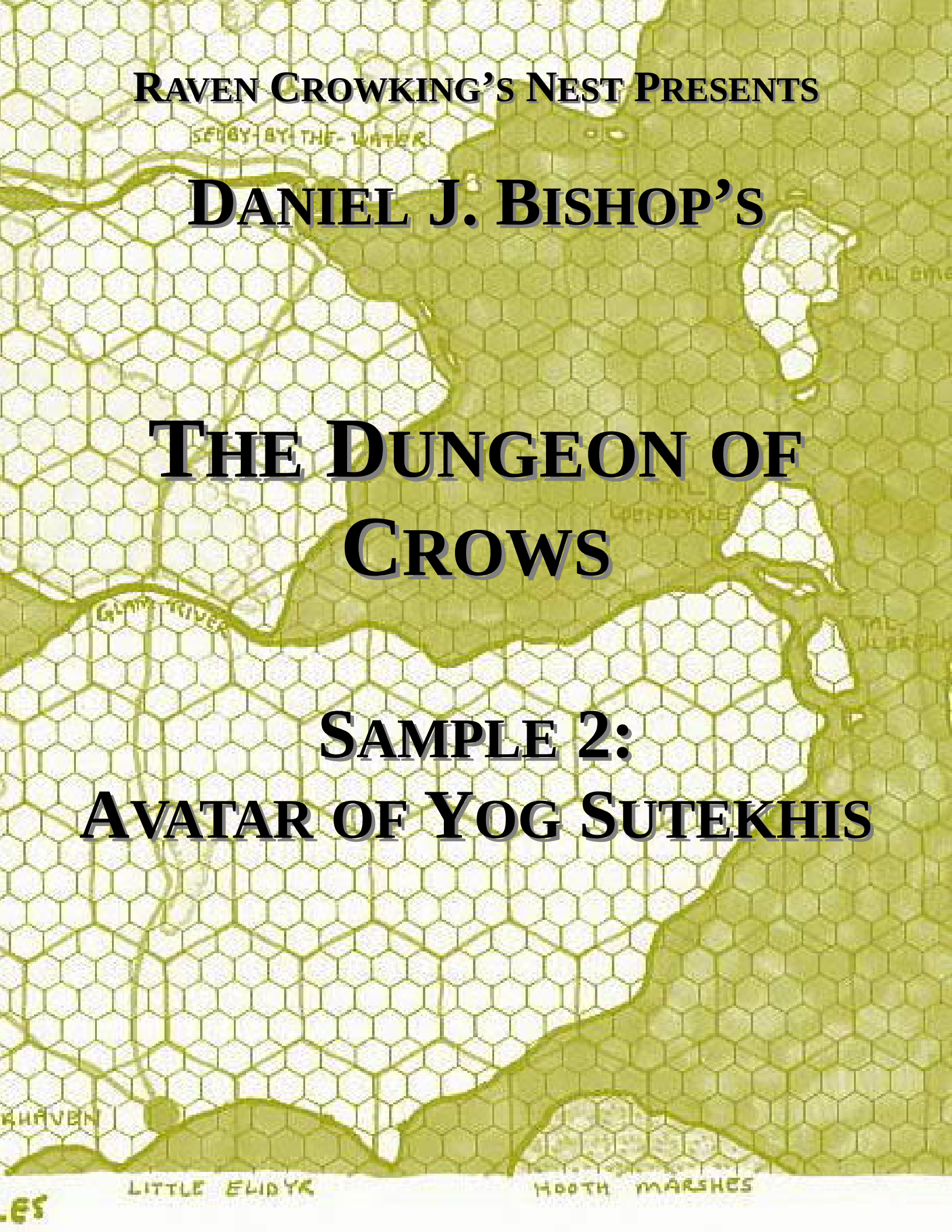




RAVEN CROWKING'S NEST PRESENTS

SEEBY-BY-THE-WATER

DANIEL J. BISHOP'S

**THE DUNGEON OF
CROWS**

**SAMPLE 2:
AVATAR OF YOG SUTEKHIS**

RAVEN

LITTLE ELIDYK

HOOTH MARSHES

LES

Introduction

Welcome to the second sample of *The Dungeon of Crows*, a megadungeon project using **Labyrinth Lord** as its basic ruleset. This “Pay What You Want” project includes a hand-drawn map and encounter areas 29 to 52 fully described. The first sample contains encounter areas 1 to 28.

Although I am writing primarily for **Labyrinth Lord**, I have included ascending AC and saves in the Fort/Ref/Will format as well, to aid the harried GM in conversion to other systems. I chose **Labyrinth Lord** primarily for its popularity, coupled with a very generous licensing agreement.

If you like this product, hate this product, want to see more, or never want to see another word from me again, please let me know at ravencrowking@hotmail.com.

Credits

Writing and Cartography by Daniel J. Bishop © 2014, all rights reserved

Encounter Areas

29. Crypt of Mungbat: The hallway that leads to this chamber is cold, and frost can be seen upon the stones nearest the entrance to the room. This room has a strong necromantic aura, so that any undead here are treated as being +4 HD against clerical Turn attempts. Any with the ability to sense it can detect both evil and malevolence herein. Animals whine and refuse to enter, unless forced to (and even then, they require a Morale check or they will attempt to bolt).

The hallway opens into a large room, some 30 feet east-to-west and 50 feet north-to-south, barrel vaulted to a height of about 16 feet. There is an archway in the centre of the north and west walls. All of the walls are carved with stone niches, thousands of them, perhaps a third of which are filled with mouldering yellow skulls – humanoid and animal – including the clearly visible skulls of goblins, deer, cats, and even birds such as ravens and hawks.

Within the centre of the room is a stone sarcophagus, sized for a small humanoid and closed. Four stone slabs surround it, one to each direction, and upon each is the skeleton of a goblin. It is very cold in this room. You can easily see your breath, and everything here is covered in a layer of hoarfrost.

This is the crypt of **Mungbat**, the undead goblin witch doctor, who lies within the central sarcophagus. He survived the overthrow of Chief Gutjabber, and was able to drive off his orcish allies when they turned on him. The tribe did not long survive, however, their population nearly destroyed by the orcs. Mungbat had himself entombed, still living, with the bones of his four dead sons to sleep with him throughout eternity.

Mungbat is skeletal and wrapped in grey-brown rags, with a raven-like beak as part of his skull, long-delicate finger bones, and a long skeletal tail. His feet are the bones of a fox’s paws.

When he detects living creatures entering the chamber of his crypt, Mungbat waits silently until an attempt is made to open his sarcophagus. At this time, he uses a unique ability to render himself invisible to those opening the sarcophagus (up to 5 creatures) – the stone box appears empty. Mungbat then calls upon the power of the infernal spirits he worships to animate 30 **flying skulls**.

As the flying skulls attack, Mungbat rises silently from his tomb, and begins to target creatures one by one. Mungbat first targets any creature that can see him, and the flying skulls attack those creatures most of all.

Once he successfully attacks a creature, he becomes visible to that being. A successful Save vs. Spells allows a creature to see through Mungbat’s illusory invisibility; one attempt is allowed each round if a character disbelieves the coffin is open or believes that there is something invisible in the chamber. A successful bite by a flying skull deals 1d2 damage and drains 1 point of Strength for 1d4 rounds.

Flying Skulls (30): AL C, MV fly 120’ (40’), AC 2 (18), HD 2 hp each, #AT 1 (bite), DG 1d2 + 1 point temporary Strength), SV C1 (Fort +1, Ref +4, Will +5), ML 12, XP 7.

Mungbat, Undead Goblin Witchdoctor: AL C, MV 60’ (20’), AC 4 (16), HD 8, hp 36, #AT 1 (light mace), DG 1d8+2, SV F5 (Fort +4, Ref +3, Will +4), ML 12, XP 3,060.

Mungbat's Powers: Mungbat can make himself appear invisible to up to 5 creatures, for up to 5 minutes, once per day. He can call upon infernal powers to animate 30 flying skulls, once per week. He is supernaturally cold to the touch, causing 1d6 damage by touch or +1d6 damage when using a weapon. He is immune to bludgeoning and piercing weapons, as well as cold, and can detect living creatures within 30'.

Special Reward: If Mungbat is defeated, the flying skulls remain animated, and gain a +2 bonus to attack rolls for 6 rounds. If they are able to slay a living human, demi-human, or humanoid within this time, the essence of that creature will fuel Mungbat's reformation in 2d6 rounds. If not, the flying skulls remain animated for 6 days, after which they are no longer animated. If encountered as wandering encounters, they will simply be fallen to the ground where they once flew. If a flying skull is indicated as a wandering encounter in an area already explored after the skulls become inanimate, there is no encounter.

In addition, the skull cairns in **Areas 2, 41, and 85** can be damaged without consequences. There will be no further chance of encountering goblin spirit warriors anywhere on this level.

30. Shrine of Great Azmoth: This area is mildly attuned to the Infernal planes, and Chaotic clerics cast spells with all variables treated as though the cleric were one level higher herein. A few burnt and blackened bones are scattered down the corridor leading to this area.

The corridor ends in a chamber, some 20 feet deep, but extending another 20 feet to both the right and the left of the central arch. A faint reek of old fires, charred meat, and something elusive but foul-smelling still linger here.

To the right, there is a great stone statue of a brooding creature that seems to combine the features of a hairy bat with enormous wrinkled ears and nose, and whose sharp teeth seem to hunger for blood, and the squat hind features of a loathsome toad. Its blackened wings are held around its body just enough to allow only a glimpse of something truly hideous that is hidden beneath them, and can merely be guessed at by those viewing this crudely made, but powerfully evocative, work. The statue rests on a stone slab, with an area before it, blackened by fire, large enough to accommodate the prone body of a large man.

To the south lies the remains of a heap of burnt and blackened bones. It is clear that creatures have despoiled what was once a heap of sacrificial victims – that many of these have been gnawed and split by rats of enormous size (or worse) is clearly visible.

When characters enter this chamber, any open flames they are carrying begin to flicker and burn with a blue light.

The statue to the north is an image of **Great Azmoth**, a demon-god worshipped by some goblins and who is also known as the Great Bat. Anyone examining the statue will see that it is made of a porous but extremely hard volcanic stone, and that it has been burnt in the past. There are holes in the slab before it, augured down deep into the rock, and able to just fit a finger. This slab has also been burnt, and it is clear that sacrifices were held here to be set aflame while still alive, for there are manacles set in the rock for both hands and feet.

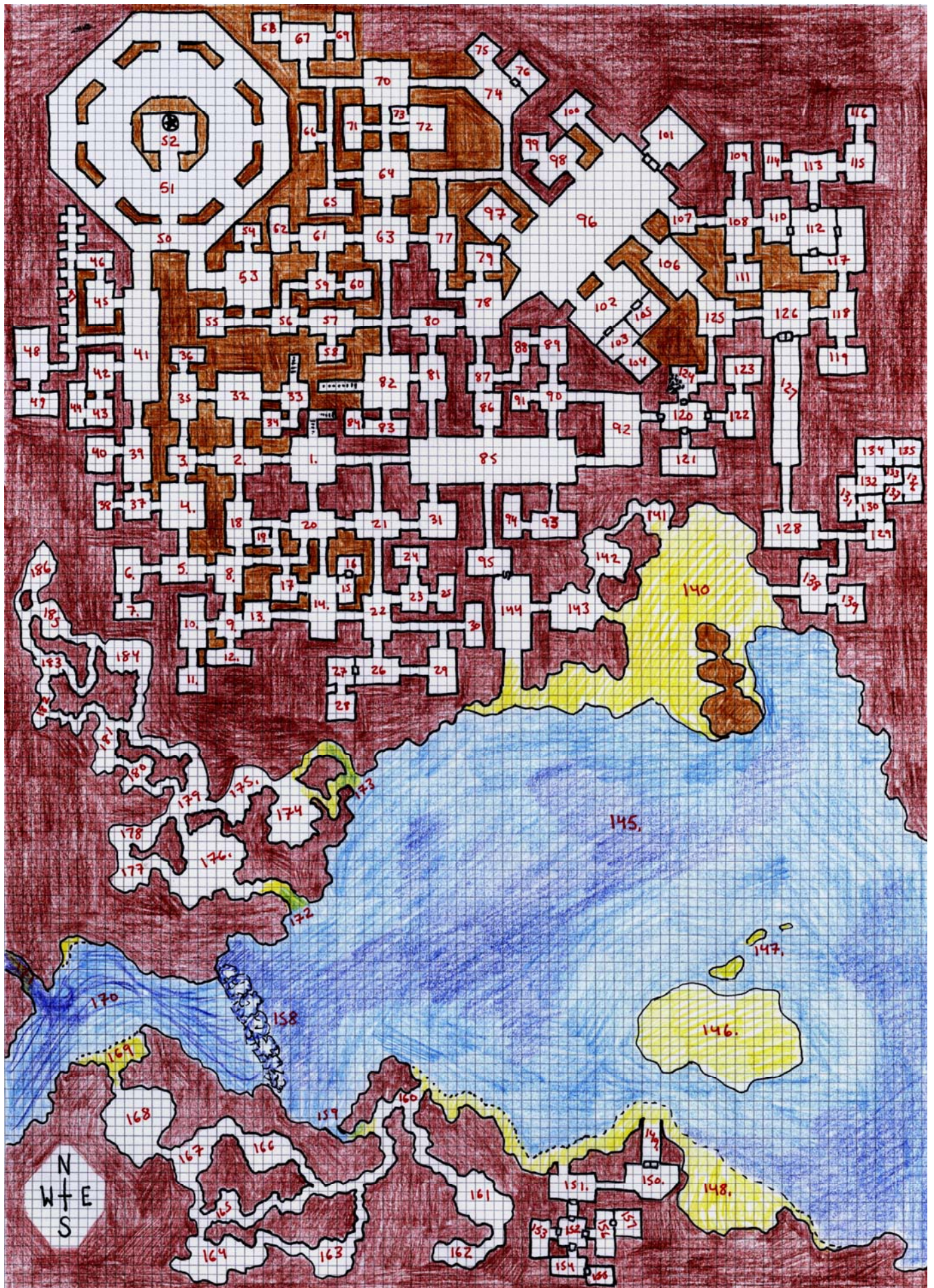
The elusive foul smell is stronger here; a dwarf, or any other character used to travelling deep beneath the ground, may be able to identify it as a flammable natural gas.

Bringing a flame within a foot of either the statue or the slab causes both to erupt in blue flames. These flames will cause 2d6 damage to anything directly in contact with the statue or slab at the time, and 1d6 to any near bystanders not expending the flames (these last get a save vs. Breath Weapon [Ref DC 15] to halve the damage; those touching the statue do not). There is enough gas built up in the statue now to allow it to burn for 4d6 minutes, but it will usually only burn for 1d6 minutes if set alight recently.

As the flames die down, a deep-voiced groan comes from the statue. After burning, it needs at least a day to recharge. The gas is natural, and as it burns off, movement of air from the gas vent the statue rests upon causes the groaning.

(Check for wandering encounters both when the statue is lit, and when it groans.)

Examining the bones shows that there are many goblin bones here, as well as a few bones of orcs, gnolls, kobolds, and humans – the Skull Heap tribe burned whatever offerings they could. Even animal bones are here, although none of the bones are skulls. Close examination shows that the heads were all sheared off by a chopping or a slashing weapon.



Perhaps a thousand creatures were sacrificed here over the course of grim centuries; the skulls now adorn **Areas 2, 29, 41, and 85**, or fly around the old goblin halls as undead.

Directly opposite the entranceway is a hidden trigger that Mungbat thought quite secret. It is a stone, upon which a rune resembling a bat's head is carved, set at about 4½ feet in height (above the head of the average goblin). When this pressed, a section of floor before the altar slides back, revealing a hollow area some 3 feet wide by 2 feet long by 1 foot deep.

Within it are hidden the treasures of the goblin witch doctor: Six leather bags containing 200 sp each, a **rod of webs** made of a human thighbone wrapped in black leather and capped with silver etched with images of spiders (casts a *web* spell, 25 charges remaining, as an 8th level caster), two **potions of healing 1d8+6** (blue glazed ceramic vials containing a foul-smelling reddish concoction with a thick consistency and what appear to be tiny flecks of dirt and bone floating within), one **potion of delusional healing** (1d8+10, appears as the others, but is marked with a goblin "M" rune), and a ceremonial dagger made of obsidian (no special value, shatters on a natural "1" or "2" if used in combat).

31. Chamber of the Pit: *The passage leads into a chamber some 40 feet square, the central portion rising to a height of perhaps 20 feet in the centre, supported by wide buttresses along all walls at roughly 10-foot intervals. The passage enters the room so that the wall extends an additional 20 feet to your left and 10 feet to your right. A similar archway leads out through the (north/west) wall. This area seems to be abandoned except for spiders of common sizes, who have woven webs between the buttressing, and the tiny flies which seem to be their prey.*

The central 20 feet of this room is a covered pit, which opens in the centre like double doors, so that there is an eastern and a western hinge. The pit opens when 100 lbs or more enters the central area, and are counterweighted to close after they have opened. A Save vs. Breath Weapon (Ref DC 20) is allowed to avoid falling. The pit drops 40 feet down into a watery and lightless chamber (3d6 damage) – all torches or lanterns are extinguished when characters fall into the water, and the doors close above them. The pit deposits characters in **Sublevel 1A, Area 1**.

32. Brigands' Camp: A sentry is posted at each of the three entrances to this chamber, making it unlikely that the occupants of this room will be surprised. The sentry will attack with a light crossbow, and then call an alarm, if anyone is seen (see below for statistics).

The brigands have made a small campfire in the northeast corner of the room, and, although they have banked it with stones to avoid the light being seen farther than necessary, it probably will be seen. They are cooking three goop geese on iron spits over the fire, and there is a fine toothsome smell as a result. All the brigands have weapons close at hand, and will be able to aid their sentries on the second round. Note that the leader, Vand, is no fool, and may be willing to negotiate with superior forces.

This is a large hall, some 50 feet square and vaulted to a height of about 20 feet at its apex. There is a small campfire in the northwest corner, with stones and pieces of rubble shielding the flames, over which three geese char on iron spits. There are stools and bits of rubble being used as stools to the southwest, a big barrel nearby. Three other barrels are located in the northeast corner. Several crumpled blankets lie near the fire. About a dozen spears and two small crates are in the southeast corner – one of the crates is open, revealing a number of crossbow bolts.

This is the camp of **10 human brigands** and their leader, **Vand**. The first time this group is encountered, four brigands are throwing bone dice to the southwest (a small pile of copper (4d8) and silver (3d4) coins and the dice will attest to this if they have risen to the sentry's call), two brigands are attending the cooking, three brigands are resting in blankets, and one is dipping his leather jack into the barrel of ale near the stools. Vand is sharpening his sword sitting on the closed crate to the southeast.

Vand: AL C, MV 90' (25'), AC 5 (15), HD 5, hp 35, #AT 1 (longsword), DG 1d8, SV F5 (Fort +3, Ref +4, Will +4), ML 10, XP 200. Chainmail, longsword, dagger.

Human Brigands (10): AL C, MV 120' (30'), AC 7 (13), HD 2, hp 6, 7, 8, 4, 6, 8, 6, 7, 8, 8, #AT 1 (spear or short sword), DG 1d6, SV F2 (Fort +3, Ref +1, Will +1), ML 8, XP 20. Studded leather armour, short sword, spear.

Human Brigand Sentries (3): As above, plus light crossbow and quiver of 6 bolts. Hp 6, 8, 12.

Each brigand has a leather drinking jack. Each brigand, and each sentry, has a purse attached to his belt containing 5d6 cp and 4d6 sp. One sentry has a deck of rather sorry-looking parchment cards as well, and one brigand has three large ivory dice (about 1 inch by 1 inch per face). In addition to 35 cp and 15 sp, Vand carries 14 gp and a small green beryl worth 25 gp.

There are 3 crumpled blankets on the floor; an additional 11 blankets can be found near the spears in the southeast corner. The big barrel is half full of rather flat ale (about 18 gallons remain), and there are three other barrels, each of which contains 50 gallons of good ale. These barrels are marked with the sigil of the Three Swords Brewery, and are part of the spoils stolen by these brigands. A jumble of leather jacks (12 in all) lies near these barrels. 14 spears are leaning against the wall to the southeast, near an opened crate containing 27 crossbow bolts and a closed crate containing 50 crossbow bolts.

Near the fire there are also three bundles of firewood.

The majority of the brigand's treasure is hidden in **Area 40**. Vand carries the keys to the locked chests located there.

The brigands mostly raid outside the dungeon, and use this location as a camp to hole up in. They are aware of the flying skulls, the goop geese, and the giant rats. They know that if the skull cairn in **Area 2** is disturbed, it will reform, but they do not know who reforms it or why it reforms. They know about the statue in **Area 35**, and know that it is dangerous, but do not know the answer to its riddle. They know about the stairs down past **Area 33**, although they have no desire to explore in that direction. They are aware of the natural trap (B) in **Area 39**, but will not mention it as it might lead others to their plunder. They know that adventurers may be seeking the stairs, and will gladly accept a toll for safe passage, preferring to avoid a fight if they can, and – better yet – to profit by it as well.

After this room is entered the first time, there is only a 5% chance that the brigands are camping here on subsequent visits (if the brigands still live). When they are not here, none of their gear is here, either, save the stools and the bits of rubble they use as stools. There is a 1 in 6 chance that the stones around the campfire will still be warm.

33. Stairway to Level 2: *The passage leads 20 feet to a room, 30 feet square and 12 feet high, with an archway in the centre of the walls to your right and left. Apart from dust, cobwebs, and trash around the corners of the room, this area appears to be empty.*

The northern passage goes only 10 feet before stairs descend into the darkness. These stairs go to **Level 2, Area 1**.

Examining the detritus along the walls reveals little of interest: an unexplained damp patch, rotting pieces of wood, mouldy rags, rat teeth and bones, spider egg cases, rat droppings, and a broken handle from a pick.

There is a 2 in 6 chance that any wandering encounter here is rolled off of the Level 2 chart instead of the Area Chart.

34. Empty Room: *The passage leads to a room some 30 feet wide and 20 feet deep, with no other exits to be seen. The area is dry and dusty. A number of barrels and small casks lie in a jumble in the far left corner.*

The barrels and casks are empty and surprisingly still in reasonably good shape. There are seven beer kegs (50 gallon capacity), six wine kegs (32 gallon capacity), and 18 gallon barrels.

Because of its proximity to the stairs, there is a 1 in 6 chance that any wandering encounter here is rolled off of the Level 2 chart instead of the Area Chart.

35. Statue of the Minotaur: *The passage leads into a chamber some thirty feet east-to-west and 50 feet north-to-south, with archways in the centre of the north, south, and east walls. The chamber is barrel-vaulted to a height of about 20 feet, the ceiling supported by buttresses along the east and west walls. Within the centre of the chamber, on a pedestal some seven feet in diameter and two feet high, stands the statue of a minotaur holding a great trident. The statue is nearly 10 feet tall, and carved in lifelike detail. It wears a cloth about its loins and a flowing mantlet draped over one shoulder, all carved of hard granite. The room seems otherwise empty, save for cobwebs and dust.*

Any sentient creature who touches the minotaur or its pedestal will be held fast (no save) while a booming voice delivers this riddle in the Common Tongue:

*A city there is with walls of wood
Whose Queen hoards a golden treasure
Her spearmen all are Amazons,
Dancing dance with meaning measure.*

*Were none to breach that city's wall
No mead would drink its fame –
And would you prize your very life,
Speak next that city's name.*

Once the last word has been spoken, the first word uttered by the being held fast is taken for the answer.

If the correct answer (beehive) is given, a compartment in the pedestal opens, revealing a heavy **golden torc**, a silver **ring of protection +1**, and three uncut emeralds worth 150 gp each.

The golden torc has the following benefits for its wearer:

- (1) the wearer can understand and speak with all sentient animals or beasts whose outer form is that of an animal,
- (2) the wearer reduces damage from electricity or lightning by 10 points per successful attack, and
- (3) the wearer may thrice return instantly to this chamber merely by wishing it. The wearer will know he can return thrice in this manner, but does not automatically know that, when he returns the third time, the torc will disappear.

The torc weighs 50 lbs., and is worn about the neck.

If given the correct answer, the magic of the statue is broken, and it will never speak again. Held characters are released, and no more will ever be held.

However, if the wrong word is spoken, the great voice booms the word “No!” and the statue shoots forth arcs of electricity, doing 3d6 damage to all creatures within 10 feet of the statue (save vs. spell [Ref DC 18] for half, creatures held by the statue gain no save, characters wearing metal armour save at –4). Held characters are then released.

36. Seldom Used Empty Room: *The passage goes a mere 10 feet into another open space, the cobwebs and dust showing that this way is seldom used. The chamber is approximately 20 feet deep and 40 feet wide, longer by 10 feet to your right than it is to your left. The far wall is carved with many niches, each about 1 foot in width, height, and*

depth, but they seem to be mostly empty now. A few still bear their grisly burdens – yellowing and mouldered skulls of animals and men – amid the cobwebs of tiny spiders. The ceiling is vaulted to a height of 14 feet.

These skulls are not dangerous in any way. There are no more than 70 skulls here (which means that far fewer than 1% of the niches are in use): 52 human, 15 dog, and 3 cat. Creatures seldom come into this room now, so that wandering encounters are only checked for once every 2 hours, so long as characters are out of line of sight from **Area 35**.

37. Giant Lizard Attack: *After only 10 feet, the corridor enters a space approximately 30 feet on each side and 12 feet high. There is an arch in the centre of the north, east, and west walls. There are mouldy bits of plaster still clinging to the walls here and there, and a rubble of small stones and fallen plaster all along where the walls meet the floor. The passages in, out, and through the room have been cleared of any such detritus, however, indicating that the room has seen traffic in the not-to-distant past. A large puddle of water has collected where the uneven floor sags near the centre of the room.*

Anyone attempting to run or charge through the puddle must make a save vs. paralysis (Reflex DC 15) or stop. If the save fails by 5 or more, the character will fall prone.

A **giant tuatara**, pet to the **troglydites** in **Area 40**, is roaming about this area, and will enter the room from Area 38 shortly after characters enter this room, unless it was killed already (see **Area 40**). If there are loud sounds of battle, the troglodytes will arrive from the north after 1d6 rounds, unless already dead, and join the fray.

Giant Tuatara: AL N, MV 90' (30'), AC 4 (16), HD 6, hp 20, #AT 3 (2 claws, bite), DG 1d4/1d4/2d6, SV F4 (Fort +5, Ref +2, Will +0), ML 6, XP 570.

Searching the debris along the sides of the walls uncovers a broken wax candle (which might be useful for the wax, or could be made to burn for 5 minutes by trimming the wick), a cracked reddish-brown ceramic flask, and a broken arrow.

38. Room With a Breeze: *The passage goes 10 feet into a room 20 feet deep by 50 feet wide, barrel vaulted to a height of roughly 15 feet, although the ceiling has large cracks in some places, and shifting stone has caused both ceiling and floor to be uneven. You can feel a slight breeze, as air is drawn through the narrow and twisted cracks to the outside world above you. The floor is damp, and there are puddles in places where water has seeped down from above. Tiny thread-like stalactites are growing along the walls and from the ceiling in places where the water drips.*

There are several rotten baskets piled in the northeast corner, but they have holes in them, and fall apart completely under any strain at all.

39. Hidden Treasure: *The passage leads into a wall 30 feet wide and 60 feet long, barrel vaulted to a height of 16 feet. You can see another archway in the centre of the opposite wall, and there is a passage near the centre of the western wall. The air here is cool, causing water to condense upon the walls and drip down to the cracked and broken flagstones of the floor.*

This chamber has two important areas.

A. Loose Flagstone: At this point, there is a loose flagstone that, with some work, can be lifted to reveal a hollow space, some two feet by two feet and three feet deep, dug into the stone and lined with an old (and now very mouldy and stiff) wool cloak. Within are three burlap sacks (weakened by long exposure and ready to burst at the first real shock), each filled with 200 sp and 100 gp. This was placed here by a party of adventurers long ago who never returned to reclaim them (their remains can be found in **Area 53**).

B. Natural Trap: At this point, a loose flagstone has a 1 in 6 chance of tilting when a character crosses this square. The character ends up stepping into a crevasse beneath the flagstones, and the flag tilts back to trap his foot. This interrupts anything that the character may be doing, and requires a roll on 1d20 equal to or less than the character's Intelligence to escape (each try after the first takes 1 full minute). A trapped character loses any Dexterity bonus to AC. The existence of this natural trap may act as a clue to the existence of the loose flagstone at A, above, and is specifically mentioned in **Area 53**.

The **troglobytes** in **Area 40** (below) will be attracted to any loud noises here.

40. The Brigands' Plunder: Four **troglobytes** are investigating this room, and will be attracted to noises in Area 39. They emerge using their camouflage ability, and are therefore likely to gain surprise (1-4 on 1d6). In this case, they attack first by hurling their stone axes (1d6 damage). They thereafter attack with teeth and claws, calling for their pet lizard (see **Area 37**), which arrives in 2d6 rounds. They unleash their nauseating scent if injured (this also triggers an encounter check). The troglobytes do not know about the natural trap (B) in **Area 39**, and run the same risks of triggering it as do the PCs.

Troglobytes (4): AL C, MV 120' (40'), AC 5 (15), HD 2, hp 12, 14, 10, 8, #AT 1 (stone axe) or 3 (2 claws, bite), DG 1d6 or 1d4/1d4/1d4, SV F2 (Fort +3, Ref +0, Will +0), ML 9, XP 38.

This passage goes but 10 feet before opening out into a chamber, some 30 feet deep and 40 feet across, with no other visible exits. Within is what appears to be a jumble of rubble and old wood, but some of this has been dug into, revealing something more interesting – a cask of dried and salted meat that has been smashed open and partly consumed.

This is where the main treasure of the brigands in **Area 32** is hidden. It was recently uncovered by the troglobytes, and, if for some reason not disturbed, it will be covered up in 2d6 days, if the brigands still live. If disturbed but not completely ransacked, it will instead be relocated to **Area 36** (again, if the brigands still live).

The brigand's plunder consists mostly of mundane items. In order to get to the coins, gems, and jewellery, the mundane items must still be gone through.



This should take at least 30 minutes (assuming 4 characters helping, increase time by 30 minutes for each character less), and should be loud enough to cause a random encounter check every 5 minutes (6 to 18 checks in all).

The brigand's trove consists of:

- Three barrels (26 gal. cap.) of various dried and salted meats (260 lbs., 390 gp value per barrel [15 sp per lb.]), total weight with barrel 284 lbs.
- Sixteen rundlets (15 gal. cap.) of pale green elvish wine (150 lbs., 750 gp value per keg [5 gp per lb.]), total weight with barrel 158 lbs.
- One gallon barrel (1 gal. cap.) of honey (10 lbs., 60 gp), total weight with barrel 10½ lbs.
- Three small crates of ornately carved wooden flutes (30 per crate, each weighs ½ lb., case weighs 5 lb, 20 lb. total weight, 2½ gp per flute.).
- Five crates of iron horseshoe blanks (120 lb., 50 gp value per box, 20 lb is the weight of the crate [5 sp per lb. of horseshoe blanks]).
- A box of iron scrap, weighing 120 lbs. and worth 10 gp. (1 sp per lb. of scrap, 20 lbs. for the box's weight).
- Seven boxes of incense (25 lb., 500 gp value per box, each contains 100 quarter-pound blocks of incense [20 gp per lb.]), total weight with box 105 lb.
- Two casks of coloured and perfumed soaps (15 lbs, 30 gp value per cask [2 gp per pound], total weight with cask 20 lb.
- Three bundles of 15 short swords each, wrapped in oilcloth and in good condition (each weighs 3 lb., or 45 lb. per bundle, and each is worth 7 gp, or 105 gp per bundle, although 50% value is more likely if sold individually, 75% in bulk [52 or 78 gp per bundle].
- 27 burlap sacks containing grains or dried broad beans (20 lb., 12 sp value each [average of 6 cp per lb.]).
- Six bolts of Lincoln green broadcloth (200 lbs. and bulky, 10 gp value per bolt [1 sp per lb.]).
- Four bales of fine wool (each weighs 1 tod, or 28 lbs. and is bulky, 28 gp value per bale [1 gp per lb.]).

Behind this there is more debris of stone and wood. If this is also dug through, taking another 20 minutes, three chests can be found, as follows:

- Chest One (Small, locked, –5% chance to open [DC 25]): Five small quartz gems (10 gp each) and 1 flawed fire opal (120 gp each) in a small velvet pouch, 68 pp.

- Chest Two (Medium, locked [DC 15]): Three 10 lb. sacks, each containing 200 sp and 800 cp, and one 10 lb. sack containing 500 sp and 500 cp.
- Chest Three (Medium, locked [DC 15]): Two 10 lb. sacks, one containing 435 gp, and the other containing 765 sp. A false bottom can be lifted to reveal three 5 lb ingots of gold, each worth 250 gp.

The keys for these locks are held by Vand in **Area 32**.

41. Hall of the Cairn of Skulls: *The passage leads into a great pillared hall, some 40 feet wide and running (north/south) as far as you can see. The pillars are about 5 feet in diameter, with a spacing of perhaps 5 feet between them, starting 5 feet from the (north/south) wall and spaced some 2½ feet from the east and west walls. The pillars are covered with old cobwebs, making it hard to see the walls between them, and the floor of the room is thick with old dust. The ceiling is lost in shadows and cobwebs some 25 feet overhead.*

About 10 feet in front of the southern archway is a cairn of heaped skulls – humanoid and animal – that reaches to a height of about 3 feet. The cairn was a territorial marker for the Skull Heap goblins, which inhabited this section of the dungeon long ago, and marks the limit of their range in this direction. The skulls are mostly those of goblins, dire rats, and the like, although a few are very small humanoid skulls (from **pestimites**; see **Area 48**), and there are one or two human skulls as well. The skulls are ancient – most have been here for decades or centuries. If the cairn is disturbed in any way, it will be reformed 1d6 days later, when no one is about, by the goblin spirits who still inhabit this area. If, however, the skulls are destroyed or taken away, the goblin spirits become angry, as fully described in **Areas 2**.

Tracks can be noted in the dust, between the passage to **Area 39** and **Area 42**. A skilled tracker or ranger can determine that these are the tracks of four scaly-footed humanoids and a man-sized lizard (see **Areas 37** and **40**). These can be tracked to the sinkhole in **Area 42**, where the troglodytes and lizard emerged from. There is only a 1 in 6 chance to notice each of the passages to the west unless characters are actively looking.

Brooding in webs along the ceiling are 38 **bloodthirsty spiders**. There is only a 2 in 6 chance that 2d6 will attack anything crossing this hall, but if a creature is bit, the whole mob comes and attacks that one individual.

Unless the entire colony is wiped out, losses are replaced with 2d8 new spiders within a month. They are not poisonous, their webs are not flammable, and they have no treasure.

Bloodthirsty Spiders (38): AL C, MV 60' (20'), AC 5 (15), HD 1, hp 5 each, #AT 1 (bite), DG 1d4, SV F1 (Fort +1, Ref +3, Will +0), ML 8, XP 10.

42. The Sinkhole in the Crypt: *The passage goes a mere 10 feet, into a room 30 feet deep and 40 feet wide, with an additional passage leading out of the centre of the far left wall. The walls are lined with square burial niches, filled with dust, old bones, and cobwebs. Three stone sarcophagi are up against the far wall, but the front right corner of the room has collapsed downward into a ragged sinkhole some 15 feet in diameter. The ceiling is vaulted to a height of 12 feet.*

Anyone who examines the sinkhole can see a few broken pieces of one sarcophagus that fell into the hole when it was formed, as well as a scattering of bones and grave clothes. This sinkhole goes straight down for about 40 feet, then there is a passage curving off to the northwest that leads to **Sublevel 2A, Area XX**. Another sarcophagus is smashed at the bottom of the sinkhole, scattering bones and broken stone. Searching this area may uncover two jade hoop earrings (45 gp value).

There are 250 burial alcoves, which take a total of 25 minutes for one character to search alone. Within these alcoves can be found an ivory comb (shaped like a mermaid, 25 gp), a moonstone worth 50 gp., and a **wand of electrical magic missiles** (a twisted wooden wand with an amber tip, the command word “pazzo” can be found in **Area 47**, 2 missiles per charge, 37 charges remaining, the *magic missiles* it fires are electrical in nature). The remaining sarcophagi contain rotting bones and burial shrouds, and nothing more, and require a check as a stuck door to open.

43. Crypt with Demons: *The passage goes 10 feet into another chamber, some 30 feet to a side, with an archway in the centre of the right wall. The walls are composed of triangular burial niches, some filled with piles of bones separated by type – you can see niches that contain only jawbones, or shinbones, or ulnas, for example – but many seem empty. The ceiling is about 10 feet high.*

Two **monkey demons** hide within the niches, one behind several skulls in a niche on the east wall, and one in an otherwise empty niche on the north wall (which cannot be seen into from the doorway). A 2 in 6 chance notices the first, but the second cannot be noticed until the room is entered (1 in 6 chance) and may well have a chance to act with surprise. Monkey demons look like red-skinned black-furred monkeys with wizened, evil, almost-human faces. Anyone bit by a monkey demon must make a save vs. poison (Will DC 10) or permanently lose 1d4 points of Strength.

Monkey Demons (2): AL C, MV 90' (30'), AC 3 (17), HD 1, hp 5, 8, #AT 1 (bite), DG 1d4 + Strength loss, SV T3 (Fort +2, Ref +5, Will +2), ML 8, XP 16.

There are 300 niches in this room, but only about a third contain bones. Searching them takes a single character 30 minutes, and uncovers a leather bag containing 250 polished bone discs with crude faces scratched on one side of each disc. These are “money” of the **Boneknapper’s Guild** on **Level Three**, and can be used to barter with any ghouls met in this dungeon.

44. Embalming Chamber: *The archway leads directly into another chamber, 20 feet deep and 50 feet wide, with 30 feet of that width extending to the right of the doorway. The walls are coated in chipped and rotting plaster, painted with fading frescos of priests preparing the dead for travel to the afterlife. Several old wooden tables are here, fallen into ruin, and there are broken potsherds on the floor. The room smells faintly of mixed herbs and ammonia. You can see no other exits. The ceiling is about 10 feet high.*

Searching uncovers several rusted long iron hooks and scalpels used in embalming. The potsherds were from canopic jars.

45. Crypt of the Scything Blades: *This chamber is 30 feet from the east to the west, and 50 feet from the north to the south, with archways in the centre of the north and east walls. Long, narrow niches are carved into the west wall, each holding a single skeleton – a dozen in all. Three stone sarcophagi are arranged equidistantly in the centre of the room, their heads facing the west. The whole area is dusty, and cobwebs cross the front of the niches, the areas between sarcophagi, the archways, and the corners of the room. The room is vaulted to a height of 15 feet.*

At each archway, a tripline (hidden by cobwebs) releases a scything blade, which attacks as a level 5 fighter for 2d8 damage.

The niches and sarcophagi contain nothing except old skeletons. Those in the niches are held in place with metal clasps set into the stone.

46. Mummified Jackal-men: *This chamber is 40 feet east-to-west and 20 feet north-to-south, with an archway to the south and to the west. Ten niches in the north wall contain shroud-wrapped corpses that seem to have the heads of jackals – each of these holds a bronze khopesh sword across its chest, and each is wearing a heavy golden chain. The room is thick with dust and old cobwebs. The ceiling is 12 feet high.*

If any is touched, the 10 **mummified jackal-men** will attack. Their khopesh blades do 1d8 damage each. Mummified jackal-men can bite as well; damage from a bite causes disease and cannot be healed by natural means. A save vs. poison (Fort DC 12) is allowed to resist the disease, which otherwise reduces Strength and Constitution by 1 point each, per day, until cured or the victim is killed. They have the same immunities as normal undead.

Mummified Jackal-men (10): AL C, MV 120' (40'), AC 3 (17), HD 4, hp 20 each, #AT 1 (khopesh sword or bite), DG 1d8 Or 1d4+disease, SV F4 (Fort +5, Ref +2, Will +4), ML 12, XP 245.



Each of the gold chains is worth 150 gp.

47. Hall of Burial

Niches: This hallway is vaulted to a height of 12 feet, with 10 x 10 x 10 areas as shown. These areas contain:

A: Human bones are scattered across the floor. They have been gnawed on, but very long ago. The marks seem to be caused by rats, and there are very old rat droppings in the corners.

B: Empty.

C: Three old wooden coffins are here, containing skeletal remains. Strength 12+ to pry open with appropriate tools (such as a crowbar), Strength 16+ without.

D: Two old wooden coffins are here, which can be opened as in **C**, above. The first coffin contains, in addition to the body, three 100 gp pearls.

The body in the second coffin has been covered with **scarlet mould**. A sickly sweet scent wafts out as the coffin is opened, requiring a save vs. spells (Fort DC 10) to avoid falling asleep from all within 10 feet. Scarlet mould spreads quickly over sleeping victims, causing suffocation in 1d10 rounds to unaided characters, who are then digested in 1d12 hours by its acidic secretions. Scarlet mould can be destroyed by causing 8 hp of fire damage.

E: Empty.

F: Three old wooden coffins are here, but they have been smashed to pieces, and the bones of their inhabitants are scattered about the niche. Searching uncovers a scattering of 23 cp.

G: Empty.

H: Empty.

I: Appears empty, but searching can reveal a small pile of stones in the southwest corner, beneath which is buried a leather sack containing 127 sp.

J: Three old wooden coffins are here, which can be opened as in **C**, above. The first two contain mouldering old bones and burial sheets. The third is empty, but has a false bottom, within which can be found a burlap sack containing 320 gp – but the sack is rotten, and rips open when lifted, scattering the coins. A scrap of paper with the word “PAZZO” on it is also found (the command word for the wand in **Area 42**).

K: Three old wooden coffins are here, two sealed, which can be opened as in **C**, above, and one of which has been smashed open and is empty. The two sealed coffins contain skeletons covered with **scarlet mould** (see **D**, above).

48. Mass Burial Chamber: *The passage leads into a room some 40 feet deep, that extends 10 feet to your left and (50 feet/at least 30 feet) to your right (before being lost to shadows). There is a 10-foot lip around a 5-foot deep pit filling much of this room, filled with ashes and bits of charred and blackened bone. The walls are carved with many hexagonal burial niches, like massive stone hives, some of which contain yellowed skeletons. The ceiling is vaulted to a height of 15 feet, and is black from smoke.*

Two **snake demons** lair in the far corner of this room. These appear to be man-sized serpents with leering goblin-like faces. A character bit by a snake demon must succeed in a save vs. poison or take 1d6 damage and suffer a –2 penalty to attack rolls, saves, and damage for 2d6 rounds due to nausea.

Snake Demons (2): AL C, MV 180' (60'), AC 6 (14), HD 2, hp 10, 11, #AT 1 (bite), DG 1d6 + poison, SV MU1 (Fort +1, Ref +3, Will +2), ML 8, XP 29.

There are 870 hexagonal burial niches in this chamber, taking a single character 87 minutes to search. Several of the niches are empty, but end in cracks or tiny passages, about 1 foot high by six inches wide, that wind back into the rock. These lead to the nest of 9 **pestimites**, goblin- or imp-like humanoids 6 inches high. Other tunnels of the same nature lead downward to **Level 2, Areas XX and YY**. The pestimites are responsible for many of the traps which appear as random encounters on this level, and on **Level 2**.

Pestimites (9): AL C, MV 60' (20'), AC 8 (12), HD 1 hp; #AT 1 (tiny weapon), DG 1d2, SV T1 (Fort –4, Ref +6, Will +0), ML 4, XP 5.

These tiny creatures have accumulated an impressive treasure, although it is difficult to enter their tunnels to get at it. The treasure is 90 west and 20 feet down from the western wall. Doing so requires bypassing 3d4 of the following traps, set by the mites:

1d6	Trap Encountered
1	Scything blade: Automatic hit, 1d4 damage.
2	Piercing blade: Attacks as F1, 1d6 damage.
3	Sharpened wire crosses path: 1d4 damage.
4	Falling stones: 4d6 damage, save vs. breath weapon (Ref DC 15) for half.
5-6	Sticky trap: Disarm requires at least 1 pint alcohol, stuck to spot until a save vs petrification (Strength

check DC 10) succeeds, thereafter move half speed and all attacks and checks at –2 until cleaned with alcohol.

The pestimite treasure consists of: 378 gp, 201 sp, 149 ep, 53,157 ep, 31 banded agate gems (worth 10 gp each), 7 moss agate gems (worth 10 gp each), 4 blue quartz gems (worth 25 gp each), 7 moonstone gems (worth 50 gp each), 3 amethyst gems (worth 150 gp each), 1 violet garnet (worth 500 gp), a scrimshaw carving of a narwhal on walrus ivory (worth 500 gp), a wrought silver cup with inlaid gold flowers around the rim (worth 300 gp), a wrought silver cup (as the previous, with the gold inlay removed, worth 150 gp), a spool of spun gold thread (worth 500 gp), a large silver and jade pin or brooch shaped like a turtle (worth 700 gp), a silver necklace with azurite gems worth 5,000 gp, a bronze buckle with ivory inlay shaped to resemble a boar being set on by hounds (worth 120 gp), a coral bracelet (worth 300 gp), a pair of small jet stud earrings engraved with tridents (really earrings of swimming that grant expert swimming ability), an **amulet of protection against level drain** shaped like a silver ankh, a turquoise and silver **scarab of protection +2**, a copper **ring of delusion** (feather falling), a bronze and silver **ring of water walking** with metals blended to form a wave-like pattern, and a map to a treasure hidden in the well at the Temple of Ilmandur in the Village of Mensford, some 46 miles away.

The map indicates that the treasure is “the jewels of the Bede” and claims that they are “behind the stone marked with the sign of the eye”. This treasure consists of 31 pieces of valuable jewellery, but the temple is still in use, and quiet recovery may be difficult.

49. Priests' Burial Chamber: *The corridor goes only 10 feet into a chamber some 50 feet wide and 30 feet deep. The shorter walls to the left and right are broken by circular burial niches, while large pottery urns – glazed blue, green, and yellow – are lined up along the far wall. There are five stone sarcophagi here. In the center along the far wall is an ornate sarcophagus carved with images of dancing skeletons, jackals, and solar images. This sarcophagus rests upon a stone dais, so that it is a full foot above the level of the floor. Flanking it on either side are two additional stone sarcophagi, similarly decorated, but not as ornately crafted as the one in the centre. The ceiling is supported by massive buttresses in along the north and south walls, and is 15 feet overhead. All is dusty here. You can see no other exits.*

There are 97 niches on the east wall and 89 on the west, taking roughly 10 minutes for a single character to search either group of niches. Each of these niches contains a full skeleton, buried in yellow robes. There is nothing of interest in the western niches.

One of the niches to the east contains two bone scroll cases; these are located as a secret door. Another niche contains **yellow mould** (LL p. 103, 2 in 6 chance of releasing spores if niche is searched). Random chance determines which of these alcoves is searched first. The first scroll case contains a **scroll of cure serious wounds**. The second scroll case contains a **scroll of animate dead**, but this is a “living spell” that wants to be cast, and the reader must succeed in a save vs. spells (Will DC 18) to avoid casting it at once).

There are seven blue urns, five green urns, and two yellow urns along the southern wall, arranged B G B G B Y B Y B G B G B. Each of these sealed urns contains a single undead creature, which burst from the urns if the main sarcophagus is touched or one of the urns is breached. The blue urns contain seven **azure skeletons**, the green urns contain five **shard skeletons**, and the yellow urns contain two **crypt guardians**.

Azure skeletons are blue in hue. If reduced to zero hit points, it draws itself back together in two rounds and is restored to full hit points unless the skull is smashed (AC 5 [15], 2 hp). Shard skeletons explode when reduced to zero hit points, causing 1d6 damage to all within 10' (no save). Crypt guardians are black skeletal forms with lambent green sparks for eyes. At the beginning of each round (before initiative), a crypt guardian can cause a single target to freeze in place for that round unless it succeeds in a save vs. spells (Will DC 15).

Azure Skeletons (7): AL C, MV 60' (20'), AC 7 (13), HD 1, hp 3, 4, 2, 5, 6, 4, 4, #AT 1 (claws), DG 1d6, SV F1 (Fort +0, Ref +0, Will +0), ML 12, XP 16.

Shard Skeletons (5): AL C, MV 60' (20'), AC 7 (13), HD 1, hp 4, 5, 6, 3, 5, #AT 1 (claws), DG 1d6, SV F1 (Fort +0, Ref +0, Will +0), ML 12, XP 16.

Crypt Guardians (2): AL C, MV 60' (20'), AC 7 (13), HD 3, hp 13, 18, #AT 1 (claws), DG 1d6, SV F3 (Fort +1, Ref +1, Will +3), ML 12, XP 80.

The lesser four sarcophagi are opened as a stuck door, and each contains the skeletal remains of a priest in azure robes. Each priest has a two-foot long wooden ankh laid upon his breast, engraved with elaborate designs of life, renewal, and resurrection, the inlay chased with silver. Although not magical, these holy symbols grant a cleric the ability to Turn Undead as if he were one level higher in **Areas 42 to 56** of this level. They are worth 150 gp each.

The main sarcophagus is opened on the same chance as forcing a locked door, and contains the skeleton of the high priest, which wears green robes. This priest has a four-foot long ankh across his chest (as above, but +2 levels, worth 200 gp, and requires two hands to hold, and can be used as a magical makeshift club against undead anywhere, although not actually magical). The priest's green robe is a **robe of Osiris**, which grants a clerical wearer immunity against the paralysis, level drain, and ability damage special attacks of undead creatures. There is a finely made gold and silver scarab pin upon the breast of the robe, worth 800 gp.

If the high priest's sarcophagus is examined from the outside, there is a 1 in 6 chance that a character notices that the skull on one skeleton can be pushed in – there is a pin that comes out of the eye socket when this is done, pricking with a poisoned needle (save vs. poison [Fort DC 20] or take 1d6 damage each round for 2d6 rounds). When pressed in, a long drawer along the bottom of the sarcophagi's foot pops open. Within are a clerical **staff of striking +1** of black wood with a silver ankh at the top, and ten **clerical scrolls**: *cure light wounds, detect evil, detect magic, protection from evil, purify food and drink, resist cold, resist fire, and snake charm*.

50. Temple of Osiris: Outer Fane: *The twenty-foot wide hallway enters another, even larger hall, near a corner that is bent to a 45 degree angle going north and (east/west), while the main hall continues to the (east/west). You can easily see a twenty-foot wide passageway to the north, in the centre of the (eastern/western) passage, for it glows with a flicking green curtain of coruscating energy. By its wavering emerald light, you can see another twenty-foot wide hallway exiting southward at the end of this tunnel to the (east/west), where the tunnel itself also turns at a 45 degree angle northward. There is no curtain of light over the far passage.*

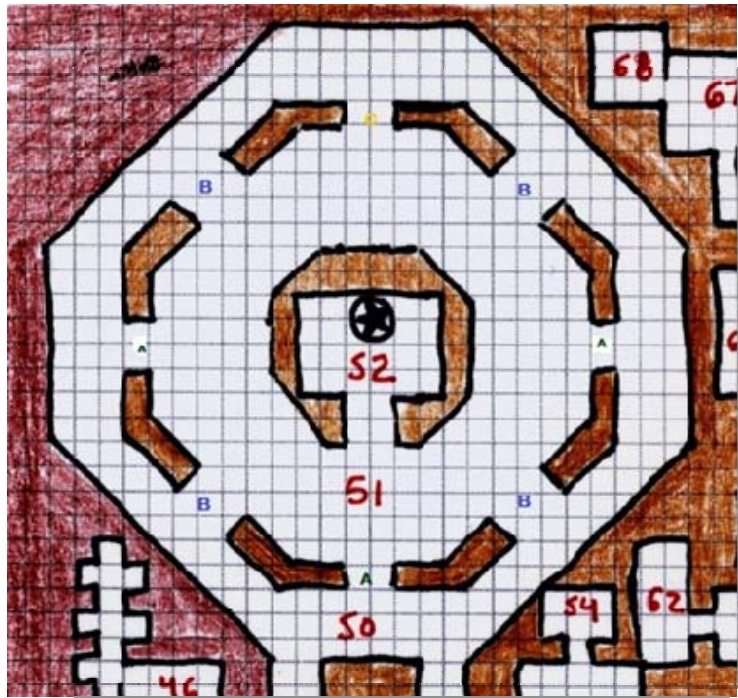
The walls of this area are covered with ancient and crumbling hieroglyphics and images depict several dark-skinned men in green, blue, and yellow robes, as well as some semi-human or inhuman figures. Pillars, themselves carved with hieroglyphs and pictures, are regularly spaced along both walls of the long passage, holding aloft a ceiling some 20 feet overhead.

This is the Outer Fane of the Temple of Osiris. Among the images on walls and pillars, there is an often-repeated image of a man with green skin holding an ankh and a tasselled rod of office (Osiris), a jackal-headed man (Anubis, not Set), a cat-headed woman (Bastet), a man with the head of an ibis (Toth), a woman with the head of a hippopotamus (Taweret, goddess of maternity and childbirth, protector of women and children), and a crocodile-headed man (Sobek). One of the human looking women may be recognized as a depiction of Isis by a character with an appropriate background. There are also many images of large red creatures, with many feelers, bat-like wings, multiple eyestalks, and pincers.

Several sections show signs of having been deliberately defaced – what remains visible is a suggestion of stalked organs, tentacles, feelers, or eyes of sickening mauve hues, iridescent colours like the shimmer of oil on water, and what may be an enormous clawed foot. Anyone who examines these images closely will come to the disturbing conclusion that the images themselves have been very slowly regenerating over the centuries.

These hieroglyphics are far removed from any language spoken in the world today; they even predate the writings of Old Aegyptus. As a result, it takes magic or consulting a sage to make any sense out of them. They are mostly prayers to Osiris for rebirth, to Anubis to take care of their mortal remains, etc. Sobek is described as “the Devourer Who Lies in Wait at the River”. Taweret is described as “Fierce Mother Who Fights as a Demon for Her Children”. The red creatures are named “Mith-Ayagu, Who Come From Far Pah-La-Tuggotha Bringing Knowledge and Magic”. There are likewise defaced hieroglyphs that one held the name of the defaced image (Yog Sutehkis).

The shimmering curtains have the following effects:



A. Green Curtains: Any creature attempting to pass through this energy curtain must make a save vs. spells (Will DC 20), taking 4d6 energy damage if the save fails, and being rebuffed. Success indicates 2d6 damage is taken, but the creature passes successfully through the curtain.

There are three green curtains of this nature: to the south, east, and west.

B. Blue Curtains: These shimmer with azure and navy blue ripples, shimmering and shining like sun on deep water. Any creature attempting to pass through must make a save vs. breath weapon (Fort DC 20), taking 4d10 points of cold damage if the save is failed, and is rebuffed. Success indicates 1d10 damage is taken, but the creature passes successfully through the curtain.

There are four blue curtains of this nature: to the northeast, northwest, southeast, and southwest.

C. Yellow Curtain: This curtain appears to be of flickering amber flames, shot through with bright yellow-white like lightning. Any creature can pass through this curtain freely. This area consists of the entire outer ring of the Temple, and is patrolled by three **Mith-Ayagu**, which usually cling bat-like to the ceiling nowhere near the entrance.

They are attracted to loud noises or conversations, appearing in 2d6 rounds. They will not attack characters wearing the **robe of Osiris** or carrying the non-magical ankhs from **Area 49**, but all others are fair game. The Mith-Ayagu are 8 feet tall, and 6 feet long. Although they seem to be semi-humanoid crustaceans, they are actually fungal.

Mith-Ayagu are immune to cold and vacuum. They are psionic, able to create a psionic blast in a 40' cone that does 3d6 damage (save vs. spells for half) to all creatures caught within. A magic-user or cleric hit by a Mith-Ayagu must succeed in a save vs. spells or lose one random spell, with the Mith-Ayagu can then immediately cast (regardless of normal casting time) at the same casting ability as the character it was stolen from. Each round, they each have a 1 in 6 chance of successfully summoning a **choking horror** (note that only one can be summoned at a time).

A choking horror is an ethereal semi-humanoid monster that can nonetheless reach out with vaporous tentacles to choke creatures up to 20' away. A creature targeted by the horror must save vs. spells or take 1d6 damage, and an automatic 1d6 damage at the start of each round thereafter until the horror is dispelled or destroyed. Killing all of the Mith-Ayagu dispels the horror; otherwise, it can only be hit by magical weapons. They are immune to cold.

Mith-Ayagu (3): AL C, MV 120' (40') or fly 240' (120'), AC 7 (16), HD 6, hp 36, 30, 28, #AT 2 (claws), DG 1d8/1d8, SV C6 (Fort +10, Ref +8, Will +15), ML 12, XP 1,320.

Choking Horror (1): AL C, MV 60' (20'), AC 10 (10), HD 1+1, hp 9, #AT 2 (ethereal tentacles), DG 1d6 (special), SV F1 (Fort +0, Ref +0, Will +0), ML 12, XP 45.

51. Temple of Osiris: Inner Fane: *This area is 15 feet high, the ceiling upheld by thick pillars that march in three rows, along the walls and along the centre of the area. These pillars were carved as though they were living trees, but they seem twisted and fungal somehow. Thick webs are strewn between the pillars, along the walls, in the corners, and along the ceiling. The walls appear to be tiled with green, blue, and yellow tiles, but some sheen of iridescent colours seems to be growing across it, like a thin layer of slime.*

The walls are cool and slimy to the touch. Any creature touching the slime begins to glow softly at night with a strange, iridescent hue, after 1d6 days. At this time, the character must attempt a save vs. spells (Fort or Will DC 20).

If the save succeeds, the glow fades over the course of another 1d6 days. Otherwise, the glow is permanent, and the character suffers a random mutation that manifests during the next 2d12 days. Repeated exposure causes repeated effects. If the slime is actually tasted, 1d6 mutations occur immediately, and there is no save. If taken from here, the slime dwindles and disappears over the course of 1d8 hours.

Because of the webs (which do not burn), movement here is at half speed, and creatures cannot run or charge.

Within this area lurk eight **spiders of Leng**, man-sized spiders that can pretend to be human by wearing yellow robes that conceal their features, with four legs acting like "legs" and four acting as "arms", each "arm" or "leg" being in fact two legs. They can speak with thin reedy voices, and know all languages. Indeed, these spiders are fed information from the Akashic record, and have great knowledge of all things. They also, therefore, know specific things about characters, their families, their fears, their hopes, and their weaknesses. They claim to be temple priests of Yog Sutehkis, and will answer many questions and promise many things to avoid allow characters near **Area 52**. When not pretending to be human, they can climb in this area at full speed.

The bite of a spider of Leng is poisonous, causing 2d6 damage each round for 2d6 rounds unless a save vs. poison succeeds (Fort DC 20). There is a 1 in 4 chance each round that a spider of Leng will cast sticky webs, entangling a foe unless it succeeds in a save vs. paralysis (Ref DC 12).

Spiders of Leng (8): AL C, MV 120' (40') or climb 60' (20'), AC 5 (15), HD 5, hp 20, 18, 20, 12, 29, 20, 15, 24, #AT 1 (bite), DG 1d6 + poison, SV T6 (Fort +4, Ref +8, Will +12), ML 12, XP 800.

52. Temple of Osiris: The Defiled Shrine: No animals will willingly enter this area.

A corridor or antechamber, 20 feet wide and 20 feet long, flanked by 4 pillars to the east and west, and 10 feet high, leads into a larger space, some 60 feet wide and 40 feet deep, with a ceiling a full 40 feet overhead, supported by massive pillars to the east and west, each of these four pillars being fully seven feet in diameter. There is a sweet smell in this antechamber, but it smells more as though an odour of rot is being unsuccessfully covered than it smells enticing.

This central shrine is dominated by a statue, 30 feet high, of a green-coloured man dressed in white, with a high white headdress. His arms cross his chest – one holds a golden ankh and the other a red-and-white striped crook. His sandaled feet rest on a stone plinth three feet high, 20 feet across, and 10 feet deep. Before the plinth holding the statue is a huge stone of red granite, that radiates a sense of immense age. This stone is about 3 feet per side, and 5 feet high, and seems to be embedded into the floor. The sickly sweet smell is much stronger in here. This entire room is lit by a strange light of shifting colours, but it is not certain exactly where it is coming from, and the light does not seem entirely pleasant.

The statue is that of Osiris, but it has been defiled, and now an **avatar of Yog Sutehkis** grows upon it, defiling this shrine and causing its foul influence to spread over the entire temple (**Areas 50 to 52**).

The avatar is normally hidden in a realm beyond mortal senses; only by spending time here can one attune to be able to see it. The avatar is a malignant mass of iridescent bubbles of flesh and eyes, growing like a vast tumour across the left part of the statue's abdomen, which sprouts and withdraws ichor-dripping tentacles at will – these long, thin tentacles can easily reach anywhere within **Area 52**, and even as far as 20 feet into **Area 51**. Three tentacles are draped over and cling to the ancient red stone, drawing power from it to fuel the avatar's full manifestation on the material plane in a matter of but a few centuries. Although it could, the avatar does not attack until it is perceived, and is 5 in 6 not to attack unless probed or itself attacked.

A Chaotic magic-user who makes a living sentient sacrifice to the avatar, may gain access to one or more bonus spells through worship of the Eldritch Horror. Any magic-user or cleric will know this automatically as soon as the avatar is observed. See the sidebar on page 16 for more information.

The ancient red stone is a **nexus of power** that can be used to fuel spells, but it cannot be used unless wrenched away from the avatar, or the avatar is removed. Wrenching it away requires opposed d20 rolls using Intelligence or Charisma modifiers (whichever is better); the avatar has a +20 bonus for this purpose.

Examination of the stone shows that the room was carved around it; it extends far into the ground. There are faded marks upon it – whorls, circles, and serpentine shapes – that

have worn away over time, and which existed before the stone was found here (for some of the marks do not seem to end at the floor). See also **Level 2, Area XX** and **Level 3, Area XX**.

Anyone with access to this nexus can use it to fuel spells, effectively having slots and casting all spells as though two levels higher than the character's actual level. Contact is required to attune the nexus from this area, but the ability remains until another wrests the nexus away by an opposed check.

Avatar of Yog Sutehkis: AL C, MV 0' (0'), AC 5 (15), HD 12, hp 92, #AT 3 (tentacles), DG 2d6/2d6/2d6, SV C12 (Fort +25, Ref +8, Will +30), ML 12, XP 5,200.

Special Attacks: Each round, determine whether or not the avatar makes its tentacle attacks, or uses a special attack form, by rolling 1d8, with the result as follows:

- 1-5: Tentacle attacks. On a successful attack roll of 18-20, the tentacle holds its victim, doing automatic damage each round. 20 hp will sever a tentacle, but this does not damage the avatar, and the tentacle immediately reforms. Tentacles can reach anywhere in this area.
- 6-7: Psionic attack affecting all in Area 52 (save vs. spell [Will DC 25] or take 4d6 damage and stunned [losing next Action], 2d6 damage on successful save).
- 8: Lamprey-like appendage lashes out against one random opponent; if it hits, it remains affixed to him, doing an initial 4d8 damage, and doing 1d3 points of temporary Charisma damage each round thereafter. If the character is reduced to 0 Charisma, the avatar can also attack with him, using him as a puppet. AC 10, 30 hp to sever (does not count against total hp). If the character remains attached to the avatar for more than an hour, he is forever lost, and becomes a puppet of Yog Sutehkis in the world, even when no longer connected.

Reformation: Yog Sutehkis is an extraplanar being that cannot be killed through his avatar; if it is "slain" it will simply reform over the course of 1d4+1 days. In order to prevent the avatar from reforming, this area must be the target of a dispel evil spell, the statue must be cleansed with no less than 16 pints of holy water, and sweet incense must be kept burning here for five days (at a cost of approximately

Worshipping Yog Sutehkis

Some players may choose to have their characters worship the foul Eldritch Horror rather than oppose him. These characters, so long as they keep faith with the avatar, will discover that they are no longer opposed by the spiders of Leng or the Mith-Ayagu.

Such a covenant must be sealed with the sacrifice of a sentient creature for every worshipper to be accepted. The worshippers will then receive “the Kiss of Yog Sutehkis” somewhere on their bodies from his lamprey-like organ. This leaves a seeping wound 2 inches across, and causes 1d6 damage that cannot be healed in any way.

The character then automatically knows that, to keep faith with Yog Sutehkis, he must sacrifice at least one sentient creature on his altar each month, and that if he breaks faith not only will he lose the power Yog Sutehkis endows him with, but the agents of the avatar will hunt him down and sacrifice him on Yog Sutehkis’ altar.

After one year of sacrifice, the postulant gains the ability to cast spells as a 1st level magic-user. If already a magic-user gains access to extra spells as though he were a level higher.

Every year thereafter, on the anniversary of receiving the Kiss of Yog Sutekhis, a worshipper in good standing rolls 1d6. On a roll of 1-3, he gains access to another level’s worth of magic-user spells. On a roll of 4-5, he gains a random mutation. These mutations remain even if he breaks faith with Yog Sutekhis. On a roll of 6 he permanently loses 1 point from a random ability score. This loss also remains even if he breaks faith with the Elder Horror.

All worshippers of Yog Sutekhis who have received his Kiss detect as Evil, and are affected by spells such as protection from evil. Even those who break faith retain the taint of Evil for as long as they first kept faith with the Eldritch Horror, plus a year and a day.

Destroying the avatar and preventing its reformation changes the nature of **Areas 50-52**. Lawful clerical spells are cast as though the caster were of higher level as follows:

Area 50 is +1, **Area 51** is +2, and **Area 52** is +3, and 1st level spells cast by Lawful clerics in these areas are not lost (abusing this might change it!). All remaining monsters in these areas are instantly banished, as are their remains, webs, and even their images on the walls. All reference to Yog Sutehkis disappears from the walls and pillars as well.

Moreover, Osiris will animate his statue momentarily to thank each of those responsible and offer them each a single **wish**. These wishes will not be perverted, but excessively greedy wishes will be granted in as moderate a way as possible, after Osiris counsels the wisher to consider carefully. If they choose not to make their wishes immediately, they may use them later by saying simply, “In the name of Osiris, I wish....”

Finally, every character involved heals at twice the normal rate when in **Areas 50-52** from this moment forward.

Of course, they will also have earned the enmity of Yog Sutehkis and his cultists. Some months afterward, they will be visited by an assassin, who has received the Kiss of Yog Sutekhis (see sidebar) and has gained “gifts” as a result. She will seek to destroy the characters one by one.

NOTES

The avatar of Yog Sutekhis is far too powerful for low- or even medium-level characters to oppose. Nonetheless, the Labyrinth Lord is encouraged not to pull his punches. First, there are plenty of reasons to avoid this area before the avatar is encountered. Second, allowing the avatar its full potential makes its eventual defeat sweeter. Third, some PCs may come to worship the avatar. Finally, sometimes it is better to run. The players should not expect that everything they encounter is within their ability to defeat.

If random mutations are called for, the Labyrinth Lord is encouraged to consult his preferred post-Apocalyptic ruleset.

100 gp per day). These requirements may be determined through research or through divination.

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