shield, HD 1+1, Morale +1, Move 150' (50'), Numbers 1d8, Save F1, Speed 9, Surprise +2. Ch 2, Co 12, De 12, In 6, St 12, Wi 4.

The White Skulls have what often seems like a symbiotic relationship with scavenging animals. Mangy, rabid dogs and fat carrion birds follow them around, docile to their touch but aggressive toward life that does not worship a death deity. The White Skulls may throw scraps of meat to these creatures, the better for them to get to the pristine bones beneath, but do nothing otherwise to promote their survival. They are content to gain an advantage from their presence and care little if they die.

When there are no animals around, or they have run out of better food, the White Skulls engage in cannibalism themselves. Although nothing in their traditions encourages it, the best of the White Skulls have learned to steal the memories of those they eat. Some of them even believe that devouring a person's bones and marrow is the truest way to claim their soul for the death gods. But normally, they use this ability to gather information about their enemies.

White Skull Squad Leader — 175xp each

As other White Skulls, except: HD 5, Save C5, Speed 10, De 18.

3 weapon attacks per round (1d6+1 damage each). White Skull squad leaders have an additional +5 bonus to attack rolls.

Rivalries

When your ultimate goal is the death of all life, you don't tend to make too many friends. The death cult is careful about making too many enemies, however.

The Casino Syndicate

The suckering worms are no friends to the death gods. They care little for the lives and deaths of lesser beings. Their only motivation is their own greed and the power that comes with manipulating casino patrons. The death cult abhors gambling, and refuses to enter any type of casino. This syndicate is powerful, however, and so far the death cult has managed to avoid an open confrontation.

The Chaos Cult

This rag-tag collection of mutants, madmen, and sorcerers is by far the greatest enemy of the death cultists. They are unpredictable, unfathomable, and they cannot be trusted. Without them, these caves would have come under the control of the death gods long ages ago—and for their impudence, they must be made to suffer and bow before the glory of the dead.

The Dragon Cultists

A rival cult, plain and simple. The death cultists prefer to murder these deluded dragon-worshippers at every opportunity—unless they can capture a dragon wizard alive. Then, they can sell their victim to Zebbagrulom in exchange for drugs.

The Eyeball Syndicate

As much as they despise criminal gambling, the death cult has a definite soft spot for Zebbagrulom's operations. His hunger for wizard-flesh amuses so many of them, and even death worshippers want to get high sometimes. Actually, they want to get high all the time. Zebbagrulom's gang lets them do that, and it only costs money, which the death cultists can always find more of—in the purses of the slain.

Harlan Blackhand

The death cult had a deal with Harlan once—he allowed them access to secret caves, and in return, they would murder his enemies and turn them into zombies. But now he has grown erratic, perhaps even insane. The death cult still uses his tower, but avoids all contact with the man himself. If he still remembers their arrangement, he has shown no sign of it in months.

The Myconians

These mushroom wizards are an occasional thorn in the side of the death cult, especially when they compete for bodies, but most often they are not considered a credible threat. Carvayano would like to focus on more important targets and leave "the rats of these caves" to those in need of sport.

Looting the Bodies

When the bodies of death cultists are looted, roll 1d100 on this table to see what they have on them, in addition to any individual treasure. Roll once or twice for a small group, once for a cultist in a position of leadership, and several time for a large group. Do not roll for every single death cultist.

1	Backpack full of dried meat, mining tools, and whale fat grease.
2-4	Book full of philosophical essays relevant to the death cult, copied, illustrated, and annotated by numerous different hands.
5	Ceremonial cup made of rhinoceros horn inlaid with gold worth 100c.
6	Collection of defaced charms devoted to other deities.
7	Complete hand of bones held together by metal wire.
8	Erotic, yet sinister, statuette made of silver, worth 300c, depicting a giant spider and a writhing elven woman bound in spiderwebs.
9	Fine map of the local area around Skull Mountain, with 1d6+1 caches of death cult supplies noted in different hands.
10	Glass vial with samples of pygmy cave trolls in it, labelled "Zorbal."
11	Golden snuff box containing 1d6 doses of powdered, unrefined **urou**.
12-13	Hand-drawn map of a nearby area of the dungeon that the PCs have not yet discovered or explored.
14	Horse racing slip with an address written on it—a safehouse in a nearby town used by the death cult. The horse lost.
15	Jambiya dagger with silver inlay and sapphires, worth 1,000c.
16-18	Keys to the oubliettes in the **Zombie Pits**.
19	Mask made of half a human skull and painted red (unworn).
20	Pieces of ghostrock from the planet Yuggoth, pierced and strung together on a thin iron chain, which can be used as a weapon.
21-22	Sealed ceramic jar. If broken, a random monster emerges in a rage.
23	Skeleton key that opens all the doors in the **Bone Catacombs** and the **Death Caves**, the front doors of the **New Bone Monastery**, and has a 1 in 6 chance of opening any other lock (roll once only for each lock).
24	Spool of thin silver wire that can be bent but never broken.
25	Squid paste and octopus sandwiches, wrapped in a linen handkerchief.
26	Tarnished silver broach inlaid with seven black pearls, worth 3,000c.
27	Tiny antikythera device showing the position of certain stars used in rituals to contact the death gods.
28-29	Wine bottle containing 1d6 doses of powdered **qasso** dissolved in water.
30	Wooden map case containing scrolls full of incorrect mathematical formulas.

31 Archimedes screw.	**66** Jade bracelet worth 3d6 × 10c.
32 Astrolabe.	**67** Jar of pickles.
33 Bag of fake emeralds.	**68** Leather helmet (unworn).
34 Bag of worms.	**69** Letters written in a foreign script.
35 Battered chess set.	**70** *Longsword +1, +4 vs. dragons.*
36 Black opal worth 2d6 × 100c.	**71** Lucky rabbit's foot.
37 Bone fetish.	**72** Manacles.
38 Bonsai tree.	**73** Marked playing cards.
39 Boomerang.	**74** Medicinal bark.
40 Bottle containing a ghost.	**75** Moldy, ruined book.
41 Bottle of good quality wine.	**76** Oil-soaked rags (flammable).
42 Bottle of laudanum.	**77** Pieces of worthless crystal.
43 Brick of incense.	**78** Pipe packed with marijuana.
44 Burn salve.	**79** *Potion of healing.*
45 Carved bone stick.	**80** Pristine lotus flowers.
46 Compass.	**81** Purse of coins (1d100c).
47 Conch made of platinum worth 200c.	**82** Ring containing poisonous powder.
48 Crowbar.	**83** *Ring of protection +1.*
49 Crown of thorns.	**84** *Ring of water walking.*
50 Crystal ball.	**85** Royal sceptre worth 1d6 × 100c.
51 Dagger with rhinoceros horn handle.	**86** Severed ears strung together.
52 Dead bird.	**87** Skull mask (unworn).
53 Fetish made of twigs and twine.	**88** Small glowing rock.
54 Fifty feet of rope.	**89** Small vial of **hallat** (2d6 doses).
55 Fishskin codpiece.	**90** Smooth, river-polished stone.
56 Garlic bulbs.	**91** Soft velvet pillow.
57 Hair pin made of rhinoceros horn.	**92** Thieves' tools.
58 Hair shirt.	**93** Thirteen black candles (unused).
59 Half a bear skin rug.	**94** Torn net (needs mending).
60 Hand mirror (now probably broken).	**95** Ugly fish, uncooked and partially eaten.
61 Handbills for a local theatre.	**96** Uncut diamonds worth 2d20 × 100c.
62 Handful of bloody, rotting meat.	**97** Vial of snake venom.
63 Handful of cave fungus.	**98** *Wand of enemy detection.*
64 Insects in a small cage.	**99** Wheel of poor quality cheese.
65 Iron key to the **Citadel**.	**100** Worry beads.

The Chalice of Shadows

The Chalice of Shadows is a legendary magical item. Said to have taught King Zuleiman how to summon demons, it turned the tide for the Monster King Mortegaunt when he fought the Nightless Queen's glittering warriors in the Fields of Brass. A hundred years later, after the dukes Ferduzan and Chrysostomos conquered the lands around Skull Mountain, the chalice again reappeared, this time in the hands of their most trusted advisor, the wizard Archameos. Kardwane boasted of employing it against her rivals, though none ever saw her do so, and all three charlatans who poisoned King Eldregund III claimed they knew where it could be found. But their claims were never substantiated, and the present owner and location of the chalice is a matter of great secrecy.

An unassuming, pewter jug with a snake-shaped lid, the powers of the chalice are rather simple. It produces shadowy serpents of burning darkness to plague and bedevil the foes of whosoever possesses the chalice.

The Chalice of Shadows has no personality of its own, no intelligence guiding it towards any specific purpose. It was created to introduce an otherworldly darkness into the material plane, but so far has been doing a rather poor job. Oddly, the serpents it produces are more inimical to the forces of Chaos than any other force, and seem to respect the law more than their nature would suggest.

In order to command the Chalice of Shadows to summon a swarm of shadow serpents that will attack your foes, you must roll equal to or lower than your Intelligence score on 1d20, if you are a wizard or a cleric of dark gods. If not, you must roll equal to or lower than half your Intelligence score, rounded down, on 1d20.

If you fail the roll, you may still summon and command the swarm, but it will cost you 2d6 hit points—or 3d6 if you are not a wizard or a cleric of the dark gods. But if you pay the cost for failing a number of times equal to 4 plus your Wisdom modifier, you are sucked into the realm of darkness that lies on the other side of the Chalice of Shadows and are never heard from again.

Shadow Serpent 19xp each

Neutral, AC Chain, HD 1+1, Morale +1 (or +3 when fighting chaotic enemies), Move 120' (40') flying, Numbers 3d6, Save F1, Speed 7, Surprise -1.
Ch 0, Co 8, De 10, In 14, St 0, Wi 16.
1 touch or constriction attack per round (1d6 burning damage, or 2d6 damage to chaotic victims).

- Immune to fire and lightning.
- Immune to non-magical weapons unless they are freezing cold.
- Serpents inflict only half damage on lawful foes.

When a shadow serpent is destroyed, it becomes a noxious gas. Anyone within 5 feet, or any chaotic person within 10 feet, must **save vs. poison** or take an additional 1d4 damage.

Even though these snakes are not made out of any Earthly darkness, they can still only last for a few minutes in direct sunlight, at the longest. Beneath a hot, summer sun, they dissipate in mere heartbeats.

The Spirit Bowls

Carvayano's death cult also has two other magical items: a black spirit bowl and a red bowl. Both appear to be glazed ceramic, but seem to be indestructible. The red bowl was brought to the cult by Ragadrinn, and Carvayano found the black bowl only he knows where.

The Black Bowl

When pieces of a corpse, ghost, or spirit are put inside the black bowl along with water, the ghost or spirit is reformed and made whole in the bowl's presence. Additionally, it must save vs. spells or obey the bowl's user for three days and nights. If the spirit's level is lower than the user's, they must still serve for one day and night with a successful save.

What the death cult does not realize, however, is that the bound ghost or spirit may lie or deliberately fail to perform a task once per day of service. So far, Carvayano and his followers have assumed this disobedience has been the result of incompetence.

The Red Bowl

When water is poured from this bowl over a ghost or spirit, it loses 1d6 years worth of its memories. If all of its memory is erased, it becomes numinous ghost essence, which can be used to power unmemorized spells and magical rituals (one per level of the ghost). Carvayano keeps this bowl hidden from most others.





Dragon Armour

Long ago, the barbarian armies of the archmage Coraleith marauded across the lands of civilized peoples. Even such luminaries of sorcery as Drakdagor himself fled before her savage hordes, up into the safety of the mountains, there to build his famous fortress. Many cities were smashed by this horde, and many peoples enslaved by them.

At the front of her army, Coraleith put the massive form of Möglöra, her champion. The greatest of all wrestlers and an expert swordsman, Möglöra fought the champions of other armies in single combat. He sent every one of them down to the House of Death.

But this was not enough for Coraleith. She was a brilliant sorceress and a worker of outlandish thaumaturgies, so the accolades of leading such a triumphant army could never be enough for her.

She fashioned a suit of armour for her champion out of a meteor shed from the mote in the eye of Khathadriorh, the cyclopean god of smiths and alchemists whom only the celestial dragons of the Hyades still worship. And when Möglöra wore this armour, he could defeat not only champions single-handedly, but whole armies!



Coraleith's Downfall

Since there was no glory for the rest of her army to enjoy, in the shadow of this dragon armour, Coraleith began work on more suits, so she could enjoy an entire legion of invincible warriors at her beck and call. She put her smiths to work but they did not stay busy for long, for Möglöra was laid low by the sword of Aurelo Porfyros in the very next military campaign. When the frost-rimed blade cut through his breastplate and spilled his life upon the cold sandy ground of the Zakhab Wastes, the wrestler's blood was like fire spilling forth from the mouth of a dragon. It burned through the metal of the dragon armour, the earth shook, and building crumbled.

After her army was forced to retreat, Coraleith fled to the Isle of Zebadon to live out the rest of her life in exile. Meanwhile, Aurelio's vizier Eldon the Wise, he of the saffron robes, took possession of what remained of Coraleith's magical items. Secretly a member of a **dragon cult**, Eldon infused the magic of Möglöra's armour into the incomplete suits, thus finishing the sorceress' work for his own ends. Now his cult had its own legion of invincible armour.

But there were drawbacks. The new suits—not even full suits, just helmets, really—were powerful but nowhere near as invincible as the original. As well, they had the devouring nature of the dragon in them, and those who took up the mantle were often consumed by it, driven to a berserk killing rage. Eldon's cult had their powers granted by a divine gold dragon, and so they had myriad other ways to get what they wanted. There is no record of that legion ever being used—until the end, that is.

In a bid to increase the power of his own secret cult, the death conjurer **Aleändro Carvayano** attacked the gold dragon itself, using necromantic alchemies to drain its life essence, and destroy it forever. Bereft of a god to grant them their magics, Eldon's yellow-robed dragon cult was easy prey to one such as Carvayano. The death cultists slaughtered them, until they resorted to the dragon armour, turning themselves into relentless, berserk killing machines.

The few surviving cultists turned to the other dragon cultists. Once rivals, they put aside their old differences to work together with the only allies they could think of. They turned against the laws their order once followed, renounced the heavenly host that abandoned their dragon god, and dedicated themselves to revenge. There are only a dozen of them left, and they can see the power of the death cult waxing greater every day. And yet, they have nothing else to live for, and they will never give up until the death cult is vanquished.

Dragon Cult Berserker — 125xp each

Chaotic, AC Plate +1, HD 4, Morale +4, Move 120' (40'), Numbers 1d3+1 (2d6), Save F4, Speed 7, Surprise +1. Ch 10, Co 14, De 9, In 12, St 14, Wi 8.

1 fist attack per round (1d8 damage) or **breathe fire** once per day.

- Immune to fire.
- Wears the dragon armour (see below for powers and weaknesses).

There are only 12 berserkers left in existence, and only 12 suits of dragon armour. **If a dragon cult berserker is killed and the dragon cult recovers their suit of armour,** one of their own may become a berserker by wearing it, but they will have only HD 3, Morale +2, and no spells. **If a PC wears dragon armour,** they get all the benefits below, but they must discover the downsides through trial and error.

Wearing the Armour

There is only one piece to each suit of dragon armour: the helmet. All you have to do is put it on, and, for good or ill, you are wearing the dragon armour.

Dragon Armour Powers

Armour: Anyone wearing dragon armour has AC equal to plate and shield. Adding additional pieces of armour, including an actual shield, cannot improve this unless it is magical, and even then, only the magical bonus improves upon the dragon armour's rating (e.g. wielding a shield +1 along with the dragon armour would only improve AC by 1, not 2).

Breath Fire: Once per day, the wearer may also breath fire, inflicting 3d6 damage (save vs. breath weapons for half) to everyone within the cone of effect, which is 15 feet long and 10 feet wide at its final, widest point.

Strength Boost: The dragon armour gives the wearer advantage to all strength rolls, including attack and damage rolls, and opening doors. Additionally, no matter what weapon the wearer uses in close combat—fists, knives, or swords—they always inflict a minimum of 1d8 damage.

Dragon Armour Weaknesses

Frenzy: If the wearer rolls maximum damage against a foe, they must continue to fight until they have killed that foe and killed or chased away 1d4 additional foes. If there are no additional foes to be found, the wearer must attack the nearest person for 1d6 rounds, no matter who they are.

Locked: The dragon armour does not like being removed, and the teeth of its mouth inflict 1d8 damage when it is. Unfortunately, the faceplates of each suit are all locked, and the keys have never been found. As long as the armour is worn, the wearer is unable to eat, and may find drinking rather difficult.

The Dragon Cult

The cult of red-robed dragon-worshippers has existed for centuries, its reach stretching, in the best of years, from Thieves' Port to Andelidha, from Mournhaven to the South Seas. But those days are gone, and today's cult is not the same as yesteryear's. Instead of spreading out, the cult has gathered together, united under a charismatic leader. For years its membership dwindled. Persecuted by the authorities and attacked by the criminal underground, the cult had little to offer new recruits.

But things changed after **Qasim Abbariyyid** returned from his exile in the deserts of Korakoss. The death of the cult's previous leader allowed him his re-entry, just as it started a fresh struggle for power within the ranks. Qasim put an end to that quickly, though, meeting with each of his rivals and turning them into acolytes. For he brought back new insights, new magic, and a new vision.

In Qasim's mind, the cult needed a dragon, a real one they could worship and emulate, as well as study. A real dragon they could unleash upon their foes. Not only did he unite his own cult behind his leadership, he also convinced their long-standing rivals, the green-robed dragon mages, to join him. A third dragon cult even travelled en masse from its home across the middle sea because of the strength of his vision and his convictions.

No longer do they waste breath inventing derogatory nicknames for each other. No longer do they squander their resources feuding. Now there is only the quest for the dragon that lies beneath Skull Mountain! Of course, this quest is not without its dangers. Skull Mountain is infested with monsters, and none of them care much for the dragon cultists. Both Syndicates want their money, the chaos wizards want to corrupt them, and everything else wants to eat them. But Qasim will not be deterred. He has successfully staked a claim to a section of the mountain's caves, and leads his loyal fellows on regular forays into the monster-haunted darkness in search of the dragon they know is there.

Rivalries

Their main enemy under Skull Mountain is the **death cult**. Yes, there are other threats, but the one most abominable is those who make slaves of the undead. The dragon cult offers a **bounty on slain death cultists**: 25c per head. They only offer this to those they think are trustworthy and discreet, however, as Qasim doesn't want this offer getting around.

Another threat to the dragon cult is **Zebbagrulom's appetite for wizard-flesh**. They have no interest in the Yellow Smoke as an establishment, and since Qasim forbids drug addiction within the cult, it has little use for the Eyeball Syndicate. Because they are not a source of income, Zebbagrulom has no qualms about eating any of them, and has done so before. For this, the cult wants him dead.

If Qasim is killed, the dragon cult leaves Skull Mountain. Remove them from the normal random encounter tables (but not the unique encounter tables).



Red-Robed Dragon Cultist — 20xp each

Chaotic, AC Leather, HD 2, Morale +2, Move 120' (40'), Numbers 1d8 (2d10), Save F4, Speed 7, Surprise 0, Treasure Type V / VII (F / XVII in lair).
Ch 14, Co 14, De 10, In 16, St 10, Wi 12.
1 weapon attack per round (bow or mace) or **1 spell**.

- Can speak with all dragons and reptiles no matter what species.
- Double damage from cold, frost-based attacks, and silver weapons.
- Half damage from acid and lightning.
- Immune to fire.

Each red-robed cultist has 1 first level spell and 1 second level spell memorized and may cast each twice per day. Determine these randomly (roll 1d6 for each).

First Level Spells:

1	Hold Portal.
2	Light.
3-4	Magic Missile.
5-6	Shield.

Second Level Spells:

1	Detect Invisible.
2-3	Invisibility.
4-5	Knock.
6	Web.

A group of 5 or more red-robed cultists has a 50/50 chance of also including a red dragon leader.

Red Dragon Leader — 50xp each

As other red-robed cultists, except: AC Chain +1, HD 3, Morale +3, Numbers 1d4 (2d6), Save M6, Speed 8, Ch 16, Wi 14.
In addition to their 2 spells, red dragon leaders know Invisibility 10' radius, and may also project a **stream of molten metal** twice per day at a target within 120 feet, who is hit for 4d6 damage (save vs. spells for half), as is anyone else within 5 feet.





Qasim Abbariyyid 500xp

As other red-robed cultists, except: AC Plate, HD 6, Morale +3, Move 150' (50'), Save M12, Size Large, Speed 9. Ch 18, Co 18, De 16, In 14, St 10, Wi 12.
1 horns attack (1d8 damage) per round, or **1 spell or special power**.

- Immune to fire, both mundane and magical.

Qasim may cast each of the following spells once per day:
First Level: Hold Portal, Light, Magic Missile (two missiles), Shield.
Second Level: Detect Invisible, Invisibility, Knock, Web.
Third Level: Infravision, Invisibility 10' Radius.
Qasim may also project a **stream of metal** twice per day, and **breathe fire** five times per day, which both inflict 3d6 damage (save for half) to one target within 30 feet.



Dragon Quest

Qasim has not been completely honest with his fellow cultists. His goal is not to find a dragon and worship it—his goal is actually to *become* the dragon! He has pursued this goal for many years, and achieved partial success. His body is serpentine, covered in scales, horns have sprouted from his head, and his arms have atrophied. But this is not enough. He must complete the change.

First, he needs to appease the dragon and win its trust. To do this, he needs suitable **sacrifices of flesh and treasure** as well as a **source of magical energies**.

Second, he needs certain arcane accoutrements in order to assume the dragon's power: **magical chains** with which to bind the dragon's heart, a **magical weapon** with which to slay the dragon, and the unnamed **tome of alchemical philosophy** written by the magus Karkodeon. Where will Qasim find these? Perhaps your players know already.

Entourage

Qasim is always accompanied by **1 red dragon leader** who wears the **gauntlets of ghost rending**, **1 red dragon leader** who wields the **lightning lash**, and an additional **1d6 red-robed cultists**.

Gauntlets of Ghost Rending

These iron gauntlets allow the wearer to not only touch ghosts and intangible spirits, but also to tear pieces of them away and make off with them. Qasim no longer wears these himself, instead trusting them to various lieutenants when necessary.

Lightning Lash

This whip +2 inflicts 1d10 lightning damage on a successful hit.

Green-Robed Dragon Cultist — 25xp each

Chaotic, AC Leather +1, HD 2+1, Morale +1, Move 120' (40'), Numbers 1d8 (4d6), Save F4, Speed 8, Surprise 0, Treasure Type U / VI (C / XX in lair).
Ch 12, Co 12, De 14, In 10, St 12, Wi 14.



1 weapon attack per round (sword or halberd) or **1 spell** (magic missile).

- Double damage from cold and frost-based attacks.
- Half damage from acid and lightning.
- Immune to poison.

Every green-robed cultist may cast Magic Missile twice per day.

Some green-robes are **dog handlers**. They control **1 dragon dog** each, and do not attack until their dog has engaged the same foe in melee for more than 1 round.

Dragon Dog — 25xp each

Evil, AC Chain, HD 2+2, Morale +1, Move 120' (40'), Save F2, Speed 6 in the cold but 8 where it is hot, Surprise 0. Ch 2, Co 16, De 14, In 12, St 12, Wi 6.
1 bite attack per round (1d6 damage from teeth plus 1d4 damage from acid).

- Double damage from cold and frost-based attacks.
- Immune to fire.

A dragon dog has the rough shape of a dog, but is covered in greenish scales and its mouth drips with acid. Employing magic to control them, the green-robed cultists use these vicious creatures much as they would use attack dogs. Dragon dogs count as both reptiles and mammals for the purposes of disease, poison, and spell effects.



Purple-Robed Dragon Cultist — 50xp each

Chaotic, AC Chain, HD 3+1, Morale +1, Move 120' (40'), Numbers 1d6 (3d6), Save F6, Speed 8, Surprise 0, Treasure Type D / XIX. Ch 10, Co 12, De 14, In 16, St 10, Wi 12.

1 weapon attack per round (crossbow or sword) or **1 spell**.

- Double damage from lightning.
- Half damage from fire and lightning.



A purple-robed cultist may cast the following spells twice a day each:

Burning Sands: A square patch of ground 30 feet to a side becomes burning hot, inflicting 1d4 damage each round to anyone standing on it (or 1d6 damage to anyone lying down on it). This lasts for 1 turn.

Clay Swarm: A swarm of locusts made of clay envelops one target, immobilizing them until they are dug out.

Find Person: The cultist sees a vision of a person they want to find.

Random Encounters with the Dragon Cult

Roll 1d8 to determine what types of dragon cultists are encountered:

1	1d4 Dragon Cult Berserkers (in armour).
2	1d8 Green-Robed Dragon Cultists.
3	1d8 Green-Robed Dog Handlers with 1 Dragon Dog each.
4-5	1d6 Purple-Robed Dragon Cultists.
6-7	1d8 Red-Robed Dragon Cultists.
8	Roll twice, both results appear (ignore further rolls of 8).

Dragon cultists undertake very different missions inside and outside of the dungeon. **When encountered inside the dungeon,** roll 1d6 to determine their purpose:

1	Fighting with chaos cultists.
2-3	Fighting with death cultists.
4	Returning to the dungeon with food and other supplies (and may be lost).
5	Running away from minions of the Eyeball Syndicate.
6	Trying to make a deal with an inhuman dungeon faction.

Outside the dungeon, roll 1d6 on this table to determine their mission:

1-2	Hunting death cultists.
3	Returning to the dungeon with a random magical item.
4-5	Returning to the dungeon with food and other supplies.
6	Trying to recruit new members from local communities.


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Eye Fuckers

What the eye fuckers call themselves is a secret, as their own language is incomprehensible to other races. They appear to be a giant, floating eyeball with thin, flexible arms flanking a wide and blubbering mouth, and both ragged-looking wings and a reptilian tail extending from its rear side. Some say they were born from the eye of Blorcas, god of wizards, when Gozmo Zalandros stole it and absorbed its power. But Blorcas has been blind and speechless, floating inert through the astral darkness, for near ten thousand years, if the sages are to be believed. So perhaps the bards have it right when they sing of Qianoa summoning them from beyond the scope of Saturn with her rituals.

Whatever their source, they have been a thorn in the side of human expansion for centuries, crawling out of their caves to wreak havoc and mayhem. But recently, the situation has taken a turn for the worse, for now they have a ruler to unite them in their malevolence. **Zebbagrulom** has crowned himself the king of the eye fuckers, and he has so far led them to victory against all the underground kingdoms they have met in battle. If his effusive braggadocio is indeed the truth, he has countless slaves and soldiers at his beck and call.

Eye Fucker Soldier — 125xp each

Evil, AC Leather, HD 4, Move 210' (70'), Numbers 1d4 (2d6), Save F4, Speed 11, Surprise -1. Spell Immunity 1 in 6 chance, Treasure Type I / XIV.
Ch 10, Co 12, De 16, In 10, St 12, Wi 10.
1 magic ray attack per round (ray of consumption or ray of weakness).

- Double damage from piercing weapons.
- Half damage from lightning and magical rays (but not magic fire).

Ray of Consumption: A beam of dark energy that deals 1d8 damage and has a range of 100 feet. Hit or miss, the target must also **save vs. breath weapon** or 1d4 random pieces of their equipment are destroyed.

Ray of Weakness: A cone of silver light with a range of only 30 feet. If the attack is successful, the target loses 1d6 points of Strength for a day (save vs. death for half). This is tiring: there is only a 1 in 3 chance that an eye fucker can use this ray each round.

If there are 3-8 soldiers, there is a 1 in 3 chance that they will be accompanied by a ward boss. **If there are 9 or more soldiers,** there will always be an additional 1d3 ward bosses there to lead them. Ward bosses can also be encountered on their own.

Eye Fucker Ward Boss — 300xp each

As eye fucker soldier, except: AC Leather +1, HD 5, Numbers 1 (1d4+1), Save F5. Zebbagrulom divides the responsibilities of his criminal empire between various ward bosses, who each have their own gangs of soldiers. Ward bosses encountered on their own are accompanied by either 1d6 eye fucker soldiers, 1d6 goblin mercenaries, or 1d6 arachnoid mercenaries.

Zebbagrulom, King of the Eye Fuckers

As the proprietor of the Yellow Smoke and boss of the Eyeball Syndicate, Zebbagrulom rules over his subterranean empire and the other eye fuckers with an iron fist and a honeyed tongue. He knows how to successfully organize all types of criminal enterprise, and he can speak most languages of the upper world. Completely lacking in remorse for the fates of other races, he trades in all manner of vices, inhumane diversions, and shady goods.

With only his eccentricity matching his highly-developed mental functions, Zebbagrulom has a very strange sense of style. He is very fond of looking flashy, standing out, and being noticed first, before all others. He is jealous of others who receive more attention than he does. He is also easily manipulated by female eye fuckers, in spite of his advanced brain power. He is even aware of this, but cannot help himself.

Zebbagrulom gained his superior intellect by **devouring wizards**. He has become quite fond of wizard flesh since then, and will pay handsomely for captive, living spellcasters. He much prefers the ones who still have spells memorized, squirming inside their brains. If anyone should deliver a wizard to him, he will gleefully bestow upon them a paralytic poison that they can use on other wizards in the future, so they can be immobilized and brought before the king of the eye fuckers before they cast their spells.

Zebbagrulom **650xp**

Evil, AC Chain, HD 6+1, Move 240' (80') flying, Save F6, Speed 11, Spell Immunity 1 in 6, Surprise -1, Treasure Type H / XV.
Ch 18, Co 14, De 16, In 18, St 12, Wi 12.
1 magic ray attack per round, or **1 magic cloud** (in addition to the two magic rays, Zebbagrulom may conjure two different types of magical clouds).

- Double damage from piercing weapons.
- Half damage from blunt weapons, lightning, and magic rays other than magical fire.
- Immune to charm effects and emotional magic (but not psychic attacks).

Cloud of Smoke: Zebbagrulom releases a bilious cloud of smoke. Anyone caught within the smoke must **save vs. breath weapon** or take 1d4 damage and be unable to act for 2d4 rounds because of a coughing fit. The cloud also reduces visibility to zero for all but Zebbagrulom. He can use this power twice per day.

Cloud of Illusion: Zebbagrulom emits a cloud of sparkles and shimmering rainbows. Anyone who can see him must **save vs. spells** or begin to see multiple copies their foes. For 2d6 rounds they will see 1d3 additional copies of each foe (roll for each), including Zebbagrulom. They will not be able to tell the difference between which foes are real and which foes are illusory copies. Zebbagrulom can use his ray of illusion only once per day.

Zebbagrulom is always accompanied by 1d4 eye fucker soldiers.

The Eyeball Syndicate

Aside from running the Yellow Smoke, the Eyeball Syndicate also runs crews of thieves and smugglers throughout the local area. They employ green witches and spider people in their upper echelons, along with goblin mercenaries, human gangsters, and mutants of all kinds to fill out their ranks. They even run gambling operations and pay off the Casino Syndicate for permission to do so. Of the two criminal syndicates, the eye fuckers are clearly inferior. But Zebbagrulom is looking to diversify and build up enough clout to take the suckering worms out for good.

The Eyeball Syndicate also has dealings with numerous other underworld factions as well. Some of those relationships work out better than others, but Zebbagrulom has successfully absorbed more than one small gang into his syndicate before. He could well do so again.

Chaos Cultists

Two things the devotees of chaos seem to like more than anything are drugs and gambling, so the Eyeball Syndicate accommodates them. But many cultists of chaos are also wizards, which makes Zebbagrulom cast his hungry eye in their directions. Always on the lookout for someone to devour, he will start a war with chaos over even the most trivial of matters. But he is just as likely to agree to terms and go back to peaceful relations.

Death Cultists

Zebbagrulom dislikes the death worshippers more than all the others. His preferred method of dealing with them is to create buffer states. He gets other gangs to fight the death cult on his behalf, or feeds them information about his enemies so he doesn't have to fight. There is no winning a war against these psychopathic zealots, he says, and they are too strong to exterminate. The best plan is just to wait for them to either burn out or fade away.

Dragon Cultists

Zebbagrulom has encountered dragons before and knows they are nothing to fuck with. These cultists don't have a dragon to worship yet, though, so the Eyeball Syndicate isn't afraid of them at all. If he has to make a deal, Zebbagrulom deals, but if these dragon-lovers need to get taught a lesson…

Myconians

Former wizards who now eat brains? This is Zebbagrulom's idea of a culinary delicacy. He cares nothing for their plans or their operations. He just wants to eat them like the mushrooms they are.

Fire Elves

They came from beyond the stars, from a world of fire and ash and billowing smoke. When they discovered they were trapped here, unable to return, they did what they could to survive. People called them "fire elves," on account of their red skin and their affinity for flames. They built themselves a castle, as dour as charcoal, and worked the fields around it. They became nobles, just like those who rule the lands nearby.

They have learned the local language and transformed a wasteland into fertile fields, but the fire elves find the magic of this world as strange as its gods and religious practices. They do not fully comprehend the full range of natural laws inherent to this plane, and the role of fire in this world is especially confusing to them.

Fire Elf Sergeant — 75xp each

Lawful, AC Plate, HD 4, Morale +2, Move 90' (30'), Numbers 1d4 (2d6), Save C4, Speed 8, Surprise 0, Treasure Type U / VI (D / XIX in lair).
Ch 13, Co 12, De 13, In 12, St 14, Wi 14.
2 weapon attacks per round (1d8 damage each).
Stealth as a Level 2 thief (even in armour).

- Immune to fire.

A group of fire elf sergeants will be accompanied by the same number of fire elf soldiers, even if they are not leading a troop. When sergeants are present, all fire elves have Morale +2.

Fire Elf Soldier — 20xp each

Lawful, AC Chain +1, HD 2, Morale +1, Move 90' (30'), Numbers 2d4 (3d8), Save C2, Speed 7, Surprise 0, Treasure Type U / VI (C / XX in lair).
Ch 11, Co 11, De 11, In 10, St 12, Wi 12.
1 weapon attack per round (spears or swords).

- Immune to fire.

Every 5 fire elf soldiers will be accompanied by an additional fire elf sergeant.

Motives

Roll 1d8 to see what fire elves are doing in the dungeon, or what the Red Queen wants freelance adventurers to do:

1	They are fighting a random monster.
2	They are hunting death cultists they have mistaken for chaos cultists.
3	They are hunting dragon cultists they have mistaken for chaos cultists.
4-5	They have connected the chaos cult to the blubbering manglers and are chasing a group of them.
6	They have discovered that Klax Vellax controls the blubbering manglers and are hunting him.
7-8	They have tracked a blubbering mangler back into the caves below Skull Mountain, but have lost it and are looking for it again.

The Red Queen

The lands of the fire elves are beset by strange, violent creature, who attack their human serfs, destroy their crops, and even invade their castle to vandalize their gardens. The red queen who rules the fire elves has asked publicly for help combating these blubbering manglers that attack her people. Adventurers and mercenaries from nearby areas have arrived to see what sorts of rewards she offers, but not all of them think the job is worth it. Who has even heard of these monsters before?

But the fire elves need help. Their human neighbours show no interest in assisting them, eyeing their lands hungrily and wishing these red-skinned outsiders were gone. The red queen's only option is to hire swords to defend her people.

This community of fire elves is small enough that outsiders can gain an audience with the Red Queen fairly easily. She is skilled at diplomacy and negotiation, even if she was not raised in any human court. She has always disliked violence, and her aversion to the use of force has only grown since their forced exile. While she dispatches her troops to do what must be done, she refuses to even watch unless she herself—or a non-combatant she close to her—comes under threat.

The Red Queen 275xp

Lawful, AC Shield, HD 6, Morale +1, Move 120' (40'), Save C6, Speed 9, Surprise 0, Treasure Type V / VII (F / XVII in lair). Ch 18, Co 12, De 9, In 13, St 8, Wi 16.

1 spell per round.

- Immune to fire.



The Red Queen has all the abilities of a Level 6 cleric, with access to the following magic-user spells as well: Magic Missile, Fireball, Infravision, and Wall of Fire. She is always accompanied by 2d6 fire elf soldiers and 1d6 fire elf sergeants, plus additional servants as needed.

The Red Queen is primarily concerned with her people's resources. If they have farms and herds and mines, they can compete with humans and even thrive. But if they are forced to wander the multiverse again, all this work will have been for nothing. Though she genuinely cares about the well-being of her human serfs and the good will of her neighbours, she is willing to sacrifice both—and much more—for the other fire elves.

Random Encounters with Fire Elves

Roll 1d6 to determine what type of fire elves are encountered in the dungeon:

1-3	2d4 Fire Elf Soldiers.
4-5	1d4 Fire Elf Sergeants.
6	2d6 Fire Elf soldiers and 1d6 additional Fire Elf Sergeants.

Frost Giant & Gnomes

The frost giant lives in a cave, deep underground. Inside this cave, there burns the frost flame, a bonfire darker than night that sits upon a frozen stone floor. It consumes no fuel and its touch does not burn—nay, it turns flesh black with frostbite, and coats all around it in layers of hoarfrost. Even the frost giant is so coated, his naked flesh covered in strange, magical ice.

Though he trades with other magicians and cultists of forgotten gods for items of an arcane or alchemical nature, the Frost Giant dwells only in ice and has no real friends amongst the warmth-loving creatures of this world. For his ultimate aim is to turn off the sun, shroud the world in eternal night, and destroy its heat forever.

The Frost Giant — 450xp

Chaotic, AC Chain, HD 7, Morale +3, Move 120' (40'), Save C7, Size Large, Speed 8, Surprise 0, Treasure Type D / XIX. Ch 14, Co 18, De 14, In 18, St 14, Wi 18.

2 claw attacks per round (1d10+3 damage) or **breath of frost.**

- Double damage from fire and lightning.
- Immune to cold and frost-based attacks.

Once per turn, the frost giant can exhale a great breath of frost that affects everyone in a 20 × 20 foot area in front of him, causing 2d8 damage to each victim (save vs. death for half).

The Frost Giant was a mortal man once—a wizard who delved into the magical heart of winter and gave himself over to the cold. These days, he works to increase the influence of the frost flame. His old life is gone, his naked flesh now frozen, covered in ice. He barely remembers when his blood ran hot and quick.

Frost Gnomes — 35xp each

Chaotic, AC Chain, HD 3, Morale 8, Move 120' (40'), Numbers 1d8, Save C3, Size Small, Speed 8, Surprise 0. Ch 8, Co 12, De 14, In 6, St 6, Wi 6.

1 bite or claw attack per round (1d8 damage).

- Double damage from fire and lightning.
- Immune to cold and frost-based attacks.

With a successful attack, a frost gnome may also grab onto one of the target's possessions (other than a torch or the blade of a weapon), only dropping it if it takes damage. Frost gnomes will attempt to make off with these items, preferring magical over mundane equipment.

The frost giant summons these creatures from the Realm of Winter into bodies created by the magical substances he buys from other magicians. For now, they obey him, because he does the work of advancing the Realm of Winter. But the frost flame is their true master, and should they ever need to turn on their creator, they will.

Frost gnomes are intelligent, but they do not understand this world of fire and warmth, and tend to panic and lose control of themselves when fire is used as a weapon against them.



Goblin Mercenaries

Goblins from the wasteland are employed by both criminal syndicates that operate beneath Skull Mountain. They do not get on well with other types of goblins—the main reason those others are so hard to find beneath Skull Mountain.

Goblin Mercenary — 25xp each

Lawful, AC Chain +1, HD 2+2, Morale +1, Move 90' (30'), Numbers 1d6+1 (3d6), Save F2, Size Small, Speed 7, Surprise 0, Treasure Type S / IV (C / XX in lair).
Ch 8, Co 17, De 11, In 10, St 11, Wi 10.
1 spiked mace attack (1d8 damage) or **1 thrown axe attack** (1d6 damage, attack roll has advantage because of numerous eyes) per round.

- Half damage from desiccation effects, fire, and necromantic magic.

Wastelander goblins relish the chance to explore other lands, and do not find the prospects of fighting other creatures daunting—even war is still easier than living in the wastes. Unlike the pirate nations of the north, these goblins despise simple thievery. They prefer to work for a living or to conquer on a mass scale. Banditry is beneath them.

Random Encounters

Goblin mercenaries do not wander around looking for people to assault, they are very mission-oriented. Roll 1d6 to see what randomly encountered goblins are doing:

1	Fighting dragon cultists.
2	Fighting Myconians.
3	Guarding a location on behalf of a syndicate boss.
4	Hunting debtors for one of the syndicates.
5	Looking for new employment.
6	Transporting 1d6 × 300c worth of treasure for a syndicate.



Golden Serpents

The golden serpents were originally summoned to the material plane by the wizards of a city now long-sunken beneath swampy waters. But now that they have some knowledge of this world, they come of their own accord, through the **Ebon Doorway** or other such gates, to ravage and plunder.

Golden Serpent — 75xp each

Evil, AC Plate, HD 4, Morale +2, Move 120' (40'), Numbers 1d4+1 (3d4), Save F5, Size Small, Speed 7, Surprise 0. Ch 6, Co 18, De 12, In 14, St 14, Wi 10.

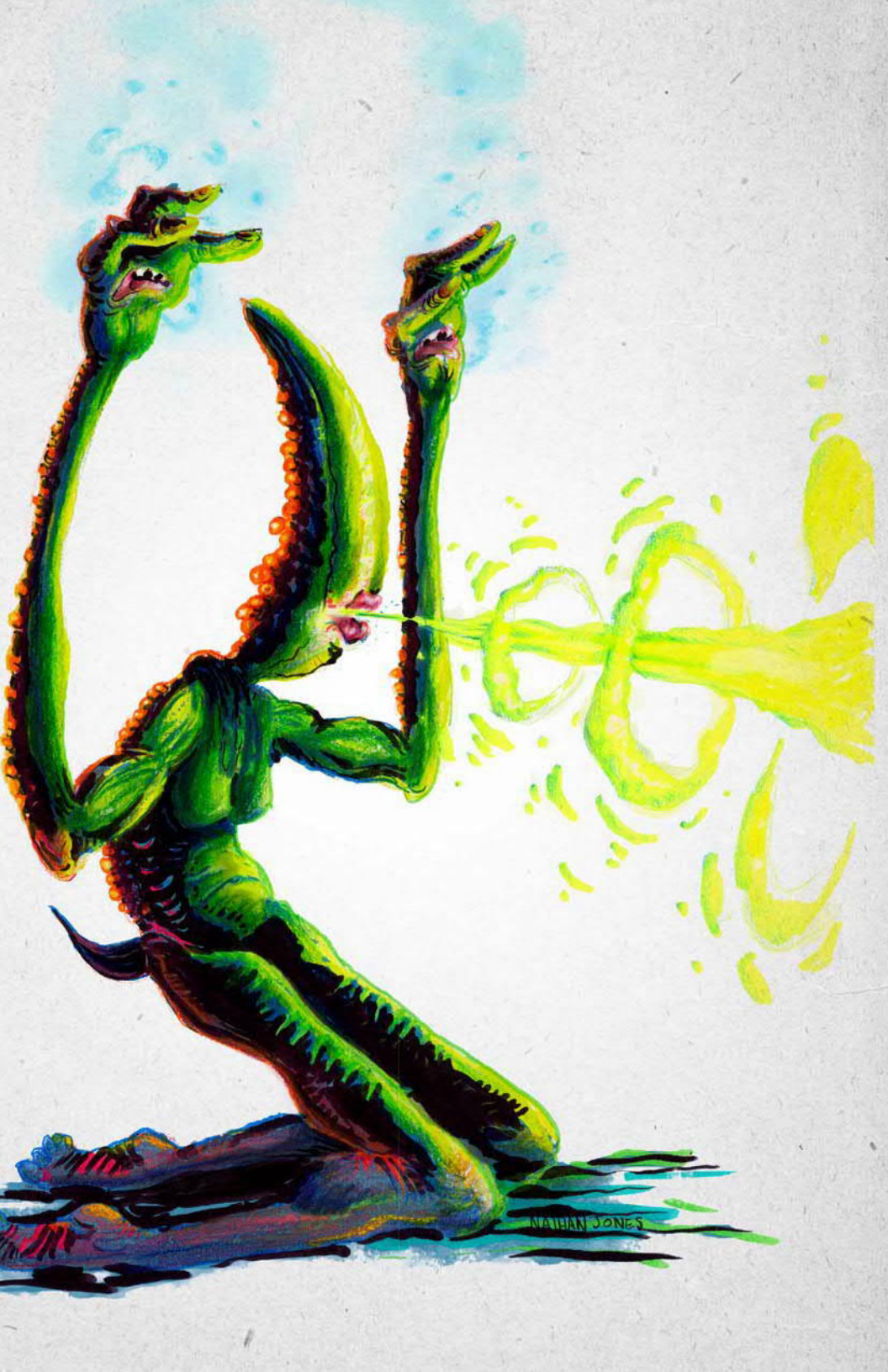
1 bite attack per round (1d8 damage). Anyone bitten by a golden serpent must **save vs. poison** or be incapacitated by a burning pain for 1d6 rounds, then suffer disadvantage to all attack rolls for the rest of the day. This penalty is not cumulative.

- Communicates through invasive image-only telepathy.
- Double damage from cold and frost-based attacks.
- Half damage from piercing weapons.
- Immune to disease, fire, lightning, and necromantic magic.

If a golden serpent is near an incapacitated enemy and not immediately threatened, it constricts them and moves at half speed to a secluded spot where the foe can be consumed.

The body of a dead golden serpent contains 1d6 × 100c worth of actual gold, which must be separated from its scales and muscles by alchemical fluids.




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Green Witches

They come from beyond the **Ebon Doorway**, most often to join the chaos cult or to work for Zebbagrulom, though some suspect they learned to use it only after discovering this world, and that their first arrival came through other means. They are highly-advanced mimics, and show signs of having been experimented upon, physically, in order to change their appearance. But if some great race of overlords meant for them to infiltrate this world, they must have lost interest before the green witches were finished, for they will never blend in whilst anyone on Earth can see them.

Green Witch — 200xp each

Evil, AC Plate, HD 4+1, Morale +2, Move 120' (40'), Numbers 1d6+1 (2d8), Save F6, Speed 7, Surprise 0, Treasure Type E / XVIII.
Ch 13, Co 15, De 10, In 18, St 14, Wi 18.
2 bite attacks per round (1d6 damage), or **1 spell**, or **1 poison cloud**.
Each green witch knows 2 random spells she can cast once per day each.

- Double damage from psionics and psychic attacks.
- Immune to disease and poisons.

Anyone hit by a **bite attack** must **save vs. paralysis** or suffer disadvantage to attacks against the green witches for the rest of the fight, as the green witch steals part of her victim's soul. Spellcasters are immune to this; instead, they must **save vs. spells** or the green witch steals one random memorized spell, which she can then cast.

Anyone hit by **two bite attacks** in the same round is teleported to a random location roughly 1d6 x 100 feet away.

Three times per day a green witch can produce a **cloud of poison gas** that sprays out of the mouth on their head a distance of 10 feet in a cone-shaped cloud, which is 5 feet in diameter when it terminates. This cloud stays in place for 1 turn. Anyone caught inside it suffers 4d6 damage (save vs. poison for half). A green witch cannot use this power two rounds in a row.

A green witch can mimic the mannerisms and speech of almost any other creature. Give her a disguise, a blindfolded victim, or a correspondence through letters, and she can pass as someone else, but she cannot change her appearance, unless she finds a shapechanging spell.

Green Witch Leader — 500xp each

As other green witches, except: HD 6, Save F10, Speed 9, Spell Immunity 1 in 6.
2 bite attacks per round (1d8 damage), or **1 spell**, or **1 poison cloud**.
Every green witch leader knows 3 random spells she can cast once per day each.



Hippareiones

The Ἱππαρείωνες once ruled over the entire Plain of Golden Grasses. In ages past they would come sweeping down upon the civilized world in great marauding hordes, but that was before they gave themselves to the gods of chaos on the eve of extinction.

One day in autumn, dragons descended upon them and sacked their temple, which lay in the very middle of the Golden Grasses, at the foot of the Spire of Law. With their spiritual centre destroyed, Hippareionian culture crumbled. Kamikaze-like raids into neighbouring cultures became the norm. Death in battle was considered the greatest achievement of all. But some small portion of the Hippareiones wanted, more than anything else, to live on, and so they turned away from the traditions of their forebears and took to worshipping the gods of chaos and darkness.

The Hippareiones now live as nomads and cave-dwellers in the shadows of civilization, as merchants of exotic goods and hierophants of strange pantheons. They hate dwarves most of all, and vie with them for control of the mountains and vaulted caverns where they can stay out of sight and undisturbed. Occasionally serving in mercenary bands alongside humans or even as gladiators in the arenas of the minotaur kings, their main objective, culturally, is to increase the power of their gods.

Hippareion Warrior — 25xp each

Chaotic, AC Leather +1, HD 2+1, Morale 0, Move 180' (60'), Save F2, Size Large, Speed 10, Surprise +1, Treasure Type U / VI (A / XXII in lair).
Ch 8, Co 14, De 16, In 10, St 14, Wi 10.
1 trample attack (1d10 damage) and **1 weapon attack** (1d8 damage) per round.

- Double damage from Lawful magic.
- Half damage from Chaotic magic.

Morale: Use the highest morale stat of any Hippareion present.
Numbers: 1d10 (4d8). For every 5 warriors, there is an additional sergeant. If there are multiple sergeants, there is also a champion and 1d4+1 hierophants. A lair has an additional 1d4+1 hierophants.
Reaction: The presence of dwarves or other underground creatures in the PCs' party imposes a -1 to reaction rolls. Chaos cultists get +1 to reaction with Hippareiones.

Hippareion Sergeant — 50xp each

As Hippareion warriors, except: AC Chain, HD 3+1, Morale +1, Save F4, Ch 14.

Hippareion Champion — 225xp each

As Hippareion warriors, except: AC Chain+1, HD 5+1, Morale +2, Save F6, Ch 16.

Hierophants of Chaos

There are four different types of Hippareion magic. Choose a type for each hierophant encountered or determine randomly.

Hippareion Blood Mage — 50xp each

As Hippareion warriors, except: HD 3, Morale +1, Save F6, Speed 11, In 16, Wi 16.

- Double damage from cold and lightning.
- Half damage from edged weapons and fire.
- Blood mages regain all hit points when they kill someone.

Instead of attacking, blood mages can use **blood magic** up to 3 times per day. The effects of blood magic include:

- Enrage a target and force them to attack.
- Overheat a target wearing heavy armour so they take 1d6 damage each round for 1d6 rounds or until they remove their armour (this cannot kill the target, only render them unconscious at zero hit points).
- Summon 1 ghost or 1 zombie.

Hippareion Darkbringer — 50xp each

As Hippareion warriors, except: HD 3, Morale +1, Save F9, In 18, Wi 14.

- Double damage from fire.
- Immune to cold.

With a successful attack, darkbringers may snuff out a foe's light source instead of dealing damage. **Instead of attacking,** a darkbringer may expose someone to fungus spores (up to 3 times per day). Range is 5 feet, affects 1 target: **save vs. paralysis** or be immobilized for 1d6 turns.

Hippareion Martyr — 50xp each

As Hippareion warriors, except: HD 3, Morale +5, Save F6, Speed 10.

- Those who attack the martyr in hand to hand combat suffer half the damage they inflict to it as magical wounds.

Hippareion Mutant — 35xp each

Hippareion mutants have the same stats as **mutant orcs**, but also have 1d4 mutations from the table on page 150.

Hippareion Sorcerer — 50xp each

As Hippareion warriors, except: HD 3, Morale +1, Save F6, In 18, Wi 12.

- Half damage from all magical effects (not including magic weapons).

2 first level magic-user spells (roll 1d6 twice):

1	Hold Portal.	**3**	Magic Missile.	**5**	Sleep.
2	Light.	**4**	Shield.	**6**	Ventriloquism.

1 second level magic-user spell (roll 1d6):

1	Continual Light.	**3**	Knock.	**5**	Mirror Image.
2	Invisibility.	**4**	Levitate.	**6**	Web.

Hippareion Storm Lord — 50xp each

As Hippareion warriors, except: HD 3, Morale +1, Save F6, Speed 12, Co 18, Wi 18.

- Double damage from cold.
- Immune to lightning.

Instead of attacking, storm lords can use storm magic up to 3 times per day. The effects of storm magic include:

- Cast the 3rd level spell Lightning Bolt (3d6 damage).
- Cause a location to become filled with fog.
- Make their hooves sound like thunder.

Random Encounters with Hippareiones

Roll 1d6 to determine what activity this group is organized for:

1-3	**Battle:** 1d10 Hippareion warriors. If there are 5-9, they are accompanied by 1 Hippareion sergeant. If there are 10, they are accompanied by 1 Hippareion champion, 1d4+1 Hippareion hierophants, and 2 Hippareion sergeants.
4-5	**Scouting:** 1 Hippareion sergeant and 1d6 Hippareion warriors.
6	**Wizardry:** 1d4+1 Hippareion hierophants and 1d6 Hippareion warriors.

To determine the type of Hippareion hierophant, roll 1d10:

1-2	Blood Mage.	**6**	Mutant.
3-4	Darkbringer.	**7-9**	Sorcerer.
5	Martyr.	**10**	Storm Lord.

These hippareiones are… (roll 1d6):

1	fighting some death cultists.	**4**	torturing captured villagers.
2	fighting some random monsters.	**5**	waiting for other chaos cultists.
3	loitering.	**6**	worshipping the gods of chaos.

Iocace

In Vollantine Neissenbruck's classic work of demonology, *A Catalogue of Infernal Legions*, the demon Iocace is described thusly:

> "Four arms she has, and a head covered in flames. Where legs should be, there is instead a great, long snake's tail, covered in copper scales. From her back sprout six mighty wings, covered in ivory, indigo, and cerulean feathers of exquisite fineness. For each of her hands she has a sword, curved and sharp, as cold as ice. This is Iocace, arch-fiend of the abyss. Her avatars and servants can be summoned to the material plane by unscrupulous sorcerers, but she is accompanied by misery and ire at all times."

Just like those unscrupulous sorcerers once did, the chaos cult have summoned Iocace to attend the dungeons beneath Skull Mountain. Now she fights to promote their plans and defend their numbers, but she has her own agenda as well. The cult may want to upend the laws of the universe, but Iocace collects all the joys of the mortal world and leaves them broken and discarded in the junkyard of her home plane of Iocacea.

While any skilled wizard, learned in the ways of chaos, may build a tormented mass of those poor souls imprisoned in Iocacea, or petition her to be attended upon by one of her fiery servants, the chaos cult has built the Shrine of Many Hands, which allows avatars of Iocace herself to stalk the material world.

Avatar of Iocace — 850xp each

Chaotic, AC Plate +3, HD 7, Morale +5, Move 240' (80') flying, 240' (80') slithering, Numbers 1, Save F14, Size Large, Speed 12, Spell Immunity 1 in 3, Surprise 0.
Ch 18, Co 18, De 18, In 18, St 18, Wi 18.

4 sword attacks (2d6 damage) and **1 bite attack** (1d8 damage, plus fire) per round.

- Immune to cold, disease, fire, frost, heat, mind control, and poison.
- Requires +1 or better weapon to hit.

When an avatar of Iocace's bite attack hits, there is a 1 in 3 chance her foe also catches fire and takes 1d8 damage each round for the next two rounds, unless the fire is put out sooner. Flammable materials will exacerbate this fire damage.

If she is targeted by a spell, there is a 1 in 3 chance one of Iocace's swords absorbs and neutralizes the magic. If she has spells in all four of her swords already, she cannot use this power.

Creatures vulnerable to cold must **save vs. paralysis** or be unable to act for a round after being struck by one of Iocace's swords.

Instead of attacking, Iocace may summon 1d4 Servants of Iocace or 1 Tormented Mass. She cannot have more than 8 of her minions on the material plane at any one time, except in a place consecrated to the gods of chaos.


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Servant of Iocace — 35xp each

Chaotic, AC Chain, HD 3, Morale +5, Move 120' (40'), Numbers 1d4, Save F6, Speed 7, Surprise +2.
Ch 4, Co 12, De 10, In 12, St 14, Wi 12.
1 touch attack per round (1d8 fire damage).

- Double damage from cold and frost.
- Immune to fire and mind control.

The bodies of servants of Iocace are perpetually on fire, no matter their surroundings (even underwater). When one is struck by any non-magical weapon, there is a 1 in 6 chance that the weapon is ruined.

If a servant of Iocace is killed, roll 1d6 to determine the result:

1	It collapses and lies motionless, but continues to smolder and burn.
2	It crumbles into ashes.
3	It crumbles into small pieces of platinum, worth 800c in total.
4	It explodes, inflicting 1d6 damage on everyone within 20 feet.
5	It shatters like glass, leaving sharp, broken pieces of itself all over the ground.
6	It sinks into the ground and becomes a portal to Iocacea that lasts for less than a minute, then vanishes.

Tormented Mass — 50xp each

Chaotic, AC Leather, HD 3, Morale +2, Move 90' (30'), Numbers 1, Save F3, Size Large, Speed 5, Surprise +2. Ch 2, Co 10, De 5, In 6, St 14, Wi 4.
3 hand attacks per round (1d6 damage) against 2 different people at most.

- Double damage from clerical, divine, and lawful magic.
- Half damage from chaotic or infernal magic.
- Immune to mind control and psychic damage.



This pitiful thing is not merely one creature, but a mass of tormented souls summoned from Iocacea and stuck together, cursed to act as one. These screaming wretches beg for release, knowing it can never come.

When you fight a tormented mass, the wailing, tormented faces shake your confidence and give you disadvantage to your attack and damage rolls unless you can **save vs. paralysis**.

The tormented mass gets one free attack at anyone retreating from it, no matter how carefully they do so.

Infernalism

The primary means that Iocace has of accessing the material plane, where she can wreak the most havoc of all, is through the summoning ritual. Anyone who can cast spells or read scrolls may summon Iocace, or aid a non-caster in summoning her. They must be experienced enough to cast second level spells, but this can hardly be said to constitute a high barrier to entry.

Summon Iocace — Level 2

Range: None. **Duration:** 8 days or 8 questions.

This summoning ritual functions the same as any other second-level spell, except that it doesn't count towards a magic-user's spell limits (any of them) and it takes an hour to cast. The spell summons and binds an avatar of Iocace, or one of her minions. She will obey the summoner for a week and one day, or answer up to eight questions the summoner asks of her. A combination of the two may be negotiated.

Favours

Iocace can perform any of the following tasks for her summoner:

- She can **fight her summoner's foes**, but at the end of each fight (or assassination), Iocace removed one thing from the world.
- She can **steal an item** and bring it to her summoner. In exchange, she removes one thing from the world.
- She can **store a spell** in each of her swords, that may be cast by her summoner at will, after which Iocace removes something from the world. She will not store healing spells.

Questions

From her palace in the abyss, Iocace sees many things. With access to the material plane, she can see many more. **If asked about a person's secrets,** she tells the truth, but embellished slightly. **When asked about herself,** or about other demons, she lies convincingly. Iocace is not in the habit of revealing the weaknesses of her own kind.

Removal

Iocace removes from the world things that bring happiness and joy to people, and deposits them in Iocacea. If she can physically seize a thing, or overpower the person who possesses it, she can remove it. She can also remove emotions, but only one emotion from a single person at a time. She prefers to remove a person completely, or to remove objects, but she will occasionally choose to remove memories.

She claims that, as a demon, part of her reason to exist is to punish the guilty, and so she removes things or people that deserve to be punished. She might claim to be the enemy of heretics and false prophets, punishing them for their hubris by casting them into the burning pit. Or she might say that she steals thieves from the world, the faster to deliver their just desserts. She tells whatever lie seems plausible about what or whom she removes so as not to reveal her true motivations.

Iridescents

They come from outside our world, from beyond the limits of the astral sphere, appearing like a madness of protoplasmic flesh, somehow contained within congeries of shimmering, iridescent globes. As each glowing sphere floats through the night air, images of a frothing, primal slime, writhing in the chaos of elsewhere, flicker inside them.

Iridescent Globes — 5xp each

Chaotic, AC Plate, HD ½ (1d4 hp), Morale 0, Move 180' (60'), Numbers 3d6 (5d8), Save F1, Size Tiny, Speed 9, Surprise -1. Ch 0, Co 18, De 16, In 6, St 0, Wi 6.

- Double damage from life drain and necromantic magic.
- Healing magic deals damage to globes instead of healing.
- Immune to lightning, paralysis, poison.

While they have no natural means of physical attack, **five globes working in concert** can use one magic power per round. This magic power is always random. Roll 1d6 to see what power each group of five globes uses, and determine the target randomly, from those who are attacking the globes:

1	**Curse:** Target suffers -1 penalty to attack or resist the globes for 1 day (multiple curses are cumulative).
2	**Disarm:** Target's weapon is transported 1d100 feet in a random direction. If unarmed, target is transported instead (but not to a space already occupied by solid matter).
3	**Engulf:** Target must **save vs. spells** or be paralysed for 1d4 rounds, plus there is the possibility of infection.
4	**Prismatic Spray:** Target suffers 1d8 damage (save vs. spells for half).
5	**Rewind:** Target re-experiences the last 10 minutes in reverse, but over the course of the next 10 seconds. This includes moving backwards and suffering any mental effect again (but not physical effects). Wounds suffered during these ten minutes do not close, and the target is not moved to locations that are no longer accessible.
6	**Visions from Beyond:** Target loses 1d6 points of Intelligence or Wisdom (select randomly) temporarily.

When iridescent globes are burst, they leave behind a sticky, wet residue. It sickens any humans who ingest it, but if collected, will reduce the cost to prepare a potion affecting time and space by 1d6 × 100gp (roll once for each group of approximately ten globes whose residue is collected).

Engulf and Infect

Although these iridescent globes are native to the nethermost outskirts of space and time, they are not actively hostile to humans, as a rule. But their presence bends reality too much for the human mind to fathom, and their parasitic life cycle destroys all life that it comes into contact with—and the only creatures that seem suitable in this plane of existence are the intelligent ones. They become degenerate cannibals, wearing the flayed skins of those who were once their neighbours and loved ones. Iridescent colours bleed from their eyes, polluting reality itself. They lose all sense of their humanity, living only to prey upon others, until they, too, are found slain, nothing left of them but an empty skin wearing the skins of others.

For every 5 rounds a person is engulfed by iridescent globes, whether they are awake or not, they must save vs. death or become infected. Once infected, a person changes. Their mind degenerates, and they lose the ability to learn. As the infection progresses, they lose their ability to understand language and socialize. Their skin becomes thin and raw, causing them terrible pain. They see other humans looking perfectly normal and become jealous, so they murder them in order to flay them and wear their skin.

Over time, the iridescent colours leak out of them, especially their eyes, creating a sparkling shimmer. **After 1d20 months of being infected,** the iridescent colours burst forth out of them, leaving behind a dead, brittle husk. Anyone witnessing this loses 2d8 Wisdom temporarily (save vs. spells for half). Anyone reduced to zero Wisdom has their mind transported to the iridescent homelands, permanently. Anyone reduced by half or more Wisdom loses control of their faculties and flees for 1d10 turns.

What happens to the iridescent colour that come out of the infected human is not known. It is not an easy process to witness, after all. Perhaps it turns into more iridescent globes, or perhaps it returns to its home dimension…



Those infected humans are even more dangerous than the iridescent globes are, even when they have skins to wear already.

Skinwearers — 35xp each

Chaotic, AC Shield, HD 3 (or the same as in life +2), Morale +1, Move 120' (40'), Numbers 1d6, Save F4, Speed 7, Surprise 0, Treasure Type U / VI.
Ch 4, Co 8, De 10, In 8, St 12, Wi 8.
1 weapon attack or **1 magic power** per round.
Infected humans have access to the same six magic powers as the iridescent globes, but can only use them twice per day, as if they were spells. Roll a d6 twice to see which two powers they have to choose from—the infected person will use either one on the most dangerous target if it would help them win the fight.

Skinwearers are more discerning about who they choose to fight than the globes are. They attack the people who have the nicest skin first, or those who fight fiercest.

What type of skin is this skin wearer wearing? Roll 1d6 for each:

1	A fresh, newly-flayed skin.	**3-4**	A horribly rotted skin.
2	A slightly rotted skin.	**5-6**	No skin but its own.

What trinkets does this skin wearer have? Roll 1d12 one or more times:

1	Engraved portrait.	**5**	Ivory comb.	**9**	Rosary.
2	Fancy dagger.	**6**	Jade statuette.	**10**	Silver locket.
3	Gemstone earrings.	**7**	Jewelled bracelet.	**11**	Silverware set.
4	Gold ring.	**8**	Necklace of coins.	**12**	Spiritual pendant.

Valuable items may be worth up to 1d6 × 50c each, or more in special cases.





The Kraken

In the days of old, when human civilization was still young, the ancient gods were worshipped. They were given sacrifices of prayer and smoke, gold and silver, and displays of excellence. They did not ask for much—not like the bloody-mouthed demon gods that threaten the world today. Yet, even with these horrors of the outer worlds threatening the modern world, mankind has turned its back upon the old ways. No longer do they practice sacrifice, no longer do they build edifices to honour the gods. In this fallen age, the only gods are gold, and power, and the sword.

And yet, even as their temples have fallen into ruin, the old gods of the ancient world have not, themselves, disappeared. They still smart when offences are made against them, when their names and memories are profaned, when their icons are looted and desecrated. And when their rage grows strong enough, they send the Kraken of the Deep to deliver their vengeance upon the mortal world.

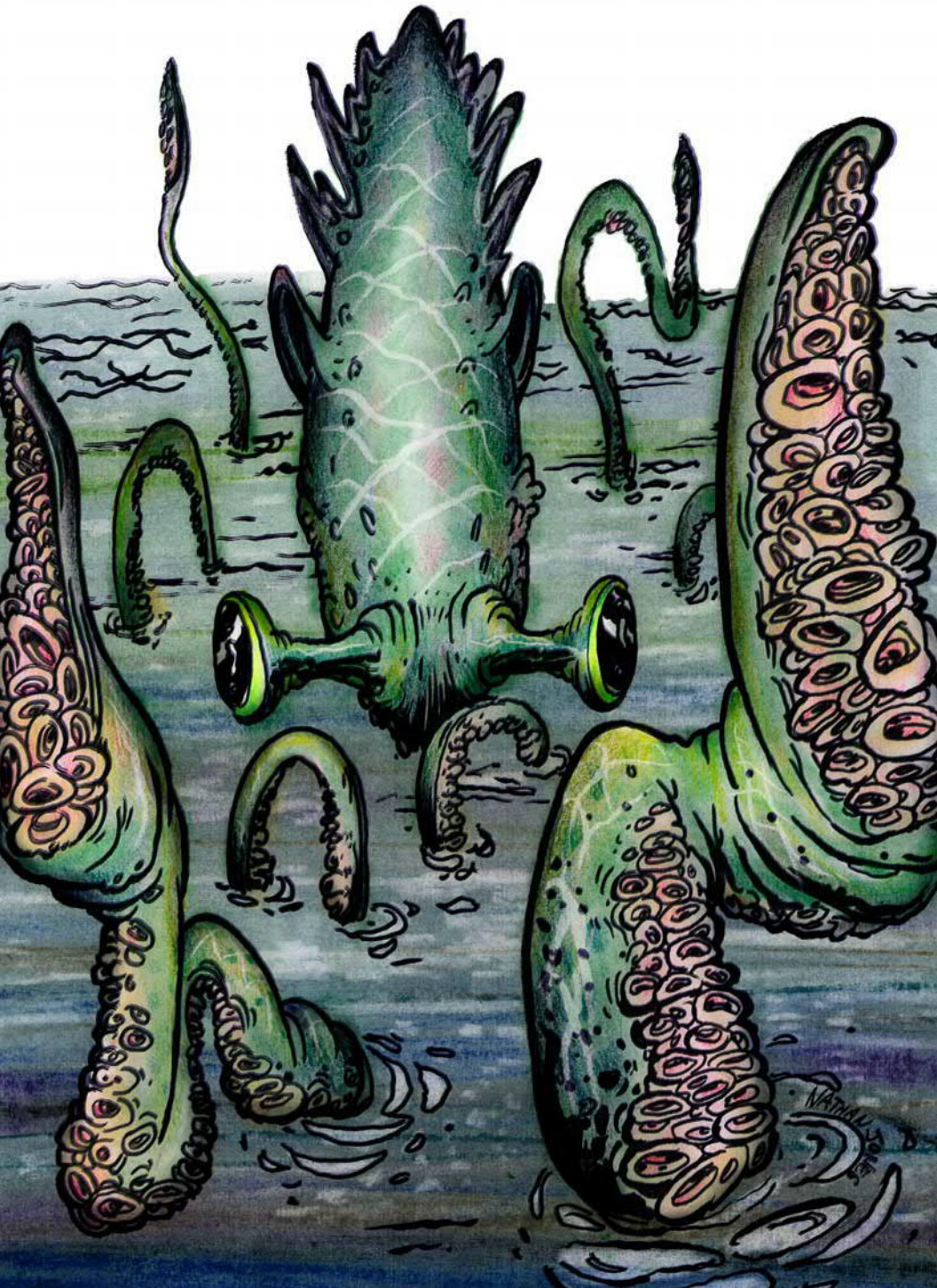
A leviathan of the deepest, darkest parts of the oceans, the Kraken has hunted in the underwater darkness since before even fire was discovered. Though it has eyes, the light means nothing to it. Though it cannot breathe the air, it has dug through stone to stuff its beak before. Though it cares nothing for the lives of other earthly creatures, it has always honoured the gods of the ancient world. They know the way to speak their will into its mind, to make it obey their wishes. And the Kraken is content with a life of hunting and eating whatever is smaller than itself.

No ship is safe from the Kraken of the Deep, no coastal town or city. Not even the banks of large rivers. Even the caves beneath the mountains are not safe, for the Kraken knows all the secret underground oceans by heart. It can sneak up through subterranean rivers and strike in the darkness of hellish caves. Only in the desert can one escape the divine wrath of the Kraken.

The Kraken 900xp

Lawful, AC Chain+1, HD 9, Morale +3, Move 180' (60'), Numbers 1, Save F16, Size Huge, Speed 10, Surprise -1. Ch 14, Co 18, De 18, In 12, St 18, Wi 12.
4 tentacle attacks per round (2d6 damage), and grab.
If the Kraken hits a foe, it can wrap them up in its tentacles. The victim can make a **save vs. paralysis** roll each round to escape, but may not attack or cast spells until they are free. **Once the Kraken has grabbed a foe,** it will drag them into the water to drown them, or it can squeeze them for 1d6 damage. Keeping a foe wrapped in a tentacle reduces the Kraken's number of attacks by 1.

Twice per day, the Kraken can **spray ink** in a 15' by 15' area in front of it. Each person targeted must **save vs. breath weapon** or be blinded for 1d4 rounds. Any valuables, like gold and gems, that get coated in the ink are corrupted and turn into black dust. This powder produces a euphoric but nauseating and hallucinogenic high if smoked or snorted, but is otherwise worthless.


NATHAN JONES

Lepravosia

Long ago, prophets and wizards alike could count themselves no strangers to innumerable demons, great and small. Of all those called upon by the many cults of the ancient world, few were as feared by their enemies as Lepravosia, Devourer of Thieves. Her statues and icons still haunt many a forgotten temple, waiting in the darkness for intruders intent on plundering what treasures remain unclaimed.

If she is summoned to the material plane, Lepravosia appears in the form of a human woman, very tall, and with a head that consists of only a mouth and bloody pulp, with several sickening eel-like tentacles extending from it. She has no real internal organs other than a stomach, which can stretch to accommodate the bodies of at least a dozen thieves.

Her victims should not be surprised to see her, unless they are incompetent thieves indeed, for her images—in great numbers and variations, from bloated ladies with the heads of eels to gluttonous hags swallowing men—adorn every temple she protects. It is rare for a cult or wizard to call upon her now, in these tarnished days, for the old arts die out and are not revived for fear of the dangers involved. But if the bards are to be believed, there are countless ruined temples still stuffed to the rafters with the loot and gems that made the ancient world such a golden age. If they were so easy to loot, they would be empty by now, so clearly some must still be under Lepravosia's benefaction. But not all—that would be impossible. And so the question remains: Is it worth the risk?

Incarnation of Lepravosia **1,200xp each**

Evil, AC Chain, HD 8, Morale +5, Move 180' (60'), Numbers 1, Save F12, Size Large, Speed 10, Surprise -1. Ch 18, Co 18, De 18, In 18, St 18, Wi 18.

3 bloodworm tentacle attacks per round (1d6 damage), or **1 swallow**.

- Immune to mundane cold, fire, and heat.
- Requires +1 or better weapon to hit.

If a bloodworm hits an enemy, it automatically deals 1d6 damage each subsequent round without rolling to hit. A successful attack or **save vs. paralysis** dislodges it.

Instead of attacking, Lepravosia may attempt to **swallow a foe** attached to a tentacle. On a successful attack roll (as normal), the victim is consumed whole, and may no longer attack. Each round thereafter, the victim suffers d6s of damage equal to the number of rounds they have been inside her (1d6 damage the round after being swallowed, 2d6 the next round, then 3d6 the round after that, etc). A swallowed character who successfully **saves vs. paralysis** takes half damage.

When Lepravosia is targeted by cleric spells, roll 1d6: a roll of 1 or 2 indicates that the spell has no effect, and a roll of 6 indicates that Lepravosia may select one other character in the vicinity to also be affected by the spell, as long as it is not the cleric casting the spell.

If Lepravosia's incarnation on the material plane is defeated, she returns to her palace in the abyss to plot revenge. If she is defeated twice, she will not try to fight a third time.


NATHAN
JONES

Living Shadows

Where they come from, no one knows. What they want, no one knows.

Dark Shadow — 35xp each

Chaotic, AC Leather, HD 2+2, Morale +3, Move 90' (30'), Numbers 1d8 (2d6), Save F2, Speed 6, Surprise -2, Treasure Type F / XVII.
Ch 10, Co 12, De 12, In 12, St 12, Wi 12.
1 touch attack per round (1d4 damage + Strength drain).

- Double damage from radiant magic.
- Immune to mental effects, necromancy, and non-magical weapons.

Each successful attack drains 2 points of Strength, which is regained at a rate of 1 per day. Anyone reduced to zero Strength has their life force transferred into their own shadow. Their body dies and they become a living shadow.

Ink Black Shadow — 125xp each

As dark shadows, except: HD 4, Save F4.
1 touch attack per round (1d6 damage + Strength drain).
Each successful attack drains 3 points of Strength.

Pale Shadow — 13xp each

As dark shadows, except: HD 1, Morale +2, Move 60' (20'), Numbers 1d6 (2d4), Save F1, Speed 5, Surprise -1, Treasure Type C / XX.



Random Encounters with Living Shadows

On Level 1, all wandering living shadows are pale shadows. **On Level 2 and 3,** there is a 50/50 chance of wandering shadows being either dark shadows or pale shadows. **On Level 4 and 5,** there is a 50/50 chance of wandering shadows being either dark shadows or ink black shadows.

Man-Eating Molluscs

The exterior shell of the man-eating mollusc is hard and thick. It contains one or more wormlike creatures, each of which has a mouth, tongue, and numerous eyes. The exterior end of each worm is attached to the inside of the shell and also sports several fluted limbs that create sound and hold the gills. The mouths do not create sound. The worm's numerous eyes can see in numerous spectrums, both mundane and magical.

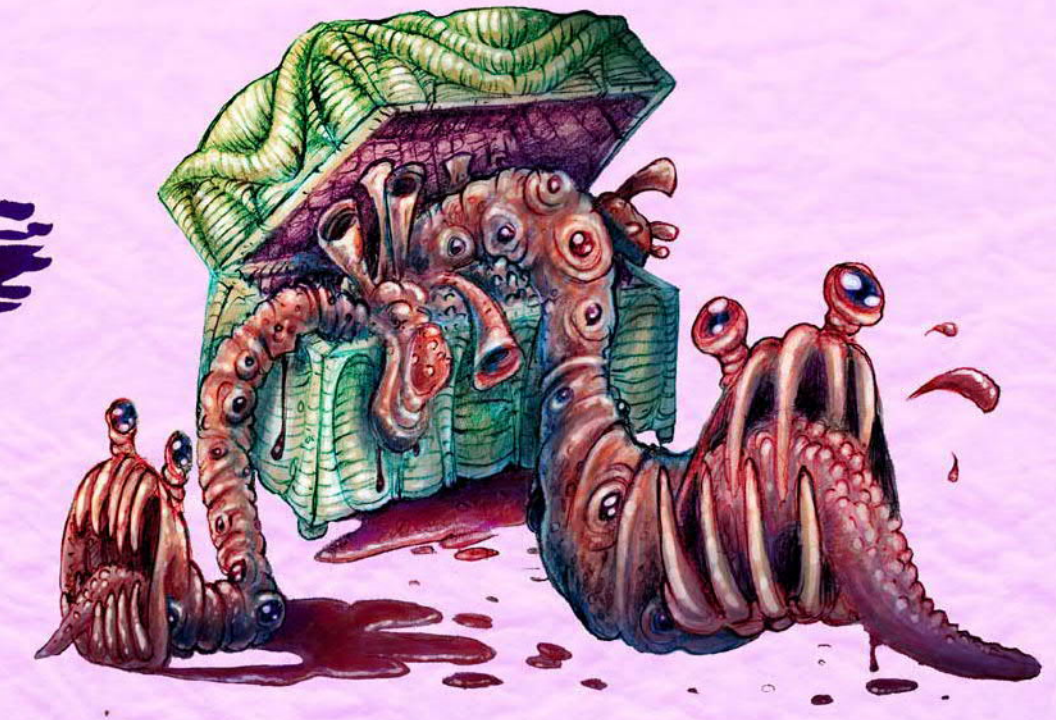
The chaos cultists have perfected spells that prevent them from being attacked by man-eating molluscs and have taken to carving their shells into the shapes of expensive-looking treasure chests. They leave these chests as traps throughout the caves under Skull Mountain.

Man-Eating Mollusc — 25xp each

Neutral, AC Chain +1, HD 2+2, Morale +3, Move 30' (10'), Numbers 1d3 (2d8), Save F6, Size Small, Speed 8, Surprise -2, Treasure Type S / IV.
Ch 0, Co 12, De 14, In 10, St 12, Wi 8.
1 bite attack per round (1d10 damage).

- Double damage from dessication and lightning.
- Half damage from blunt weapons.
- Immune to cold and frost-based attacks.

A man-eating mollusc does not reveal itself until a victim is close enough to touch it, or is in the process of turning away from it.





The Mass of Limbs

On this plane, they appear as masses of suckered tentacles, but elsewhere, their limbs look surprisingly different—from a mass of crustacean legs and pincers in the Astral Sea, where they infest the floating corpses of dead titans, to a mass of human arms when found on Yuggoth.

A mass of limbs is not intelligent in the way we think of such things—it cannot be conversed with, it understands no morality, it relentlessly pursues and defends suitable hosts—but it can immediately solve and overcome any puzzle based in logic. It always understands games, can decipher codes it needs to bypass magical barriers, and it can cast spells out of wizards' spellbooks. How it does this is unknown, and possibly unknowable, to humans.

Mass of Limbs **650xp each**

Chaotic, AC Chain, HD 6+6, Morale +3, Move 120' (40'), Numbers 1 (1d6), Save F6, Size Large, Speed 7, Surprise 0, Treasure Type E / XVIII.
Ch 6, Co 16, De 10, In 12, St 18, Wi 10.
6 limb attacks per round (1d6 damage), plus crushing.
Any character struck one or more times during a round by a mass of limbs must **save vs. paralysis** to avoid being grabbed. Anyone who has been grabbed is crushed for 1d10 damage each round until they take a round to escape. No roll is needed to effect an escape from the limbs, but no other action can be taken. Anyone held for three subsequent rounds is dragged into another dimension by the Mass of Limbs.



Mutant Orcs

Mutant orcs are waging war against the civilized races elsewhere, but some have come to Skull Mountain in order to support the chaos cult.

Mutant Orc — 35xp each

Chaotic, AC Leather +1, HD 1d4, Move 120' (40'), Numbers 1d8 (3d8), Save F2, Speed 8, Surprise -1, Treasure Type Q / II (B / XXI in lair).
Ch 6, Co 8, De 14, In 8, St 12, Wi 12.
1 bow attack (1d6 damage) or **1 sword attack** (1d8 damage) per round.

- Double damage and effects from spells, plus 1 in 3 chance of mutation.
- Half damage from cold and frost-based attacks.

Mutant orcs are much more vulnerable to magic than other orcs (or even mutants) are. Additionally, magic may cause them to develop new, unstable mutations, even rendering their limbs or senses useless.

Every lair of mutant orcs has one leader, and every group encountered randomly has a 1 in 6 chance of being led by an orc leader.

Orc Leader — 275xp each

As other mutant orcs, except: AC Chain +1, HD 6, Move 120' (40'), Save F6, Speed 10, Treasure Type S / IV, Ch 14.

- Immune to fire and heat.

Reaction

Roll 1d6 when mutant orcs are encountered, add +2 if the PCs are chaotic, -1 if they are lawful:

0-3	Aggressive.
4	Non-violent.
5	Curious.
6+	Friendly.



Allies

Randomly encountered orcs have a 1 in 3 chance of being accompanied by other creatures. Orc leaders are always accompanied by other creatures. Roll 1d6 to determine what kind of creatures they are and how many there are:

1	1d6 Feral Spidermen.	**3-4**	1d6 Hippareion Warriors.
2	3d6 Iridescent Globes.	**5-6**	1d6 Zealots of Chaos.

Morale

Instead of a normal morale check, roll 1d10 to determine how mutant orcs react:

1-3	Continues to fight opponents.
4	Continues to fight opponents, and gains 1 random mutation.
5	Explodes into a mass of useless, mutated flesh.
6	Goes berserk, continuing to fight with 2 attacks per round and advantage to all attack and damage rolls.
7	Goes berserk as above, and gains 1 random mutation.
8-10	Routs and attempts to flee.

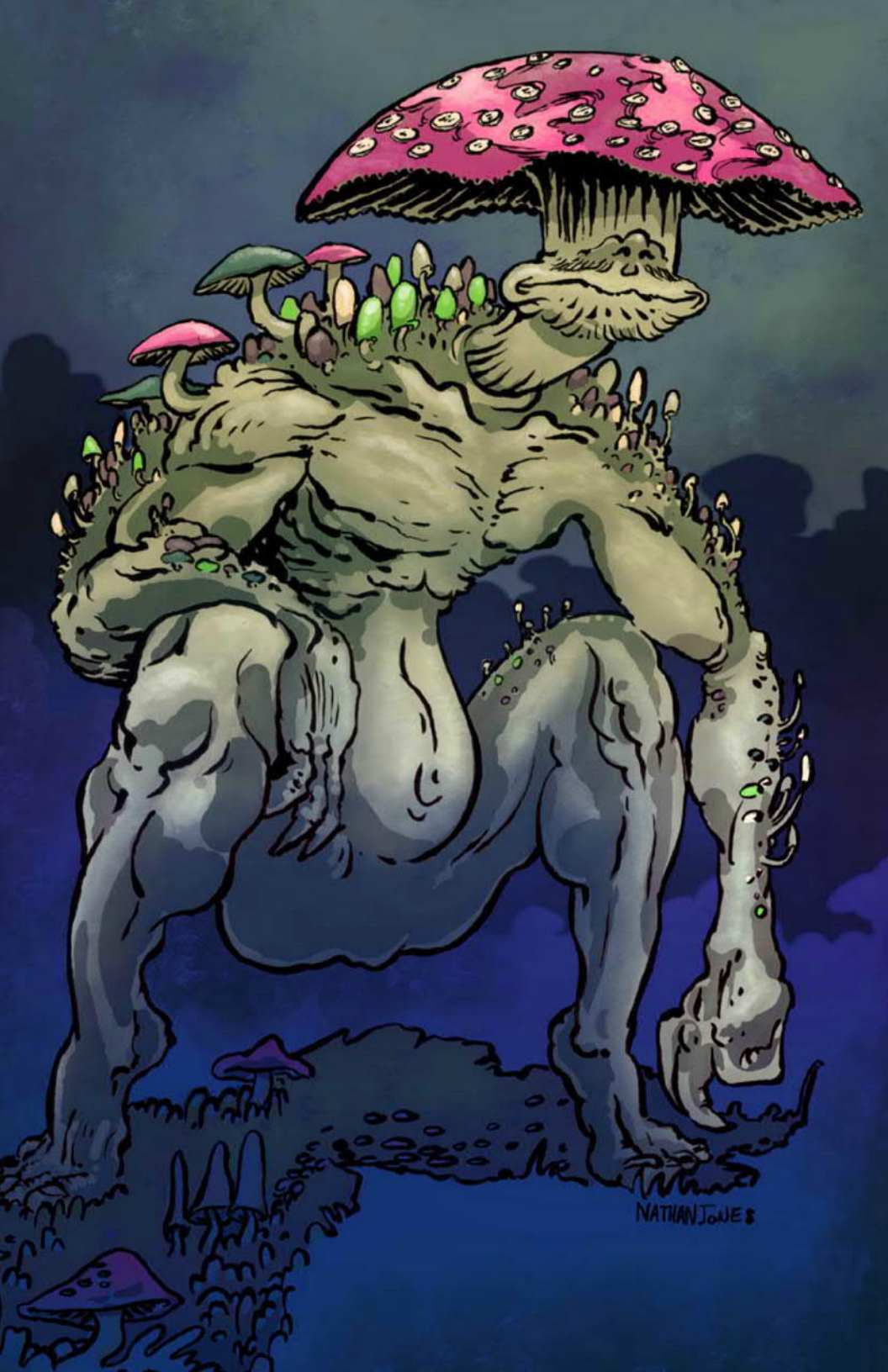
Routed orcs have a 1 in 3 chance of returning with allies 1d6 turns later. These allies are either zealots of the chaos cult or Hippareion warriors (50/50 chance of either).

Mutations

A mutant orc has a 1 in 3 chance of developing a new mutation when affected by a magic spell, and a 1 in 6 chance of a new mutation when affected by a magic item. Roll 1d20 to determine how the mutant orc changes:

1	Becomes 2 smaller orcs (1 HD each).	**11**	Grows bone armour (as plate +1).
2	Becomes coated in slime.	**12**	Grows new head to advise the first.
3	Becomes a magic-user (level 3).	**13**	Immune to last damage type hit by.
4	Changes colour.	**14**	Legs become tentacle (Speed 2).
5	Changes into a random monster.	**15**	Parasites grow on this orc's body.
6	Demon bursts out of this orc's body.	**16**	Spits acid 20 feet (1d10 damage).
7	Emits blinding light (save vs. paralysis).	**17**	Sprouts extra pair of arms (+1 attacks).
8	Explodes (1d6 damage, 20 foot radius).	**18**	Swells to giant proportions (+3 HD).
9	Gains an extra face.	**19**	Switches sides (betrays chaos cult).
10	Gains new sensory organs.	**20**	Weapons for hands (no ranged attacks).

If a mutant orc produces a demon in an area touched by Iocace, the demon is one of hers, either an avatar or a servant. In a temple protected by Lepravosia, the orc produces an incarnation of her instead of a demon.


NATHAN JONES

Myconians

These humanoid fungal monstrosities result from an unholy pact, made long ago between sorcerers and demons. It is written, in the *Book of Caves*, that the demons allowed these sorcerers to transcend their mortal forms, but at the cost of their souls. What was left of them melded into the fungus in their secret underground temple, and created the hybrid mockeries of mankind that are the Myconians.

Each Myconian is a mass of fungus in the shape of a human figure. It must consume human brains in order to maintain this form, as well as the human-like intelligence that allows it to function properly. Without a regular supply, a Myconian will revert to mindless plant matter.

As predators of the humans, the Myconians are feared and hated, condemned to live deep underground, lest they arouse suspicion and reprisals. They make deals with dark necromancers and the spawn of evil gods, always furthering their desire to enslave humanity in its entirety.

Myconian — 25xp each

Evil, AC Chain, HD 2+1, Morale +1, Move 90' (30'), Numbers 1d6+1 (3d6), Save F4, Speed 6, Surprise 0, Treasure Type D / XIX.
Ch 8, Co 16, De 8, In 12, St 12, Wi 12.
1 bite, claw, or fist attack per round (1d6 damage) or **spores**.

- Attacks count as magical, can target insubstantial foes.
- Half damage from blunt weapons and cold.
- Immune to disease, gas, and poisons (except fungicides).

Instead of attacking, a Myconian can release a cloud of spores. Everyone within a 10 foot radius must **save vs. paralysis** or be unable to do anything but cough and choke the next round.

Myconian Leader — 175xp each

As Myconians, except: HD 5, Morale +2, Numbers 1 (1d6), Save F10, Speed 7, Ch 14.
1 bite, claw, or fist attack per round (1d6 damage) or **1 spell**.

- Attacks count as magical, can target insubstantial foes.
- Half damage from blunt weapons and cold.
- Immune to gas and poisons (except fungicides).

Instead of attacking, a Myconian leader may cast a spell. They have 5 random spells of levels 1 through 3 memorized whenever they are encountered.

Every sixth Myconian is a Leader, and each Myconian Leader has a 1 in 3 chance of being accompanied by 1d6 other creatures that are controlled by sorcery (roll on the Level 1 random encounter table to determine the type of creatures). When a Myconian Leader is present, use their Morale score instead.

Rivalries

The Myconians are not a very powerful faction in the dungeon. They deal with the chaos cultists regularly, and with the dragon cultists and the Eyeball Syndicate when they have to. They hate the death cultists, and compete with them over corpses.

Nuns of the Bone Goddess

For decades there was a monastery on Skull Mountain. The presence of the nuns there was thought to be a ward against the possible evil the mountain represented—and the evil the mountain contained. But then the corruption set in, and though it remained hidden for a long, long time, it was finally discovered by a group of travelling mendicants. The sole survivor of their group delivered the news to the Church of Law and Saint Anglard was dispatched to destroy the nuns and the perverted, heretical goddess they idolated.

He was a man renowned for his ability to root out evil, but after razing the monastery to the ground, Saint Anglard still fled from the ruins in horror. He was reticent to speak of it after, not that he had much chance to do so. His next mission was his last, and some believe his experiences on Skull Mountain contributed to that.

The Dead Rise Again

But even though they were slaughtered and their monastery was destroyed, the nuns remained unvanquished. For they had taken up worship of the Bone Goddess, and she would not let mere death prevent her followers from attending to her sepulchral bidding. With their ties to the living world severed, the nuns began to consort with nameless death cults. They rebuilt their blasphemous altars deep underground, in monster-haunted caves and the halls of long-buried cities.

For the most part, the nuns now prey upon the vagrants of the area, and the numerous migrant workers travelling through, struggling to make it through the present financial crisis. The bodies of their victims are given to their death cult allies or used in magical rituals that strengthens the Bone Goddess' position amongst the denizens of Skull Mountain. Their depredations have given rise to rumours of fiery ghosts stalking the moors at night.

The nuns are fairly unsophisticated when it comes to violence. While stalking prey in the wilderness at night, they try to keep out of sight as long as possible, and then they charge, intent on making off with bodies as quickly as possible. They savagely—even desperately—defend their own territory from intruders.

The Monastery Now

Once as mortal as you or I, the nuns of the Bone Goddess are all skeletons now, imbued with more power than undead normally have, and wreathed in blue flames. They are not mindless automatons, but neither are they still possessed of human minds. Though still able to think, all desires but those that serve the goddess have atrophied away. They can only speak through visions of their goddess.



Nuns of the Bone Goddess — 25xp each

Evil, AC Leather, HD 2, Morale +5, Move 90' (30'), Numbers 1d8 (3d8), Save F4, Speed 6, Surprise 0, Treasure Type A / XXII. Ch 4, Co 18, De 10, In 14, St 12, Wi 12.

1 hand attack per round (1d8 damage), plus flame damage.

- Double damage from acid.
- Half damage from slashing weapons.
- Immune to disease, fire, lightning, mind control, piercing weapons, and poison.

Each round you spend in melee combat with a nun of the Bone Goddess, you must **save vs. breath weapons** or take 1d4 damage from their ghostly blue flames, even if they do not attack you.

The Abbess — 125xp

As other nuns, except: AC Plate, HD 4, Move 120' (40'), Save F8, Speed 7, Surprise -1, Ch 18, St 14, Wi 14.

1 hand attack per round (2d6 damage), plus flame damage; or **1 spell**.

- Half damage from slashing weapons.
- Immune to disease, fire, lightning, mind control, piercing weapons, and poison.

The spectre of the Bone Goddess follows the abbess, creating a haunting, phantasmagoric scene wherever she goes. The abbess may either attack in melee, or cast a harmful clerical spell of first or second level. She may cast up to 4 spells per day.



Blackbone Abbess 75xp



As other nuns, except: AC Chain, HD 3+1, Numbers 1, Surprise -2, Ch 16, In 16.

1 hand attack per round (2d6 damage), plus flame damage.

- Double damage from acid, radiance, and light-based magic.

If you are wounded by the blackbone abbess, you must **save vs. poison** or your wounds become infected. They turn black and you cannot heal naturally, plus you take an additional 1 point of damage every day until dead or cured.



Blackbone Nun 35xp each

As other nuns, except: AC Chain, HD 2+1, Numbers 1d6 (3d8), Surprise -2.

1 hand attack per round (1d10 damage), plus flame damage.

- Double damage from acid, radiance, and light-based magic.

Charred black, these nuns lead midnight raids on vagrants in the wilderness. Their blue flames cast no light, only becoming visible when illuminated by other sources. Unlike the other nuns, they prefer to be outside and not underground, even though it is always dark below the earth.

Flagellant Nun 50xp each

As other nuns except: HD 3, Move 120' (40'), Numbers 1d6 (2d6), Save F6, Speed 7, Treasure Type D / XIX.

1 lash attack per round (1d8+2 damage), plus flame damage.

- Immune to whips and lashes. Cannot be tied up.

They lived by the lash, they retain it in death. They were the first of the nuns to lose every pound of their flesh. There is a 1 in 3 chance that a group of flagellant nuns will be accompanied by **1d6 still-living death cultists**, all of whom have 1 HP left, after being whipped.

Optical Fungus

With all the magic being used beneath Skull Mountain, it should be no surprise that some of the local flora has become a mutated, near-sentient predator.

Optical Fungus — 35xp each

Chaotic, AC Leather +1, HD 3, Morale 0, Move 60' (20'), Numbers 1 (2d4), Save F3, Speed 3, Size Large, Surprise -1. Ch 0, Co 14, De 6, In 8, St 8, Wi 12.

1d6 frond attacks per round (1d4 damage each).

- Double damage from fire.
- Half damage from non-magical weapons.
- Immune to disease, mental effects, and poison.

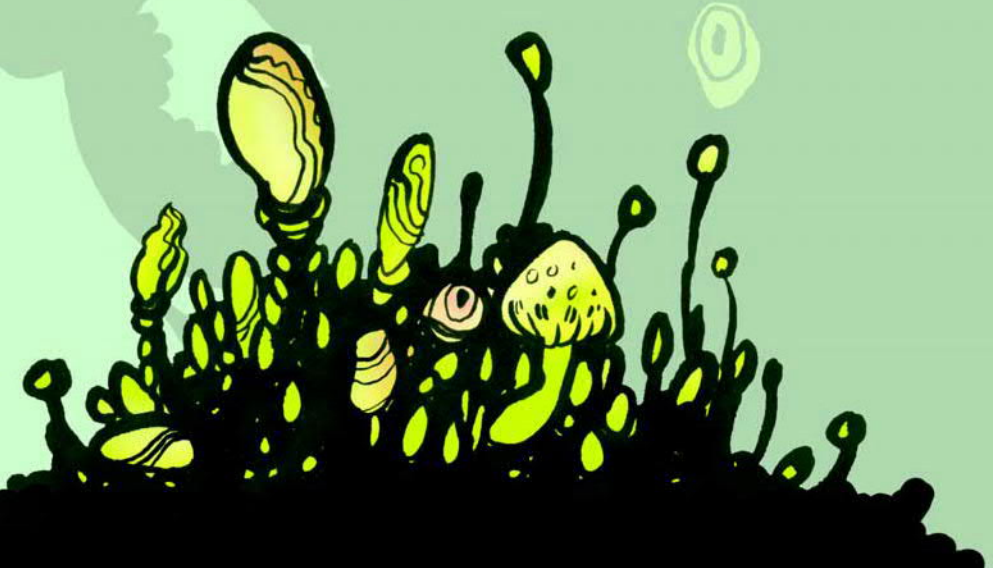
An optical fungus may produce 1 optical spawn each round instead of attacking, up to a total of 3 spawns in action at any one time.

Optical Spawn — 10xp each

Chaotic, HD 1, Morale -1, Move 90' (30'), Save M1, Speed 7, Size Tiny, Surprise -2. Ch 0, Co 7, De 6, In 16, St 4, Wi 6.

No attacks per round.

Optical spawn are balls of mold with a human-looking eyeball in them. An optical fungus uses them to scout ahead so it can ambush potential victims. If an optical spawn surprises an enemy, the optical fungus that spawned it can also ambush them, without requiring an additional roll, unless the spawn has been revealed.



An optical fungus exists on multiple planes of existence at once. When one is destroyed, strange effects occur. Roll 1d20 to determine what comes out of the corpse of an optical fungus:

1	1 Purple Cloud.	**11**	One Level 3 monster.
2	1d6 Bloodworms.	**12**	One Level 4 monster.
3	1d6 Golden Serpents.	**13**	One Level 5 monster.
4	3d6 Iridescent Globes.	**14**	Plants grow, then turn to stone.
5	Fire.	**15**	Portal to the Ebon Doorway.
6	Intense light.	**16**	Portal to the Iocacea.
7	One Level 1 encounter.	**17**	Random clerical spell of Level 1d6.
8	One Level 1 monster.	**18**	Random magic spell of Level 1d6.
9	One Level 2 encounter.	**19**	Snow begins to fall.
10	One Level 2 monster.	**20**	A statue of Lepravosia.

For encounters and monsters, use the random encounter tables on pages 14-20.



Puppet Golems

Harlan Blackhand tried, for decades, to master the art of golem-making. He failed, over and over again. But his pride would not let him be a failure, and he grew dangerously obsessed. Finally, he traded the last of his human compassion to the demon Iocace in exchange for a spell that would animate wooden puppets. She considered his payment nearly worthless, but all he wanted was something that was better than nothing, so she obliged him.

So he hired a local carpenter, Chiseppi, and put him to work fashioning puppets. The puppet golems they made together proved to be cruel and devious, just as Harlan had wanted. He sent them out to harass nearby communities, vicariously revelling in the arson, murder, and torment they caused.

With the Blackhand no longer a going concern, there are no new puppet golems being created, but there are still plenty of them left, stuck inside the woodshed where they were made, or wandering the world outside, causing trouble.

Puppet Golem — 25xp each

Evil, AC Plate, HD 2+1, Morale +1, Move 120' (40'), Numbers 1d6 (4d4), Save F2, Size Small, Speed 8, Surprise -1, Treasure Type B / XXI.
Ch 6, Co 12, De 14, In 10, St 10, Wi 12.
2 bite or claw attacks per round (1d4 damage each) or **1 thrown rock** (1d4+1 damage).

- Double damage from acid and fire.
- Half damage from cold and frost-based attacks, radiance, and slashing weapons.
- Immune to disease, mental attacks, necromancy, piercing weapons, and poison.

Puppet golems prefer to use missile weapons from a position of safety, but will engage in close combat if it is necessary or they are sufficiently enraged.

Broken Puppet Golem — 35xp each

As puppet golems, except: HD 3, Numbers 1d4 (2d6), no treasure, Co 18.
1 club attack per round (1d6 damage).
Some puppet golems have more drive and willpower, or simply more life force, than others. Though they might be waterlogged, rotting, malformed, or broken, they have not yet succumbed to annihilation. Instead they continue to nurse their spite for fleshy creatures.

Painted Puppet Golem — 35xp each

As puppet golems, except: HD 4, Ch 12, In 12.
1 whip attack per round (1d8 damage) to one target within 15 feet.
If a whip attack hits, the painted puppet golem may make 2 additional fist attacks in the same round (1d4 damage each), if the target is within 5 feet. Otherwise, the puppet can pull its target to within 5 feet.

The most prestigious of puppets are the ones that were painted and decorated by Chiseppi before Harlan Blackhand gave them life. They are the leaders of the other puppet golems (but do not improve their morale).



Purple Clouds

At the end of their struggles, with the last of their people holed up in their mountain fortress, besieged on all sides by Po armies, the **Southern unicorns** performed a great and perilous ritual. It was their hope to summon a guardian angel—a divine golem of protection that would guard their lives and the lives of those they held dear. But the wizard **Drakdagor**, leader of the Po besiegers, interfered with their magic, and the unicorns brought something altogether different into this world.

The legion of **purple clouds** are a protective lot, certainly, but all they cared to guard were the unicorns' now-worthless treasures. The plan brought little profit to Drakdagor either, for the purple clouds guarded these treasures against friend and foe alike, murdering both the Po raiders and any unicorns with the gall to touch their own possession alike. Even now, with the Southern unicorn long extinct, the purple clouds continue to guard their gold and silver, even coveting the coins and gems of newer cultures.

What they hunger for most of all, however, is brains. Inside a purple cloud, brains and minds are compressed into **pink, many-faceted gems**. Once a cloud is destroyed, it leaves behind 1d4 of these gems, which can either be sold for 100c each, or destroyed to double the damage, duration, effect, and range of any psychic power or mind-based spell. Because of this hunger, **Myconians** always attack purple clouds before other enemies.

Purple Cloud — 50xp each

Evil, HD 3, Morale -1, Move 90' (30'), Numbers 1, Save F2, Speed 6, Surprise -1.
Ch 18, Co 18, De 6, In 4, St 0, Wi 16.
AC Shield vs. magical weapons, psychic powers, and spells; AC Plate otherwise.
1 blade attack per round (1d8 damage), mundane armour gives no protection.

- Gaseous form, can float and pass through tight spaces.
- Immune to most mundane sources of physical harm (can only be damaged by cold, fire, lightning, magic, magical weapons, and psychic powers).

A cloud has the power to **command rhinocorn homunculi** to help it protect the treasures it guards. It can call them from their graves, but they must still make their own way to the cloud.

Purple clouds do not usually attack explorers until they touch a piece of treasure, but they can also be drawn towards fighting nearby. There is a 1 in 3 chance of a purple cloud arriving to attack any vulnerable target that has a brain.





Pygmy Cave Trolls

The pygmy cave troll is actually a type of magical fungus, which has the ability to absorb and replicate the features of living things it consumes. This is not a fast process, but over the last thousand years or so it has resulted in its present form. They have absorbed so much more of the essence of trolls precisely because of the magical regenerative qualities of those creatures—there is always more for the fungus to consume. Aside from regeneration, which is partly due to the innate ability of the fungus to reform itself, pygmy cave trolls have achieved a sort of bioluminescence, which is common characteristic of their lairs, and a rudimentary animal intelligence.

If pygmy cave trolls are not able to consume more complex creatures, their mimicry of higher life forms degenerates. The longer they go without, the more listless they become and the more they have to sleep. Even eating other pygmy cave trolls is not enough. They spend most of their time hunting and eating whatever they can find that walks on two legs.

Pygmy Cave Troll — 19xp each

Chaotic, AC Chain, HD 1+1, Morale +2, Move 90' (30'), Numbers 2d4 (3d10), Save F2, Size Small, Speed 6, Surprise -2 (or see below), Treasure Type B / XXI.
Ch 5, Co 16, De 6, In 6, St 8, Wi 10.
1 claw, club, or dagger attack per round (1d6 damage).
Regeneration: Pygmy Cave Trolls regain 2 hp every round, even after being reduced to zero hp, unless the damage was caused by acid, burning, lightning, or magic. If frozen, they stay frozen until thawed.

They have poor eyesight, but good sonar and an excellent sense of smell, which they rely on so that their chirping does not alert their prey, giving them a 2-in-3 chance of automatically ambushing an enemy inside their own caves.

Bioluminescence

Pygmy cave troll bioluminescence is produced by molds and fungi that grow upon damp stone walls. This light interfere with nightvision and changes the perception of hues in near-random ways. Any colour-based decisions made under the influence of this bioluminescence will be little more than guessing games—violets appear blue, black clothes appear to glow yellow, a sprightly green jacket seems washed in ugly purples and artificial orange. These colour-warping properties can shift over time—even as the light given off seems to stay the same—due to the frequencies of non-visible light that these growths give off in conjunction with their bioluminescence.

When magic is used within this strange bioluminescence, roll 1d8:

1	The magic affects all targets within the light.
2-5	The magic functions as normal.
6	The magic is combined with the effects of a random spell.
7	The magic is replaced by 1d4 random spell effects.
8	A random spell also affects a random target.

Reptiloids

These lizard-like beings live in a subterranean world on some other plane of existence and use the **Ebon Doorway** to reach this one. Theirs is a fallen world, in the winter of its lifetime, and the creatures that dwell within it are much the same. Most reptiloids are degenerate mongrels of a once-proud race who conquered the planet and transformed it to their wills. But now they are stunted and shortsighted, even living as parasites sometimes. But a few retain the powers of the old ones.

The cultists of Skull Mountain call these large ones "octogators" because they resemble pyramid-shaped alligators, and have no idea that they are even intelligent. Solitary octogators venture into the dungeon beneath Skull Mountain mainly in search of **hallat**, which is a valuable commodity on their side of the Ebon Doorway. Magical duels and the ability to cultivate magic-infused fungi are the surest ways for octogators to achieve social authority, and obtaining ore (and the occasional fungus) from this strange world is one of the riskier ways to "get rich." In some ways, they are just like human adventurers looking for plunder.



Degenerate Reptiloid — 20xp each

Chaotic, AC Leather, HD 2, Morale +1, Move 120' (40'), Numbers 1d8, Save F2, Speed 7, Surprise -1, Treasure Type T / V. Ch 4, Co 11, De 10, In 10, St 12, Wi 6.
1 weapon attack per round (1d6 damage).

- Double damage from life drain and necromantic magic.

Any treasure is in the form of worn jewellery. There is a 1 in 6 chance that a group of degenerate reptiloids is accompanied by 1 reptiloid parasite.

Reptiloid Parasite — 5xp each

As host, except: Chaotic, Morale +1, Save F2, Treasure Type T / V (worn jewellery).
A reptiloid parasite lives inside another creature, controlling its actions. To determine what a reptloid parasite's host is, roll 1d6 on the table below and then roll on the appropriate encounter table for the type of monster. A reptiloid parasite is only inhabiting the body of a single creature (ignore encounter numbers).

1	Level 1 encounter (pages 12-13).	**4-5**	Level 3 encounter (page 16).
2-3	Level 2 encounter (pages 14-15).	**6**	Level 4 encounter (page 17).

Reptiloid Sorcerer (Octogator) — 125xp each

Neutral, AC Chain, HD 4, Move 150' (50'), Numbers 1d4, Save C4, Speed 8, Spell Immunity 1 in 6, Surprise -1, Treasure Type U / VI (worn jewellery).
Ch 14, Co 10, De 14, In 18, St 10, Wi 14.
1 spell blast (1d8 damage, 120' range) or **2 claw attacks** (1d6 damage each) per round.
Each reptiloid sorcerer has 1d6 random spells prepared, of no higher than 4th level.

- Double damage from life drain and necromantic magic.
- Half damage from energy weapons and evocation magic.

Morale: Reptiloid sorcerers prefer to avoid others if they can help it, and normally have Morale 0. But if they encounter humans with hallat, they become violent and their Morale is +2. They gain an additional +1 Morale when there are 3 or more sorcerers in a group. The presence of degenerates does not affect their Morale.

There is a 1 in 3 chance that a group of reptiloid sorcerer is also accompanied by **1d6 degenerate reptiloid** servants.

The skin of reptiloid sorcerers can be dried and powdered to create a drug called **wire**, and humans love to get wired.

Wire

This drug comes in the form of a red powder. It can be snorted, smoked, or turned into a liquid and injected. **If your Dexterity score is 11 or lower,** this drug increases your score to 12 for 1d6 hours. **If your Dexterity score is 12 or higher,** 1 dose gets you high, and 2 doses gives you +1 to your current score for 2d6 hours. Once the drug wears off, you have disadvantage to every roll you make for 1d6 hours per dose.

The Eyeball Syndicate is always in need of more wire, and will pay 50c for each reptiloid sorcerer corpse.

Rhinocorn Homunculi

Deep under the earth lies the ancient burial grounds of the sacred unicorns of the Southern steppelands. Unlike their swift and graceful cousins to the north, the Southern unicorn was a lumbering behemoth, covered in armour, rippling with brute force. Highly magical in nature, they long ago waged and lost a mighty battle against a succession of evil wizards intent on their undoing. They were finally laid low by the sorcerous tsar of the mighty Po empire, when he brought his invading horse army by ship to the Southern steppes. Rapacious and unrelenting, the tsar was finally himself undone when the queens of Takunga banded together—something that would have been unthinkable a mere generation earlier—and overcame his magic.

But the Takungan queens could not defeat the tsar and his cavalry soon enough to save the unicorns. Even as the Po fled back to the sea or died upon the steppes, the last of the unicorns crawled her way to the sacred graveyard of her race and expired. These grounds went undiscovered by humans for centuries. Even when they were finally found, they were buried by the gods before they could be looted. Now they lie inside of subterranean caves, awaiting discovery by some brave or foolhardy explorer.

The Graveyard of Honour

Diligence alone will not reveal the secret of the unicorn, however, for these burial grounds are not merely the location of magical unicorn bones. Nor are they merely the place where minions of the Monster King buried their ill-gotten treasures before they were destroyed. There is also a dire curse that dwells within the soil and the marrow it encases. Should the bones be disturbed, the magic left behind plucks a human soul from the ether of time and space, encases it in clay and bones and arcane forces—and bids it to attack!

Though the magic of the unicorns was meant to target the Po people who once ravaged them and their lands, it is imprecise. The human soul that inhabits the attacking golem might come from anywhere in time or space—from other worlds, other planes, or other peoples. The body it receives is made in its own image, but has characteristics of the earth and the unicorn—a brown-green complexion and a prominent horn, for example—and always drives its host to madness. The trapped soul is pained and enraged, its newly physical existence a burden that it cannot bear. Its only choice is to rage against those who have brought it to this state.

In order to reap the rewards of such a wondrous discovery as this unicorn burial ground presents, the would-be looter must fend off constant attacks by these violently insane incarnations.



Rhinocorn Homunculus 35xp each

Chaotic, AC Chain, HD 3, Move 120' (40'), Numbers 1d6, Save F4, Speed 8, Spell Immunity 1 in 6, Surprise +1. Ch 4, Co 16, De 14, In 10, St 14, Wi 12.

1 unarmed or weapon attack per round (1d6 damage or by weapon), or **charge**.

- Double damage from acid and fire.
- Half damage from edged or piercing weapons.
- Ignore morale, rhinocorn homunculi never flee, they only attack.
- Immune to cold.

Rhinocorn homunculi burst forth from the ground when the bones in the unicorn burial ground are disturbed, formed out of the bones themselves—**1d6 homunculi** for each unicorn skeleton. Remains produce 1d6 homunculi each time they are disturbed unless they are burned or dissolved in acid. The curse lies not in the homunculi, but in the bones of the unicorns themselves.

Each round, a homunculus has a 1 in 6 chance of **charging** a foe. It may move its full rate, gets advantage to its attack roll, deals 2d6 damage and pushes its enemy backward and prone if successful.

Minions of the Cloud

Rhinocorn homunculi are immune to attacks made by purple clouds, but this does them little good, as the clouds are able to command them utterly. **When a purple cloud commands,** a rhinocorn homunculi must obey, even bursting forth from the earth and taking form in order to do so. **Once a homunculus is killed,** the soul inside it is freed, both from the body and from the influence of the purple clouds.

Personality Traits

The body of each homunculi is shaped by the personality and memories of the soul that inhabits it. It may even have clothes and accessories that resemble those the person wore in life. But the mind of the soul trapped in this body of clay is always tormented to the point of insanity. There is no cure but for them to be freed of such imprisonment.



Roll 1d100 once or twice to determine what additional traits each rhinocorn homunculus has, in addition to being insane:

1	Accountant.	**35**	Hates children.	**68**	Professional duellist.
2-3	Argumentative.	**36**	Huge gut.	**69**	Rambling.
4	Artist.	**37**	Hunchback.	**70**	Rebellious.
5	Ashamed.	**38**	Intense gaze.	**71**	Religious heretic.
6	Bad haircut.	**39**	Kleptomaniac.	**72**	Revolutionary.
7	Bad teeth.	**40**	Laughs like a horse.	**73**	Sandpaper voice.
8	Ballerina.	**41**	Leering grin.	**74**	Self-flagellant.
9	Barrel chest.	**42**	Loner.	**75**	Shaking.
10	Bedwetter.	**43**	Long arms.	**76**	Short.
11	Blames others.	**44**	Long hair.	**77**	Silent.
12	Brilliant scientist.	**45**	Looks surprised.	**78**	Singer.
13	Bulging eyes.	**46**	Loudmouth.	**79**	Skinny.
14	Child.	**47**	Loves dogs.	**80**	Slobbering.
15	Chipped teeth.	**48**	Lust for gold.	**81**	Smells like flowers.
16	Chivalrous.	**49**	Man-child.	**82**	Speech writer.
17	Club foot.	**50**	Militant nudist.	**83**	Stand-up comedian.
18	Clumsy.	**51**	Mumbler.	**84**	Stealthy.
19	Complainer.	**52**	Nervous.	**85**	Strange accent.
20	Compulsive liar.	**53**	No teeth.	**86**	Stylish boots.
21	Cumbersome gown.	**54**	Obnoxious.	**87**	Swears a lot.
22	Deathwish.	**55**	One arm.	**88**	Tactical fighter.
23	Drug addict.	**56**	Opinionated.	**89**	Tall.
24	Encyclopedic mind.	**57**	Organized.	**90**	Teethgrinder.
25	Enthusiastic.	**58**	Overly dramatic.	**91**	Tells bad jokes.
26	Fat.	**59**	Overly privileged.	**92**	Terrible dancer.
27	Flatulent.	**60**	Paranoid.	**93**	Third eye.
28	Forked tongue.	**61**	Physician.	**94**	Thuggish.
29	Gambler.	**62**	Po warrior.	**95**	Tight pants.
30	Giant moustache.	**63**	Poet.	**96**	Unclean.
31	Gluttonous.	**64**	Pompous.	**97**	Was famous.
32	Goofy grin.	**65**	Pony tail.	**98**	Whistles tunelessly.
33	Guilt-ridden.	**66**	Poor eyesight.	**99**	Wizard.
34	Gullible.	**67**	Preacher.	**100**	Working class.



Rhinocorn Wraiths

When the civilization of Southern unicorns collapsed, it left behind more than just cursed carcasses. Some rhinocorns refused to take their rage and sorrow with them into death, and so that rage and sorrow became their ghosts.

Rhinocorn Wraith 125xp each

Evil, AC Chain, HD 4, Move 120' (40'), Numbers 1d6, Save F4, Speed 8, Spell Immunity 1 in 6, Surprise -1. Ch 10, Co 6, De 14, In 12, St 14, Wi 14.

Upon meeting a rhinocorn wraith, **save vs. death** or suffer 1d4 damage from fear.

1 poltergeist attack per round (50/50 chance of inflicting 1d6 damage upon a hit).

- Double damage from radiance attacks.
- Immune to mind control and necromantic magic.
- Insubstantial and immune to non-magical harm.
- Suffers 1d8 damage from Dispel Magic, Remove Curse, and similar spells.

Rhinocorn wraiths attack chaotic creatures first, and may even target monsters over human adventurers.

The Rhinocorn Curse

Anyone who has been supernaturally cursed in some way, or who has handled the treasures of the rhinocorns, becomes vulnerable to the physical attacks of rhinocorn wraiths, which are as follows:

1 horn attack (1d10+1 damage) or **1 trample attack** (2d8 damage) per round. A rhinocorn wraith can only trample an enemy that was struck by a horn attack the round immediately prior.

These attacks can harm creatures that are immune to mundane weapons, as long as the target has been cursed or has handled the treasures of the rhinocorns. Other immunities (i.e. ghosts, horns, etc) are also ignored.



Snake Eyes

Snake Eyes has patrolled his blasted plain for countless years. Before it was buried under Skull Mountain—before the Monster King was born, before even Selmiral and Temniphos ever graced the heavens—Snake Eyes was here, guarding the grave of his ancient civilization. All that once stood here is gone, ground to dust beneath the sands of time. There are no streets, no walls, no writings engraved upon stone or metal left. There is only Snake Eyes, and Snake Eyes knows nothing of the past. He knows only hunger. And yet he has no guts to feed—only mouths—and he can never be sated. So he waits, and they come to him, and he kills them, whoever they are.

Snake Eyes 1,200xp

Evil, HD 8, Morale +3, Move 120' (40'), Save C8, Size Large, Speed 8, Surprise -1. Ch 10, Co 18, De 15, In 10, St 18, Wi 18.

5 possible attacks per round: 2 snake bites (2d6 damage each, save vs. poison for half), and 2 sword attacks (1d8 damage each), and 1 skull bite (2d6 damage, but only up close).

- Double damage from lightning, radiance, and light-based magic (but not fire).
- Half damage from psionics and psychic powers.
- Immune to disease, life drain, mind control, necromantic magic, and poison.

Armour Class: Snake Eyes flies above his foes, poking and prodding them, looking for weaknesses while he tries to stay out of range of their weapons. **When he keeps foes at bay like this,** he can attack them with snake bites and swords, and his AC is Plate +1. **If a foe can get in close,** his AC is only Chain, but he can also bite with his skull mouth. **If attacked with ranged weapons,** his AC is Chain +1, so he hides behind the smoke and lets his enemies hallucinate for a while, then comes back to re-engage in close combat.

Snake Eyes is not very smart, even if he is possessed of a low cunning. He only ever wanders around in his proscribed area—the space where his people once lived, before they were destroyed by war and time—haunting it and keeping intruders out. He is never surprised, and always surprises hallucinating intruders. He never surprises intruders who are not hallucinating.

Snake Eyes is only ever found in the Desolate Plain, unless something has gone very, very wrong. **If the petrified skull in the ancient shrine is destroyed or disenchanted,** Snake Eyes may leave the Desolate Plain. Have him travel randomly through the dungeon, moving to a new area every 1d4 days, laying waste to all he encounters. If he enters the Blue Gate, Snake Eyes destroys the Blue Knight for good and leaves the dungeon, wreaking havoc upon the outside world.

If Snake Eyes is killed, the Desolate Plain resurrects him, as long as it still exists.



Spider People

No one knows quite when or how the spider people came to live beneath Skull Mountain. Even the arachnoids themselves have not bothered to keep a record of their own history here. While many of them work for the criminal syndicates as mercenary bodyguards, others have created their own gangs or even roam the dungeon like savages, looking for enemies to fight. Some say these feral spider men are part of the chaos cult, but the cult has been unable to communicate with them.

Casino Syndicate Arachnoid Mercenary — 175xp each

Neutral, AC Chain +1, HD 5, Morale +2, Move 150' (50'), Numbers 1d6 (3d6), Save F5, Speed 8, Surprise -1, Treasure Type V / VII.
Ch 8, Co 11, De 14, In 11, St 14, Wi 12.
2 spear attacks per round (1d8+2 damage each).

- Double damage from acid and other corrosive substances.
- Half damage from fire and magic.

There is a 1 in 3 chance that a group of Casino Syndicate arachnoids have a goblin or human squire carrying a dozen spears, which allows them to throw spears, if need be.

Eyeball Syndicate Arachnoid Mercenary — 35xp each

Neutral, AC Chain, HD 3, Morale +1, Move 150' (50'), Numbers 1d6+1 (3d6), Save F3, Speed 8, Surprise 0, Treasure Type S / IV.
Ch 8, Co 10, De 14, In 9, St 14, Wi 10.
1 spear attack per round (1d8+1 damage).

- Double damage from acid and other corrosive substances.
- Half damage from drugs and fire.



Feral Spider Man — 100xp each

Chaotic, AC Leather +1, HD 1d6, Morale +1, Move 60' (20') crawling, 150' (50') walking, Numbers 1d4 (2d6), Save F6, Speed 9, Surprise -1. Ch 4, Co 12, De 16, In 8, St 12, Wi 8.

1 bite or spear attack per round (1d8 damage).

The feral spider men have been driven mad by the arcane forces that course through the subterranean veins of Skull Mountain. When a group is first encountered, roll 1d6 to determine their reaction:

1	They attack immediately.
2	They attempt to kidnap one random creature.
3	They dance and make threatening gestures.
4	They flee, then return to attack.
5	They play musical instruments and "sing."
6	They throw coins and shiny objects.



Spider Drone Warrior — 20xp each

Neutral, AC Leather +1, HD 2, Morale 0, Move 120' (40'), Numbers 1d4+1 (3d6), Save F2, Size Small, Speed 7, Surprise 0. Ch 2, Co 10, De 10, In 8, St 12, Wi 6.

1 bite attack per round (1d8 damage).

Spider drone warriors are the sterile young of the spider matriarchs. Some of them, if they consume enough food quickly enough, may transform into fully fertile, adult spider people. Normally, they exist to find food for their matriarch and defend her.

Spider Matriarch — 500xp each

Evil, AC Plate, HD 6, Morale 0, Move 150' (50'), Numbers 1, Save C6, Speed 9, Surprise +1, Treasure Type C / XX. Ch 14, Co 14, De 16, In 12, St 12, Wi 8.

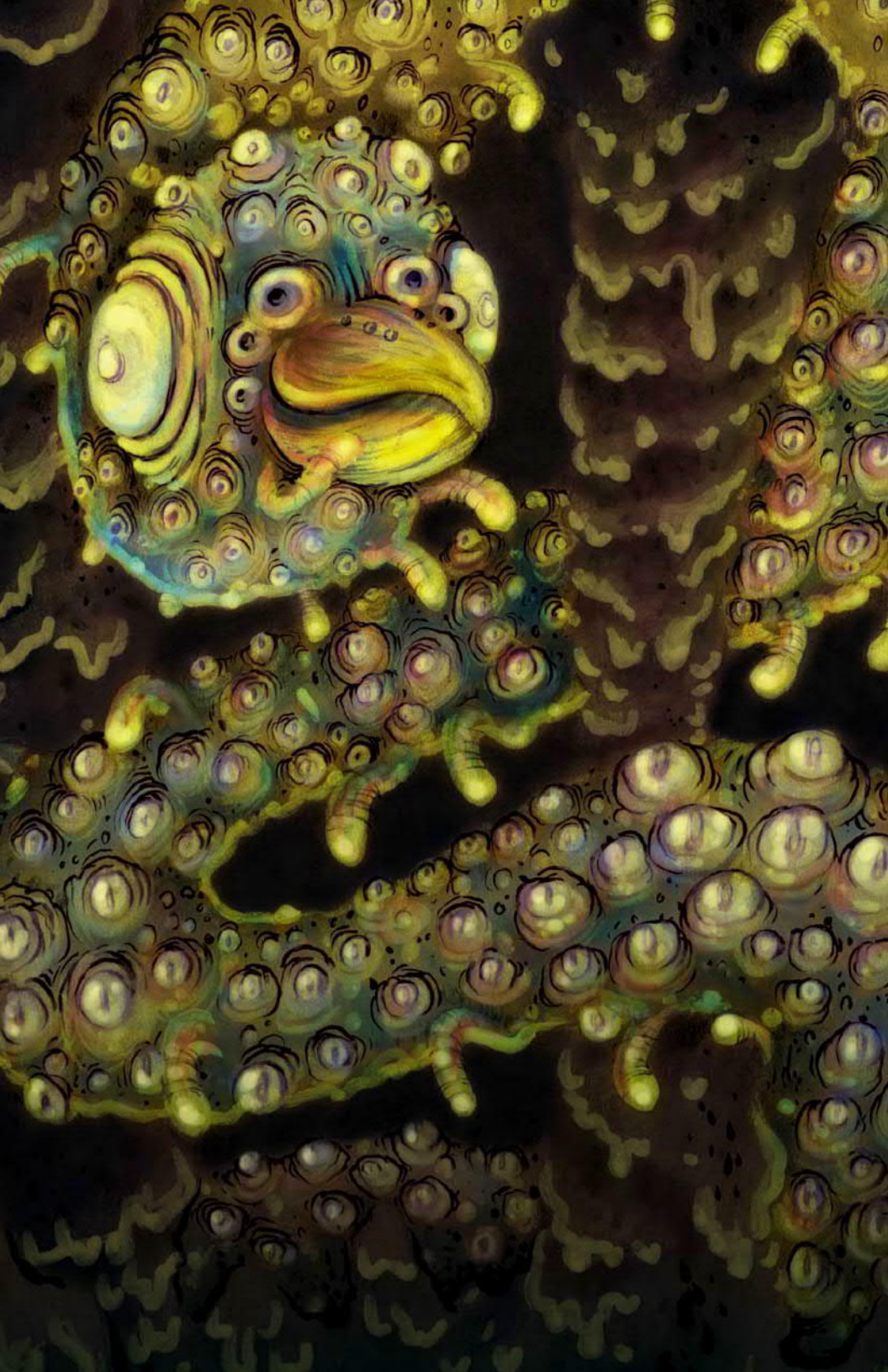
1 bite attack per round (1d10 damage and the victim must **save vs. poison** or also suffer 2d8 venom damage).

- Double damage from mental attacks and psychic powers.
- Half damage from fire.
- Immune to poison.

The matriarchs of the spider people spend most of their energy hunting for food and birthing children, including sterile drones that exist only to defend other arachnoids.

A spider matriarch is always accompanied by 3d6 spider drone warriors, who have Morale +1 in her presence.





Suckering Worms

Few adventurers know of the suckering worm. They never see it, never get that far into the monstrous underground world that lives beneath us—or if they do, they seem to never return. But the monsters know the worms. They are famous, especially amongst the betting kind. For the suckering worms run the most famous and prestigious gambling ring in all the underworld—the **Casino Syndicate**.

Suckering Worm — 75xp each

Evil, AC Chain +1, HD 4, Morale +2, Move 150' (50'), Numbers 1d6 (3d6), Save F6, Size Large, Speed 9, Surprise -1, Treasure Type A / XXII.
Ch 12, Co 14, De 16, In 12, St 16, Wi 10.
1 attack per round (3 options): **Beak** (1d8+1 damage), or a **flash of light** (anyone looking must save vs. breath weapon or be blinded for 1d6 rounds), or **constriction** which deals 1d8 damage on a successful attack and an automatic 1d8 damage each subsequent round (save vs. paralysis to escape, one attempt per round).

- The Blue Knight does not appear in the presence of a suckering worm.
- Can smell like blood at will (1 in 6 chance of random monsters each round).
- Double damage and effect from psionics and psychic powers.
- Flying, able to float and hover.
- Immune to lightning and visual illusions.

The suckering worm comes from a dimension full of light, where brightness is as common as the air above and the ground below. It can see through light, and illusions made of light. Its brain cannot be tricked to see light in different ways. Even so, the worm hates wide, open spaces. It much prefers to live underground or in dense built environments. Like rats, the worm always wants a solid wall to one side of it.

It also hates magical darkness and arcane shadows that its light cannot penetrate. These magics create literal dead zones that destroy the suckering worm's perceptions.

Worms organizes themselves into small groups when working a casino, but often hunt individually as well, floating through the air or along ceilings. **When a worm hunts in darkness,** it cannot be surprised by an enemy.

Its telepathy is rough at best, working well enough for gambling, but also making the suckering worm more vulnerable than most creatures to psychic attacks and invasions. Because of this, the worm fears and despises powerful psychics and mind-warriors, and goes out of its way to destroy them.

Syndicate Illuminati — 500xp each

As other suckering worms, except: AC Plate, HD 6, Numbers 1d4 (2d6), Save F9, Spell Immunity 1 in 6. Ch 16, Co 16, De 18, In 14, St 18, Wi 12.
2 attacks per round or **1 spell**.
Syndicate illuminati may cast up to 3 spells per day, from the following list:
Continual Light, Cure Light Wounds, Detect Invisible, Detect Magic, Dispel Magic, Floating Disc, Hold Person, Know Alignment, and Locate Object.

Every Syndicate illuminati is accompanied by 1 suckering worm assistant and either 1d6 arachnoid mercenaries or a Level 4 encounter (page 17), for bodyguards.

Tentacle Men

A tentacle man is portly and hairless, glowing green as if made of bioluminescent fungus, with numerous purple tentacles instead of arms or legs. He has bulging egg-sacs instead of eyeballs, sweats profusely, and is able to reach through walls.

Some scholars have speculated that these monstrosities come from Tindalos or Yuggoth. Other think they are perhaps mutated variants of the masses of limbs, holding the shape they have in some other plane of existence while here, instead of appearing the same as other masses of limbs. But the tentacle man does not change his looks to suit his surroundings.

Tentacle Man — 175xp each

Chaotic, AC Chain +1, HD 5, Morale +1, Move 120' (40'), Numbers 1 (2d4), Save F4, Size Large, Speed 8, Surprise 0, Treasure Type U + V / VI + VII (no lair treasure). Ch 8, Co 12, De 14, In 8, St 16, Wi 16.

1d4 tentacle attacks per round (1d8 damage). Each successful hit by a tentacle has a 50/50 chance of either pushing the target prone or knocking what they hold out of their hands.

- Double damage from acid, corrosion, and desiccation attacks.
- Immune to disease, gases, and poisons.
- Mental attacks inflict 1d4 damage on the attacker, even if unsuccessful.
- Salt causes 1d6 damage per handful thrown at a tentacle man.
- Tentacles can reach through walls, the ground, and other inanimate obstacles.

The bodies of tentacle men are filled with noxious gases. When one is killed, or the body of one is opened up, everyone within 5 feet must **save vs. poison** or suffer 1d6 damage. Tentacle men devour gold and jewels, and their treasure is always stored inside organs that seem to resemble stomachs.



Tongueworms

The size of dogs with hooked mouths and myriad eyes that grow like tumours, tongueworms have found Skull Mountain to be a very habitable environment. They prefer to live and breed inside the bodies of other creatures, especially their corpses, and there are always corpses littering the floors of these caves.

Tongueworm Larva — 10xp each

Neutral, AC Chain, HD 1, Morale -1, Move 60' (20'), Numbers 2d6, Save F1, Size Tiny, Speed 3, Surprise 0. Ch 0, Co 10, De 6, In 8, St 2, Wi 2.

1 bite attack per round (1d4 damage).

- Double damage from cold and frost-based attacks.
- Immune to lightning and radiance attacks.
- Slimy skin (disadvantage to grapple attempts).

Tongueworm Parasite — 15xp each

As larvae, except: AC Chain +1, HD 1+2, Numbers 1d4 (inside a dead or living body), Save F2, Size Small, Speed 4, Surprise -1.

1 bite attack per round (1d6 damage).

Tongueworms prefer to live inside diseased creatures and rotting carcasses, and can ambush creatures handling those bodies. Tongueworms that have been inside a body for some time grow fatter than those which can only scavenge garbage.

Giant Tongueworm — 125xp each

As larvae, except: HD 4+1, Morale +1, Move 90' (30'), Numbers 1d6, Save F4, Size Large, Speed 6, St 16.

1 bite or tongue attack per round (1d8 damage). An attack roll of 20 means the giant tongueworm swallows its target whole, if it is human-sized or smaller.

There is a 1 in 3 chance that a group of giant tongueworms are accompanied by 2d6 tongueworm larvae.



Zombies

The death cult, in all its forms, is responsible for the vast majority of the undead lurking beneath Skull Mountain.

Burning Zombie — 20xp each

Evil, AC Chain, HD 2, Move 90' (30'), Numbers 1d6 (2d6), Save F3, Speed 4, Surprise +1. Ch 0, Co 18, De 4, In 4, St 14, Wi 4.

1 burning claw attack per round (2d6 damage, save vs. breath weapon for half).

- Double damage from cold and frost-based attacks.
- Half damage from piercing weapons.
- Immune to disease, fire, heat, mind control, and poison.

Calcified Zombie — 35xp each

Evil, AC Plate, HD 3, Morale +5, Move 60' (20'), Numbers 1d6 (2d6), Save F3, Speed 4, Surprise 0. Ch 0, Co 12, De 4, In 4, St 15, Wi 4.

1 claw attack per round (1d6 damage).

- Half damage from piercing and slashing weapons.
- Immune to disease, mind control, and poison.

Some zombies have been in the caves beneath Skull Mountain for so long that the limestone has accumulated on them, forming a stony crust over their rotten muscles.

Compound Zombie — 35xp each

Evil, AC Leather +1, HD 3, Morale +5, Move 90' (30'), Numbers 1d6 (2d6), Save F3, Speed 2, Surprise 0. Ch 0, Co 14, De 2, In 6, St 18, Wi 4.

2 weapon attacks per round.

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

These zombies have four arms and wield weapons, all the better to carve up their foes.

Cult Zombie — 10xp each

Evil, AC Leather, HD 1, Morale +5, Move 90' (30'), Numbers 1d6 (2d6), Save F1, Speed 7, Surprise 0. Ch 0, Co 16, De 12, In 6, St 14, Wi 6.

1 claw attack (1d6 damage) or **1 weapon attack** per round.

- Cannot be controlled by anyone except death cultists.
- Half damage from necromancy and piercing weapons.
- Immune to disease, mind control, and poison.
- Turn Undead fails to work on cult zombies half the time.

When death cultists die, their bodies become cult zombies and continue their work. After 6 months, a cult zombie becomes a guardian zombie.

Exploding Zombie — 20xp each

Chaotic, AC Shield, HD 2, Morale +5, Move 60' (20'), Numbers 1d8 (3d6), Save F1, Speed 2, Surprise -1. Ch 0, Co 12, De 2, In 4, St 12, Wi 4.

1 claw attack per round (1d6 damage).

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

When an exploding zombie loses all of its hit points, it exploded, inflicting 1d6 damage on everyone within 10 feet (save vs. breath weapon for half).

Fight Zombie — 25xp each

Evil, AC Shield, HD 2+1, Morale +5, Move 120' (40'), Numbers 1d6 (2d6), Save F2, Speed 9, Surprise 0. Ch 0, Co 16, De 16, In 10, St 16, Wi 8.

2 claw attacks per round (1d6 damage).

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

It is hard for dead, rotting flesh to maintain the alacrity and drive it had in life, but for some corpses, the animating rage inside them burns brighter than it does in others.

Fungated Zombie — 15xp each

Evil, AC Shield, HD 1+1, Morale +5, Move 60' (20'), Numbers 1d6 (2d6), Save F1, Speed 2, Surprise 0. Ch 0, Co 6, De 2, In 4, St 10, Wi 2.

1 claw attack (1d6 damage) or **1 weapon attack** per round.

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

When a fungal zombie suffers damage, it releases a cloud of spores. Living creatures within 5 feet and without masks must **save vs. poison** or the resulting infection causes 1 damage each day and each night and prevents healing from occurring at all.

Guardian Zombie — 35xp each

Evil, AC Chain, HD 3, Move 90' (30'), Numbers 1d6+1 (3d6), Save F4, Speed 4, Surprise -1. Ch 0, Co 14, De 6, In 10, St 14, Wi 12.

1 claw attack (1d6 damage) or **1 weapon attack** per round.

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

Guardian zombies are always tied to a specific place, person, or group of people. They defend their charge to the death and never test morale.



Hydra Zombie — 500xp each

Evil, AC Chain, HD 6, Morale +5, Move 180' (60'), Numbers 1, Save F6, Size Large, Speed 8, Surprise 0. Ch 0, Co 16, De 14, In 8, St 16, Wi 8.

4 claw attacks (1d6 damage each) and **1 trample attack** (2d6 damage) per round.

- Half damage from cold and frost-based attacks, and piercing weapons.
- Immune to disease, mind control, and poison.

The four ghouls sprouting from the torso of the gigantic reptile are unfailingly polite, calling out in hushed tones and beckoning a visitor inside. "Please come in." "How can I help you?" "Allow me to take your coat." "Are you in need of refreshment?" But when they get within grasping range, they tear into flesh trample bones.

Anyone damaged by the humanoids attached to the reptilian body must **save vs. poison** to avoid **grave rot**. This disease reduces the victim's Strength by 1 each day they do not receive some kind of magical healing and prevents them from healing at more than half the normal rate.

Hydra Zombie Revenger — 35xp each

Evil, AC Leather, HD 2+2, Morale +5, Move 90' (30'), Numbers 1d4, Save F6, Speed 6, Surprise 0. Ch 8, Co 12, De 8, In 12, St 14, Wi 14.

2 claw attacks per round (1d6 damage each, plus grave rot, as above).

- Immune to disease, mind control, and poison.

When the hydra zombie is defeated, only the reptilian part of it is slain. The four humanoids attached to it become independent, free to revenge themselves upon the living! Each revenger has its own personality and its own modus operandi.

The Butler: This revenger chooses a wealthy house, much-visited by others. It breaks in, slays the inhabitants, and waits for guests. It poses as the butler and ushers arrivals in, entreats them to enjoy some refreshments, and tries to take their coats—and then it takes their lives. As the revenger is still a ghoul, it is not convincing disguise.

The Critic: This revenger stalks artists, poets, and other creative types. It will show up at a studio in the middle of the night and be politely critical of the artistry on display. It will start critiquing anything that happens around it, as it draws nearer to a victim. Even in the midst of a fight, it makes disparaging remarks about its disappointment.

The Pastor: This revenger stalks back alleys in the night, looking for drunks, ne'er-do-wells, and other sinners. It offers them confession and absolution from the shadows, hiding its rotting face behind charity and polite conversation. If the unfortunate victim goes to it, they are never seen alive again.

The Victim: This revenger sneaks off into the darkness to wait for passers-by. When the living approach, it cries out, pleading and whispering for help. When approached, it attacks. But even in the midst of lethal violence, it continues begging and pleading. "Please help me, I'm trapped. I lost my dog. My son is injured and I need to get him to a healer. If they find me, they'll kill me, I need to hide." These words mean nothing.



Mass of Zombie Limbs — 75xp each

Evil, AC Leather, HD 4, Morale +5, Move 90' (30'), Numbers 1 (1d6), Save F4, Size Large, Speed 5, Surprise 0. Ch 0, Co 12, De 6, In 4, St 17, Wi 6.

1d4 claw attacks per round (1d6 damage).

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

An imitation of either the mass of limbs or the tentacle man (or both, perhaps?), these hideous collections of arms and legs sewn together show the death cult has imagination, if not a conscience or any shred of humanity left.

Monastic Zombie — 20xp each

Evil, AC Chain, HD 2, Morale +5, Move 60' (20'), Numbers 2d4 (4d6), Save F2, Speed 4, Surprise -1. Ch 0, Co 16, De 6, In 12, St 12, Wi 12.

1 bone club attack per round (1d8 damage) or **grab**.

- Half damage from piercing and slashing weapons.
- Immune to disease, mind control, and poison.

If multiple monastic zombies are attacking the same target, one attempts to grab. On a successful attack, the target cannot retreat without escaping (which requires a successful save vs. paralysis), and their AC is 1 worse while grabbed.

The zombies that the nuns of the bone goddess use to guard their monastery are covered in bone armour and wield bone clubs, and the meat on their faces has been removed entirely.

Plague Zombie — 20xp each

Evil, AC Shield, HD 2, Morale +5, Move 60' (20'), Numbers 1d6 (3d6), Save F1, Speed 2, Surprise -1. Ch 0, Co 6, De 2, In 4, St 12, Wi 4.

1 claw attack (1d6 damage) or **1 weapon attack** per round.

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

If you are injured by a plague zombie, and you do not disinfect the wound immediately after the fight, you must **save vs. poison** or you lose 1d6 points of Strength temporarily and cannot heal naturally until you receive additional medical attention from a skilled professional. Lost points of Strength return at a rate of 1 per day, once you are healthy.

Plague zombies can be identified by the obvious signs of plague that cover them: black tumorous growths, red spots, open sores leaking greenish-yellow pus, etc.

Slow Zombie — 10xp each

Evil, AC Shield, HD 1, Morale +5, Move 30' (10'), Numbers 2d6 (4d6), Save F1, Speed 2, Surprise -1. Ch 0, Co 10, De 2, In 2, St 12, Wi 2.

1 claw attack per round (1d4 damage).

- Half damage from piercing weapons.
- Immune to disease, mind control, and poison.

When lesser necromancers create zombies, the result is too-often a slow, shambling mockery of a true zombie. It is only in large groups that these pitiful creatures are really, truly dangerous.

Vat Zombie — 20xp each

Evil, AC Shield, HD 2, Morale +5, Move 120' (40'), Numbers 1d8 (2d6), Save F1, Speed 10, Spell Immunity 1 in 6, Surprise 0. Ch 0, Co 10, De 16, In 8, St 14, Wi 6.

1 claw attack per round (1d6 damage).

- Double damage from lightning.
- Half damage from desiccation or dehydration attacks and piercing weapons.
- Immune to disease, fire and heat, mind control, and poison.

Vat zombies are saturated with alchemical liquids, and are constantly dripping wet.



Random Encounters with Zombies

When zombies are encountered, roll 1d20 to determine what type they are:

1	1d6 Burning Zombies.	**11**	1 Hydra Zombie.
2	1d6 Calcified Zombies.	**12**	1d4 Hydra Zombie Revengers.
3	1d6 Compound Zombies.	**13**	1 Mass of Zombie Limbs.
4-5	1d6 Cult Zombies.	**14**	1d6 Plague Zombies.
6	1d8 Exploding Zombies.	**15-17**	2d6 Slow Zombies.
7-8	1d6 Fight Zombies.	**18-19**	1d8 Vat Zombies.
9-10	1d6 Fungated Zombies.	**20**	Roll 2 types.

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The End.

