

OBELISK OF FORGOTTEN MEMORIES

A SCIENCE FANTASY ADVENTURE FOR LEVELS 1-3



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INTRODUCTION

The Obelisk is moderately large outdoor adventure with a small attached dungeon for a party levels 1-3.

This adventure was occasioned by my players deciding to take a lark into the wilderness rather than exploring Patrick Wetmore's wonderful megadungeon the Autonomous Subsurface Environment (ASE). It's my own attempt to create another, smaller adventure location that seems reasonable within Pat's world. It contains several elements (guns, ancient technology, God's eye's) that won't make sense outside of ASE, but I suppose it could be run as a simple graveyard based cult-smashing expedition in with a little modification. It's also an attempt at an adventure in the old style of the TSR products I grew up with, or at least as I remember them played in the hands of murderously inclined pre-teen boys on lazy Summer afternoons. The encounters within are not scaled to allow a 1st level party to win in a stand-up heroic fight. There are encounters, and even individual creatures (especially the special random encounters), quite capable of slaughtering a party within a couple rounds, but this is how it should be, as they can be avoided or negotiated with.

HISTORY AND PRESENT STATE

HISTORY

This location was built by the ancients, at least the major feature of it was. The Obelisk itself dates back over 3,000 years (3,462 to be exact) and was originally part of a large war memorial cemetery and park: including a visitor's center, numerous crypts and several smaller obelisks. Within a hundred years of its founding the obelisk became an unpopular destination, due to the uncanny psychic emanations of legions of ancient war dead, and fell into decay. Thus even before the fall the Obelisk park was a largely forgotten location, notable largely as a landmark and only visited by a few fanatic patriots, bored relatives and seekers of the bizarre. When the fall occurred the forests had already retaken entire regiments of forgotten war graves and only the central parkland around the obelisk was in decent repair. The obelisk itself, being a 1000' tall needle of indestructible Protonium, has remained a focal point, but the cemetery was abandoned and many additional crypts and structures hide abandoned in the dense woods for miles around the Obelisk.

The memorial grounds were rebuilt and destroyed in several stages, with most of the building only three hundred years ago during a time of relative stability when a wizard/warlord named "Torpo the Cannibal" ruled the area south of Denethix. Torpo planned to turn the area into a memorial park for himself and his family, and his body (and spirit) are now entombed in the Sepulcher complex that his slaves built from greenish marble. Torpo's line did not endure long after his death, but his bloody legacy was enough to provide his necropolis

with an additional evil reputation. Since Torpo's death the Obelisk has been used as a place for the burial/disposal of the bodies of those who are deemed likely to haunt the living or rise again. For most of these dead the fear of reanimation is just superstition, but the rare few corpses that do transform are often brought to the Obelisk. Because of these rare undead, three funerary gods have ordered representatives of their priesthoods to protect the Obelisk grounds and put down any dead who rise. In former times many more priests, gravediggers, guards, morticians and even hired mourners lived on the obelisk grounds, but since the rise of Denethix the number had fallen. Despite the recent decline, until very recently the three funerary gods: Bezonaught, Delphina and Bonechewer Jackal-mask all had some priestly representation at the Obelisk.

One element not known by modern visitors is that the Obelisk's original builders tethered the location to a geosynchronous beacon that allowed the memorial complex to broadcast its presence into space. The original broadcast was a computerized voice reading a list of the millions of dead inscribed on the memorial and buried in the surrounding cemeteries. The beacon is still operational, but the computers that maintained the list of ancient war dead have long since failed. The fixed orbit of the beacon makes the memorial grounds attractive to orbital gods as they can address their followers at any time of day by rebroadcasting through the beacon to nearby God's Eyes. The connection to the beacon is limited to one deity at a time, and if the location were more prestigious it's likely there would be considerably more divine conflict to monopolize it.

PRESENT STATE OF THE OBELISK GROUNDS AND FACTIONS

Nine months ago things went wrong at the Obelisk. A group of fanatic priests devoted to an unorthodox orbital god moved onto the Obelisk Grounds and seized it hoping to turn the backwater holy spot into a major site devoted almost exclusively to their god. This sort of thing happens routinely amongst the the orbital gods out in the wilderness, but it is unusual that the fanatics within the Obelisk Grounds have tried to drive other deities out of a holy site that they have occupied for thousands of years and reserve the beacon's use solely for their god. The cultists worship Furter of the Walking Corpse, also known as "The Gravedigger's Hand". Furter's divine portfolio includes: Zombies, Mechanical/Alchemical Necromancy, and the Forgotten Dead (explaining a less sinister interest in the Obelisk). He is known to his followers as "The Remeberator" and his detractors as the "Reanimator". Furter isn't actually a bad god as they go, but he's called his most stupidly loyal followers together for his attempt to take over the Obelisk and it's geosynchron beacon. Furter is ambitious and rightly feels that the current trio of funeral gods have gotten lax about the Obelisk's upkeep and importance.

The cultists swept into the grounds in force and chased off most of the gravediggers in the temple, as well as the priest of Bonechewer and his small force of guardsman. They slew the neophyte priestess of Bezonaught (who has trouble finding good help), the hedge-wizard groundskeeper, several gravediggers and the few guardsmen who refused to leave or fought back. The elderly priest of Delphina collapsed from a heart attack in all the excitement and was interned respectfully by the cultists, who were upset they had to kill anyone, especially a priestess.

After driving off the living, the cultists began to take over the memorial park, setting up a reanimation lab and preparing to make a zombie and skeleton

guard force. They began plundering the crypts above ground for fresh material and digging up graves for spare parts and valuables. Both Bezonaught and Bonechewer responded with anger at the murders and desecration. Bezonaught is angry the cultists killed his priestess, though mostly he just likes making horrors. Jackal-mask wishes to drive the cultists off and protect the graves of the dead from looting, though he has chosen to accomplish this with destructive methods. Both funeral gods have been fairly successful at thwarting Furter's cultists, but they won't cooperate and their forces (ghouls and corpse fleas) aren't the most reliable. The funeral gods have largely succeeded in keeping the cultists barricaded in the main crypt complex while corpse fleas and ghouls roam the graveyard, skirmishing with each-other and trying to pick off any cultists who emerge, especially at night.

The Obelisk grounds contain three loose factions in addition to assorted restless spirits (who arguably serve Delphina): the Cultists of Furter, Bonechewer Jackal-mask's Corpse Flea Colony and the Ghouls of Bezonaught the Boogeyking. All are mutually hostile to a greater or lesser degree, and unless the PCs join one god or another they will all be equally hostile to the PCs. The graveyard has a strange ecology, as all three factions require corpses to strengthen themselves, especially those of the freshly dead. The cultists are slowly animating a legion of zombies and skeletons using galvanism, soul-clockworks and other hokey 'super-science' sacred to Furter, but have been forced to divert most of their energies to consolidating the temple against unaligned undead, corpse fleas and the ghouls. The ghouls and corpse fleas feed on bones and corpses that they gather from the graveyard or ossuaries, but need the freshly dead to increase their numbers if they wish to dominate the grounds.

If nothing happens the cultists will eventually create enough zombies to overwhelm the ghouls and corpse-fleas, but that is still several months off and right now they are barely holding their own. The arrival of the PCs, Bonechewer's vengeful priest, cult reinforcements, bandits or other interested parties are all likely to upset the balance one way or another (See **Special Random Encounters** table for possibilities).

THE HOOK

While party is loitering in some den of inequity or passing through a small town, an attractive, young, rural woman approaches the least menacing member of the party and begins a casual chat about the adventuring life. This is "Dawn" the daughter of a well-off local farmer who seeks to connive, trick or lure the adventurers into performing a daring raid on the Obelisk grounds for her. Dawn is no simple village flirt, she is a moderately talented young witch from a long line of local practitioners. Dawn's grandmother was the village herb-woman but died a year or so ago. Dawn's family, finally successful in the giant beet farming business, would much rather that Dawn marry a member of the local gentry or another successful farmer, as opposed to Dawn and her Grandmother's desire for Dawn to enter the witching trade. As such, when Dawn's grandma died, her sons pooled some money and had her buried, along with all her mystical paraphernalia, at the Obelisk, partially so Dawn would have no way of learning (any more of) her Grandmother's trade.

Dawn sees the adventurers as a way to get the magical equipment back. She specifically wants a magical bat shaped locket her grandmother had that makes any woman who wears it more alluring and mysterious, though she's also interested in the silver athame and book of spells buried with the witch. Dawn

will use whatever means at her disposal to get the party to agree to recovering the items, her first approach will likely be flirtation and seduction, though she's smart enough to be coy about it and will switch to describing the wealth of the Obelisk if mere flirtation isn't working. Dawn will reveal what she knows about the Obelisk grounds if asked. She can describe the general layout (obelisk, pool, mausoleum) as she visited briefly with her family, and knows her Grandma's remains should be in a crypt in the Mausoleum. She also knows that a disreputable cult has taken over the Obelisk, as this information is filtering out via pilgrims who have been turned away, and that this means the buried treasure of several hundreds of years of special burials should be relatively unprotected. Dawn will under no circumstances hire on with the party or otherwise go to the Obelisk herself. If unduly harassed Dawn is a well liked member of the community and her family has enough resources to cause the party some serious risk should she be harmed.

The items Dawn seeks are sealed in a a crypt in **Area 7f** and a lucky and resourceful party might be able to figure out which one by reading the records in **Area 7c** but trial and error should work as well. The items are found on the desiccated mummy of a tiny elderly woman wearing a black dress and bonnet. The Inky Wings of Allurement is still around the corpse's neck, while the Witch's Spellbook is piled at her feet with a silver athame (worth 300GP).

If these items a returned to Dawn and she is dealt with fairly and politely she can make a useful ally to the party. Her current level of skill is not high, but she has a great deal of natural magical ability. Once she has received the spell book Dawn will be able to identify items and may be able to provide other services such as curse removal, and the manufacture of healing potions with additional time. Dawn will not work for free, but will provide her services for a good price and will pay for magical materials and artifacts is the party wishes to sell them to her. If allowed to study and practice her craft Dawn will become more established and powerful over time, eventually becoming as powerful as a minor Wizard - it is up to the GM to decide if Dawn develops the megalomaniacal insanity common with wizards or is content to remain a local fixture of hidden power.

If Dawn doesn't fit with your campaign other options for a hook include meeting battered pilgrims or refugee guards escaping from the Obelisk, A Treasure Map to a grave in the graveyard, or a mission from the temple in Denethix/A rich person with a dead magically talented relative that needs burying.

RUMORS OF THE FOG SHROUDED NECROPOLIS

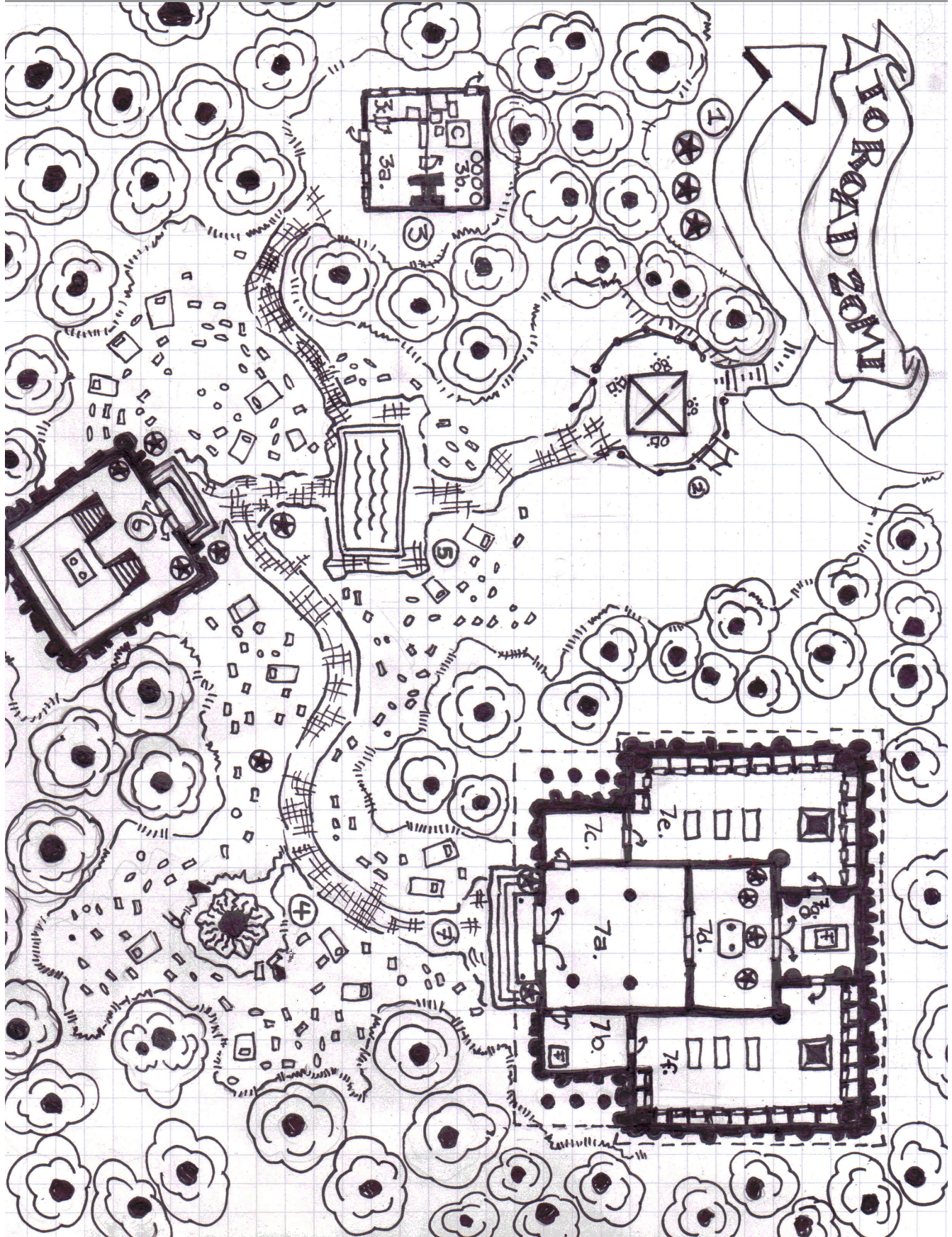
In the towns South and East of Denethix the Obelisk of Forgotten Memories is a well known location. General location (you can see it towering above the forest for miles), use and a bit of its history is easy to glean from almost every local. Additional rumors and bits of advice abound, though they are not all true. That the Obelisk has been taken over by a cult is also well known closer to the Obelisk, but the exact nature of the cult and its goals are a mystery.

1D12	RUMORS GENERALLY KNOWN ABOUT THE OBELISK
1.	There is a giant monster made of hides and bones buried beneath the Obelisk, it can be controlled by offering it the skin of a cat. (False)
2.	The Gods are stronger on the Obelisk grounds than most places. (True - They're more present at least)
3.	Bandits and worse can be found down that way, the Fist doesn't patrol that far East very often. (True)
4.	The Obelisk is almost in Wizard country, look out for the armies of the Fen Woman. (True)
5.	You can placate the spirits in the graveyard with a bit of fresh blood for them to feed on (False)
6.	The present shrine was built by a giant cannibal king named Torpo, but the obelisk is much older. (True)
7.	The magical dead buried in the obelisk crypts come back to life under the full moon (False)
8.	There's a complex of old chambers under the Mausoleum, it is filled with bejeweled mummies that will attack if disturbed. (True/False)
9.	The spirits of the Sasquatch do not rest easily. (True)
10.	There's a caretaker at the Obelisk, a bit of an odd-duck, but he'll sell you grave offerings and is a weak magician (Formerly True)
11.	They used to drown virgins in the pond at the Obelisk, to placate the spirit of the cannibal king. The vengeful spirits of the virgins are still there, as are the golden and ruby jewelry they were sacrificed while wearing. (False)
12.	The cultists that have overrun the Obelisk are in the service of foreign powers, and consort with demons, if you look into their eyes they can control you mind (False)



The Gauchos of the Certopsian favor decorative armor

ABOVE GROUND LEVEL I



RANDOM ENCOUNTERS

Below are the random encounter tables for the Obelisk Grounds. Different groups and entities are more active at different times, so day and night tables have been provided. Note that random encounter do not occur within area 7 or 3 unless these areas have been previously cleared of their inhabitants. If an encounter is rolled with a faction that has been eliminated, simply act as if no encounter had occurred.

2D6	DAYLIGHT ENCOUNTER
2	Wandering Spirit - A forlorn spirit wanders aimlessly. It can be seen from a distance as an indistinct robed figure and will not appear to notice the players, but if approached within 10' roll a reaction roll. On a positive reaction it will begin making small talk about the weather and state of trade (making reference to events hundreds of years ago). On a neutral roll it will continue to ignore the players. On a negative roll the spirits appearance will change appearance to that of a horribly rotted corpse and it will fly through the nearest player before disappearing. It can do no damage, but the shock of the experience requires a save vs. spells, and failed save will leave the character shaken and afraid (-1 to hit) for 1D20 + 10 turns.
3	Bone Dogs - These emaciated, hyena skull headed dogs are the creations of Bezonaught and have ghoulish tendencies. They will attack any group of living things that is weaker than they are to devour it. The dogs aren't great judges of strength though, and figure they are each more than the equal of any one humanoid. There are 2D6 dogs per pack, and packs keep wandering in out of the woods, attracted to Bezonaught's presence. <i>Bone Dog</i> AC 6, HD 1 (5 HP), #AT 1, D1D8, MV ('20) Save F5, ML 12.
4	Carrion Birds - A group of normal carrion eaters takes an interest in the party. The flock of ugly, rubbery winged creatures won't attack the party, but it circles above them making almost human cries. Until the birds are driven off or the party goes indoors they will make the party easier to notice by wheeling overhead, presumably waiting for someone to die. Double the chance random encounters while the birds are active.
5	Cultists - A small group of cult members scouting the outdoors. 1D4+1 acolytes with 1 Zombie and 1D2 skeletons each in tow. All are from from area 7 and the rooms below. They are not likely to fight if things look dangerous and will be most interested in reporting the party's presence on the grounds.
6	Corpse Fleas - A swarm of Corpse Fleas from area 10. 1D10 + 4 fleas.
7	Cultists - A Larger group of cult worshipers, 1D8+1 Acolytes served by 2 zombies and 1D4 skeletons each. All are from area 7 and the rooms below. This is a punitive expedition, looking for ghouls or fleas to kill, so they are itching for a fight and will attack the party with little provocation.
8	Noise - A notable noise, the slamming of crypt door, unintelligible shouts, the rattling baying of bone dog or something else uncanny. These noises may be mundane or spectral in origin.
9	Disturbing Visions - Vague echos of ancient horror, distant screaming and the sounds of battle. The stink of burned flesh and ozone fill the air. Shadowy shapes dart among the graves and appear to flee the advance of some other shadowy force.

2D6	DAYLIGHT ENCOUNTER
10	<p>Centipedes - 1D10 giant centipedes, they're not likely to attack unless disturbed. They are likely to be lurking in the shadowed interior of an open grave where their red eyes glitter like gemstones.</p> <p><i>Giant Centipedes</i> AC 7, HD ½ (2 HP), #AT 1, D1D2+poison(-Str), MV ('30) Save F0, ML 12.</p>
11	<p>Ghouls - 1d2 ghouls from area 3c. The Caretaker has sent them on some sort of pointless errand, likely to 'tidy the grounds' as punishment for some imagined offense. They are at a morale of 7 as they are strongly averse to the daylight.</p>
12	<p>Bandits - 2d6 Rough men, likely ranging ahead of a larger bandit band, they are more akin to poachers and unsociable woodsman than highwaymen, but certainly aren't friendly. The Obelisk Grounds has unnerved them and they are more easily put to flight than normal. All are armed with long-bows and hand axes and are adept woodsman. They may attack from ambush if appropriate, and prefer to use their bows rather than closing for melee.</p> <p><i>Bandits</i> AC 7, HD 1 (7 HP), #AT 1, D1D6/1D8[ranged], MV ('40) Save F1, ML 7. <i>Hand Axe, Longbow, Leather Armor, 20 arrows.</i></p>

2D6	NIGHT ENCOUNTER
2	<p>Crawling Bones - A drift of animated bones that seeks out warm living things to pummel and subsume.</p> <p><i>Crawling Bones</i> AC 8, HD 5 (28 HP), #AT 1, D1D8, MV ('20) Save F5, ML 12.</p>
3	<p>Cultist - 1D2 Acolytes with heavy Zombie guard (2D6 Zombies), furtively dashing about on some unwanted nighttime mission, the acolytes' moral is lowered to 7 as they are ready to flee at the first sign of a serious fight. They will attempt to disengage their guards as well if they can.</p>
4	<p>Terrifying Vision - A nightmare vision of ancient horror: the earth depopulated or frozen by nuclear winter, the massacre of mega cities by merciless battle robots, attack ships on fire off the shoulder of Orion. The Players must make a roll under Wisdom on a D20 or suffer from the jitters for the next 10 hours (-1 on all rolls).</p>
5	<p>Cultist - A wandering patrol of undead, specifically seeking ghouls to destroy. They are of very limited intelligence and will almost certainly mistake any humanoid for a ghoul. If they don't they will ignore the party completely. 1D6 + 4 Skeletons and 1D4+2 Zombies led by a Zombie with copper plate armor riveted to its flesh (AC 5). These undead do not count against the total number in area 7.</p>
6	<p>Ghouls - Three Ghouls from area 3 (the gravedigger and the former cult members), out on a reconnaissance. They are not adverse to a quick bite and grab - but will flee back to the cottage after a round or two, preferably with a paralyzed victim.</p>

2D6	NIGHT ENCOUNTER
7	Wandering Spirit - A forlorn spirit wanders aimlessly. It can be seen from a distance as an indistinct robed figure and will not appear to notice the players. If approached within 10' it will commence wailing, before dissipating in 1D6 round. Any who hear its wail must save vs. spells or they will be cursed to fail their next saving throw.
8	Corpse Fleas - A swarm of Corpse Fleas from area 10. 1D10 + 4 fleas.
9	<p>Haunting - The collective life force and malign energy of many of the graveyard's dead have created this entity as a guardian. It is not overtly hostile, but if the party has looted any graves or stolen anything from the graveyard it will manifest in the form of a ring of spectral figures that rise from the ground, each topped by a floating skull. The figures will attack with ghostly talons that ignore non-magical armor, but the skulls can easily be smashed, which will dissipate the Haunting until it manifests again.</p> <p><i>Haunting</i> AC 7, HD 2* (special), #AT Special*, D 1D4 [ignores armor], MV ('20) Save F2, ML 12. *Each manifestation contains 1D8 floating skulls. Each skull must be destroyed separately (unless an area effect weapon is used) and has 1 HP. The Haunting gets one attack per active skull and begins with one skull per HP.</p>
10	<p>Centipedes - 1D10 giant centipedes, they're not likely to attack unless disturbed. They are more active at night, hunting for small animals and will rush PC's while hissing, only to stop at the last minute if not attacked.</p> <p><i>Giant Centipedes</i> AC 7, HD 1/2 (2 HP), #AT 1, D 1D2+poison (-Str), MV ('30) Save F0, ML 12.</p>
11	Ghouls - The entire pack of ghouls from area 3, except the priestess, led by the Caretaker and on the hunt.
12	<p>Ghost - Wandering about in a contemplative melancholy the ghost will ignore the PC's unless approached. If it is approached politely it will attempt to tell the PC's the story of the grounds' construction as in life it was an engineer, slain to protect Torpo's secrets. If asked it can reveal the basic layout of the Sepulcher. It will only attack if harmed, otherwise it is content to mope over the gauche architectural decisions made contrary to its suggestions.</p> <p><i>Ghost</i> AC 0[magic weapons only], HD 6 (30 HP), #AT 1, Age 1D10 years, MV ('30) Save F6, ML 8. <i>Magic Jar</i>.</p>

THE OUTDOORS: AREAS 1-3



1. THE STATUTES

The beaten earth path winds through a dense deciduous forest for several miles before these sentinels come into sight. Three man-sized statutes stand among the trees and might easily be mistaken for living creature at night or by the overly cautious. The black marble statutes mark the entrance to the cemetery grounds and weigh far too much to move without tools and/or draft animals, though they would fetch 300gp each and draw divine curses if stolen. Each statute represents a moderately well known funerary god, in its favorite guise, and a Cleric will recognize them if the statutes are examined closely. The statues have no power and cannot be used to contact the deities they represent, who are, from East to West:

A. BONECHEWER JACKAL-MASK ("THE BARON")

The God of graveyards, productive decay and funeral offerings. The Baron appears as either Jackal headed monstrous humanoid in a linen kilt, or as a tall man with skull make-up wearing evening dress (This statute is of the Jackal Faced Man).

Bonechewer is actively trying to thwart Furter's plans, but operating from the mindset of destroying the necropolis to save it. He is glad for any help, and will enlist the PC's to kill off Furter's cultists and throw their bodies in the sinkhole (**Area 4**). His corpse fleas won't attack while the PC's do his bidding and Bonechewer will order them to bring the PC's random grave goods

whenever they are encountered (roll on tomb looting table). They will also provide a greater reward should the PC's kill all the cultists on the memorial grounds and throw the bodies in the sinkhole (even revealing the tomb of the Rocket-Men). However, Jackalmask takes his duty seriously and if the PC's disturb any burial sites (not above ground temporary tombs or the bones in the ossuary) he will become angry and his fleas will again become hostile.

B. BEZONAUGHT ("THE BOOGEYKING")

The god of corpses, unsightly death, cannibals and bed-wetting. Bezonaught appears the pajama clad corpse of a child (usually the childhood version of the person he is speaking to) and speaks through his avatar's obscenely flapping slit throat.

Bezonaught is a pretty terrible deity, he's petty, stupid and has no real goals except that he be respected. He doesn't want the memorial plaza as his exclusive domain, but feels slighted and rather enjoys creating various monsters to vent his spleen. He has nothing to offer the PCs except maybe discouraging his monsters from attacking them if the PC's are obsequious enough and promise him favors.

C. DELPHINA

The Goddess of conflicted feelings about the deaths of irksome family members and guilt over bequests. Delphina's avatar is an unwanted bequest, usually a dusty, slightly chipped tea service of antiquated style. Her Statute depicts a female figure with a teapot replacing the head.

Delphina is a distracted deity, with plenty of things to interest her elsewhere. She'll be only slightly miffed if informed of Furter's power play. She won't ask the PC's to do anything, but when informed of the situation any PC's cleric present will have a +1 bonus to all turning rolls until she forgets (1D6 days). She may also direct the PC's to Jackal-Mask, who will enlist their aid.

2. THE OBELISK

The obelisk is a massive greenish black needle of protonium that climbs over 1000' straight up, well above the surrounding forest. 20' square at the base, and midway through it's fourth millennium, the obelisk is immobile and indestructible. Sealed within the obelisk's peaked cap is machinery for relaying to and from a geosynchronous beacon satellite and etched on the obelisk, in tiny perfect print are a couple million names with military abbreviations before them. The obelisk is hollow, and will make a booming noise (roll for random monsters) if struck hard enough. An 8' tall iron fence of elaborate spike embellished style surrounds the obelisk and packed earth square it stands in. The Fence is rusted, but still quite strong and topped with wicked points. Two 10' long portions of the fence have fallen near the entry path and can each be lifted or carried by two or more strong humans.

Surrounding the obelisk is a litter of offerings, mostly desiccated or decayed flowers and food, with 29 sealed jars/clay pots or small wooden chests that each contain a funerary offering (roll on table Grave Offerings for each offering looted). The looting of these offerings will anger the deity Jackal-Mask and will occasion an attack by corpse fleas after 1D4 turns, if the PC's remain in the area. Treat this attack as the random encounter appropriate to that time of day with +2 fleas added to the number appearing.

See **Table A. Grave Offerings** to determine contents of grave offering plundered.

3. CARETAKER'S COTTAGE

This building is of ancient ceramic polymer construction and was originally a storage shed for the obelisk's gardeners. It has been converted into pleasant quaint cottage, with a thatch roof and several glass windows; however, on closer inspection the cottage hasn't been repaired in some time. Dead decorative flowers languish in the widow boxes, the door is covered in peeling paint and the thatch moldy. The cottage is shielded from the entry path by a line of thick trees, but at night a ghostly pinkish light from it's front window can be seen from the obelisk (Area 2). The undead caretaker haunts the cottage at Bezonaught's command and leads Bezonaught's ghouls. He was killed by the cultists because he refused to run off and instead sniped at them from the trees with his crossbow and spells.

Bezonaught is strong here and he will speak through the undead within the cottage if the PC's actions appear to be helpful to him (they have already killed off several of cultists), otherwise the god will encourage his minions to slay any humanoid nearby, so they will rise as ghouls to help thwart the cultists. Even if Bezonaught decides not to kill the PC's, the Caretaker and his minions will remain hostile and a reaction roll is required each time they are encountered. The ghouls are generally frustrated, as while they can easily overcome the cultists, even the whole pack as trouble with only a few zombies who are immune to ghoul paralysis. Despite their strength and cunning they have been reduced to hit and run attacks, attempting to drag a victim or two off to bolster their numbers.

3A. LIVING ROOM

This room was once the main room of a cozy cottage inhabited by the caretaker, a lonely, learned and morbid hedge-warlock. The Caretaker's solid wood furniture and book collection have mostly been destroyed. Either looted by the cultists, or smashed in the ghouls' periodic rages. The Caretaker's books are now scattered about the room, many torn or defaced with obscene and violent charcoal scribblings. The hearth is filled with cracked and burnt human bones, leftover from the Caretaker and his minions' meals.

The boogeyman Caretaker lairs here, and, if not killed elsewhere, will be here brooding, defacing books, and giggling disconcertingly. The Caretaker appears as a newly dead man (the right side of his face is obviously staved in by a club or mace) wearing stained leathers and ragged county-man's clothes. The flesh of his fingers and lower face have receded or been chewed away leaving a rotted black slime and turning his fleshless fingers and gumless mouth into boney weapons. He fights with a rusty hand axe, spells and his paralyzing bite.

Two ghouls, an ex-gravedigger and the former priestess of Bezonaught, also inhabit this room where they shuffle about mimicking domestic tasks. Both are relatively intact as they were raised by Bezonaught, but both suffer from the same black rot on the extremities and jaw that mark the Caretaker. The priestess limps from the mace blow that shattered her pelvis and killed her (Move 20') and she will not leave the Cottage because of this infirmity. Otherwise she is an exceptionally strong ghoul and retains almost as much intelligence as the Caretaker.

The Caretaker is a tactically sophisticated opponent. He will use his special abilities intelligently and despite being driven by his undead hunger to devour the living and rage to raise new recruits for Bezonaught's cause, he will not stay to fight when clearly over-matched. The Caretaker will use his spells either to end a fight quickly, as with a sleep spell, or to sow confusion and escape, by casting fear/darkness to cover an escape for him and as many of his minions as possible (preferably with fresh corpses or the incapacitated to eat and raise later as ghouls). The Caretaker will also take advantage of his ability to counter-spell enemy magic-users that present a problem if he is not forced to engage in melee. The ghouls in room 3c chaff at the Caretaker's rule and are likely to pretend not to hear any combat in the Living Room. They will delay coming to the Caretaker's aid for 1D4 rounds. The Caretaker may be counter-spelled, and if he is he will focus his attacks on the counter-spelling magic-user.

Caretaker AC 4, HD4 [Turn as 5] (hp18), #AT 2, D(1D6/1d3+paralysis), MV ('40) Save MU3, ML9, rusted hand axe, leather armor, 24 sp, scroll of *Mirror Image*.

Ghouls x2 AC 6, HD3 [Turn as 4] (hp 15, 8), #AT 3, D(1D3+paralysis x3), MV ('40) Save F4, ML9. *Gold Holy Symbol of Bezonaught* (3,000gp), 12sp, 4cp

In addition to the scroll carried by the caretaker (which he cannot cast from) there are 540 sp and 300gp concealed in a small urn on the mantle.

3B. EQUIPMENT ROOM

The tools and supplies necessary for the upkeep of the memorial grounds are stored in this room, it is dark and the ancient polymer ceramic of the back wall has sagged with age. There are numerous straw packed crates filled with offering jars (sold by the caretaker in better days), a mostly empty tool rack, various supply barrels, wheelbarrow, kiln and small forge filling this room.

Hidden in a cask of apples is a bundle of **six +1 silver crossbow bolts of Ghost Slaying (3D6 to non-corporeal undead)**. Each bolt is marked with a tiny cold iron inlay of a feather.

Log Trap: The ghouls, wary of attack from the side door, have trapped it with a swinging log that has old tools hammered into it. The log attacks the first person opening the door as a 4HD monster and does 1D8 damage. It cannot be easily disarmed from the outside, but can be detected normally. If the door is opened and quickly shut, the trap will slam against the door harmlessly. Setting this trap off will alert any ghouls in the cottage, and they will be waiting ready to attack in area 3a two rounds after the trap goes off. A ghoul from 3c will investigate if nothing happens (including the noise of searching) for two turns. He will be ready to rush back into 3a if he meets opposition.

3C. WORK ROOM

The Caretaker spent much of the warm season in this room, keeping records of the grounds and tinkering on magical and craft projects. A desk with jeweler's tools and writing instruments sits under the three ancient porthole windows in the East wall. The Caretaker's projects are scattered about, including several taxidermied albino graveyard rats (worthless) and eleven strange dolls made of human finger bones, beads and silver wire (10 gp each to a collector of the macabre). The *Caretaker's Spellbook* rests on the desk open to a page containing a drawing of a maggot and an couplet about decay that fails to rhyme.

The less favored ghoulish minions of the Caretaker have been exiled to this room and commanded to stay put. They crouch in the far corner waiting to spring on anyone opening the door, ravenous but resenting the Caretaker's mastery. The two ghouls here are recent cultist victims of the Caretaker and look like fresh corpses, but with much of the flesh of their faces chewed off. Black corruption has melted the flesh from their hands leaving only bony claws. They still wear cult cowls and torn copper scale mail shirts.

THE GRAVEYARD: AREAS 4-6

Collectively **Areas 4 -6** make up the graveyard portion of the Obelisk Grounds, they represent only a tiny part of a much larger graveyard that originally surrounded the Obelisk, or even the graveyard that existed during Torpo's day. Generations of neglect have allowed the thick cane choked forest to subsume the majority of the graveyard.

Visibility in the graveyard is poor, as blankets of fog rise from the ground every dawn and obscure the entire graveyard until dusk. This fog is of a magical nature, the result of the Obelisk Grounds' long history of tragedy and the influence of the frustrated funeral gods. It limits visibility to about 30' and makes it quite easy to suddenly bump into a wandering encounter. Areas showing forest are difficult to move through and require a high level of wilderness skill or a check against Dexterity to move more than 10' a turn due to the tangled brambles and thickets. Encounters should be rolled as a 1 in 6 chance every few turns, or whenever the players make a great deal of noise.

The graves may be looted, but doing so requires tools and considerable effort, and most will contain nothing of value. Most importantly digging up graves will result in attack by corpse fleas who protect grave goods and burials. More detailed rules for plundering graves are included with the tables describing grave contents. See **Tables B & C**.

4. THE SINKHOLE

The location of a cult setback and the locus of Bone-Chewer Jackal-Mask's power. The party will suddenly emerge from the trees to the ghoulish vista of a 30' x 30' section of graveyard that has been excavated into a 20' deep sinkhole. There are tools scattered about, and a stack of broken coffins and bones off to the side. These coffins have been looted and no offerings or burial goods remain.

The Sinkhole is where the grave robbing activities of Furter's Reanimators encountered the growing colony of corpse fleas that Jackal-Mask hatched beneath the graveyard to protect it. The fleas erupted in force from the ground and a fierce melee occurred approximately eight weeks before the PCs arrive on the scene. Many cultists and fleas were killed, but in the end the fleas' numbers and ferocity drove the cultists back into the Mausoleum (Area 7). The corpse fleas have enlarged the hole and it now provides no obstacle to the fleas' movement between the hive in area 10 and the graveyard above. The fleas hunt cultists and any other humanoids day and night in small random groups, or undermine the graveyard and dig into old tombs from below looking for food. The fleas have been largely able to replace their dead by laying eggs in the fresh corpses of the dead cultists they killed in the first attack or who they have caught unaware since.

Anyone examining the sinkhole for more than one turn will be attacked by 2D8 corpse fleas from area 10. These fleas will be sluggish and territorial and

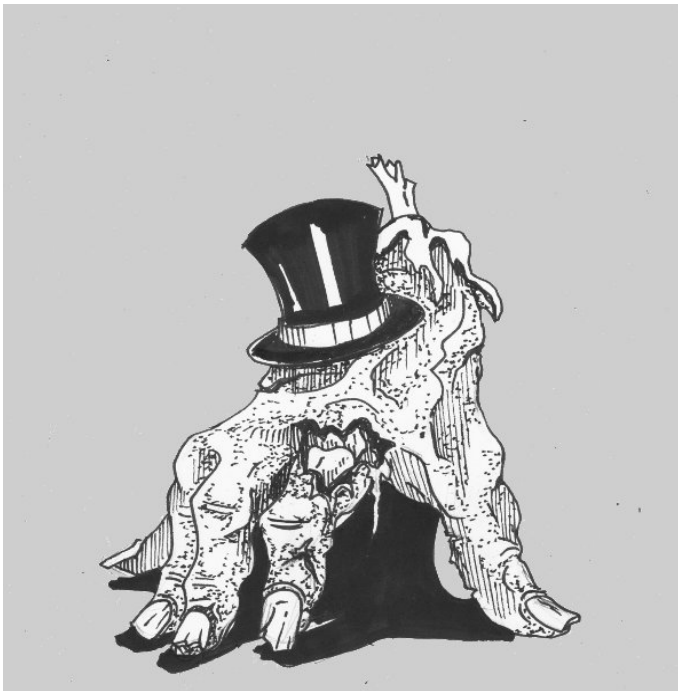
only have a 20% chance of chasing fleeing victims.

5. REFLECTING POOL

A 4' deep, dank pool bisects the graveyard. The pool is tiled with blue ceramicrete, and dates from the earliest days of the memorial. It has been repeatedly cleared since it was built and the scuffed tiles are visible with the names of ancient war heroes inscribed on them. If the players ask about the names, "Lt. Ripley" should be worth a chuckle.

The pool has 189 copper pieces and 74 silver pieces at the bottom of it, thrown as offerings (though not grave goods protected by Jackal-Mask), but the coins are shrouded in silt and rotted leaves. A determined diver may recover 2D20 copper and 1D20 silver per turn, however every turn spent in this location requires a wandering monster roll at +1 for every turn after the first due to the exposed and highly visible nature of the pond area.

6. SHRINE



Furter of the Walking Corpse, petulant deity

This 15' tall square building is constructed of pale green marble shot through with darker green and blackish streaks. It mirrors the highly decorative style of the larger Mausoleum, encrusted in carvings of fanged skulls, mourners, spirals and birds. The rear of the structure has a massive dome, rising a 30' above the roof level. The dome have open skylights that are big enough to enter, but the building is somewhat difficult to climb (climbing checks of under Str+Dex on 1D20 + 12 with appropriate class/equipment modifiers) due to the small overhangs and slickness of the dome.

The front of the Shrine has a large set of steps leading up to a set of bronze double doors. The doors are decorated with a relief of a heavily muscled, befanged man in a robe and crown resting contemplatively beside a stream. Statutes of Bezonaught and Delphina flank the doors, while the frieze about depicts a thin top hat

wearing, skull faced man with his arms outstretched (the 'baron' guise of Jackal-Mask). The doors are well oiled and open inward easily, but with a loud grating noise that will alert anyone inside the Shrine.

Within the Shrine is a large 5' chancel with two sets of marble steps leading up to it. Flanking the doors are copies of the statutes outside, while the frieze repeats above the doors as well. On the chancel platform is a marble altar carved with skulls topped by a protonium and silver god's eye and a marble lectern.

During the daylight hours and some evenings (20%) the Shrine is used by a group of Furter's cultists to communicate with their god. This group consists of 3 cultists and two stitched together, neck bolt outfitted, galvanism animated

guard zombies. The Shrine's cultists are led by a venial but experienced cleric named Vicar Molari who wears fancy Denethix style dress, including a top hat, over finely crafted copper scale armor. If the cult has been recently attacked, or is aware that a dangerous group of interlopers is in the graveyard, the number of zombies will be increased to six (extra zombies pulled from areas 7 and 8). Molari is likely to attack but may allow a party that convincingly claims to be his ally to leave unmolested or use the godseye, especially if they give him a 'tithing' of at least 50GP.

'Frankenstein' Zombie AC 7, HD 2 (hp 8,12), #AT 1, D 1D6, MV ('30), Save F1, ML 12.

Cult Acolyte AC 6, HD 1 (hp 5,6,3) #AT 1, D 1D6, MV ('40) Save CL1, ML 8. Mace, Copper Scale-mail. Spells: *Cure Light Wounds (x 2) Protection from Good (x1) 1D6 GP*

Vicar Molari AC 5, HD 3 (hp15), #AT 1, D 1D6, MV ('40) Save CL3, ML 10. Mace, Fine Scale-mail, Fancy Top Hat (12GP), Frock Coat (30GP), 23 EP, 4 GP Spells: *Cure Light Wounds (x 1) Command (x1), Spiritual Weapon (x1)*

The Godseye-The Godseye is an old, but not ancient piece of work, made primarily of silver, with protonium wires embedded for decorative purposes. The silver is worth 500GP, but looting it will destroy the godseye and greatly anger all the orbital gods. Anyone who is party to such a desecration will immediately be cursed with -2 to all rolls and clerics will additionally be deprived permanently of the ability to cast spells. Because of the nature of the obelisk, the godseye can easily be activated by any cleric, and will only show the following Gods on the following schedule.

TIME	DEITY IN GODSEYE
5AM - Midnight	Furter
Midnight - 1AM	Vacant, a gray blur.
1 AM - 2AM	Delphina (50% chance only), otherwise vacant
2AM - 3AM	Bone-Chewer Jackal-Mask
3AM - 4 AM	Bezonaught the Boogeyking
4AM - 5 AM	Vacant, a gray blur

Each deity can be bargained with for more or less advantage, depending on the party's prior actions.

Furter - Furter, appearing as a giant, top hat clad undead hand, acts haughtily, and will encourage adventurers to assist him. If they have killed his worshipers he will initially act angry, but he will quickly come around to a recruiting pitch emphasizing the funeral gods lack of interest in the Obelisk, the uncanny nature of Bezonaught's and Jackal-Mask's followers and need to restore the obelisk to a place of peace and worship. Furter will add guilt to this inducement if the party has been killing cult members. He will imply that the ghouls and corpse fleas are hoarding the Obelisk's treasures but make no specific reward offers.

Delphina - Delphina is distant and distracted. She has no interest in the obelisk and finds Furter and Bezonaught very unpleasant. If the party gets a good reaction, such as by informing her the fate of her priest (Area 9), she may bless them giving +1 to turning attempts for 1D4 days, and/or refer them to Jackal-Mask.

Jackal-Mask - Is actively angry about the state of the Obelisk Grounds and is interested in allying with any group that can assist his fleas. The fleas can't really communicate beyond chittering and nudging, but they won't attack allies and will attack cult members if near them, such as if the party opens all the doors in area 7. Under no circumstance will he work with anyone who has exhumed a grave and will remain hostile to grave robbers regardless of the situation. If the party acts quickly and decisively to destroy the cult Jackal-Mask may have his insects show them the 'secret door' to the Tomb of the Rocket Men.

Bezonaught - If the PC's have slain any of his creatures (Bone Dogs or Ghouls) he will threaten them and bluster, but otherwise ignore them. The only exception being a character who openly display's his priestesses holy golden symbol, in which case he will threaten and cajole to have the party immediately return it to his priest in Denethix. If the party is actively exterminating cult members, promises to keep doings so, and also offers to slay fleas, Bezonaught will discourage his ghouls from attacking them - all of his creatures will only attack if they pass a moral check, rather than immediately. The party will also gain +1 to saves vs. ghouls paralysis.

THE MAUSOLEUM: AREA 7

7. THE MAUSOLEUM

The memorial ground's main building rises 30' at its highest peak and is made of pale green marble with darker green, black and gold streaks. It's a square building covered in mournful caryatids, and carved with skull motifs. From the roof rise sculpted minarets and peaked vaults of slick marble, difficult to traverse. An overhang around the whole building makes climbing onto the roof much harder than normal. (Climbing to the roof requires A D20 +25 roll under STR + DEX + Skill/class bonuses) The only entrance to the building is up several wide steps and onto a colonnaded porch. The front doors are flanked by statues of Delphina and Jackal-Mask, while the frieze over the heavy bronze entrance doors depicts Bezonaught surrounded by placid undead.

The cult of Furter controls most of the building, and will have undead guardians stationed in front. If they are not aware that they face anything more than corpse-fleas and ghouls attacks the cult will have six skeletons and four zombies on guard in front of the doors and whatever acolytes are in **Area 7b** ready to rush out and assist. If the cult knows adventurers or other powerful forces are running amok they will quickly increase the guard force to the majority of their remaining zombies and skeletons. A total of 24 undead can be crammed onto the steps and porch, and will be, should the cult expect serious attack. The cultists will battle to protect this building and there are a total of 2D12+4 cult acolytes, 4D10 + 6 zombies and 4D10+8 skeletons available to the Cult of Furter to defend the building. The cult will begin by trying to defend the front steps but will intelligently retreat towards the Shrine of Furter (**Area 8c**) spiking doors and setting ambushes along the way. If left alone for long enough they may even set simple traps to protect themselves from renewed attack (where possible these traps have been noted). If the Players break down doors or otherwise destroy cult defenses the ghouls and corpse fleas will take advantage and may expand into previously held cult areas.

CULTISTS AND SERVITORS

'Frankenstein' Zombie: AC 8, HD 2, #AT 1, D1D8, MV ('30), Save F1, ML 12

A standard Zombies, varying slightly in appearance as they are a product of super-science rather than necromancy. Furter's followers carefully build zombies out of relatively fresh corpses and force a shambling ab-life into them with chemical injections and galvanism. Such zombies vary wildly, from carefully stitched servitors that can pass for living under poor lighting, to amalgamations of various dead, monstrous and held together by clumsy lashings and rivets. It should be noted the Furter's zombies do not smell strongly of rot and decay, but rather have an antiseptic smell due to the fluids used to preserve them and give them unlife.



Clockwork Skeleton: AC 7, HD 1, #AT 1, D 1D6, MV ('40), Save F1, ML 12.

Skeletons in the service of Furter are animated by the use of soul clockworks and strange machinery within their chest cavity that slowly clicks and whirls as the skeleton moves. At the center of this soul-clockwork is a platinum gear worth 5GP, but otherwise the clockworks are useless and lack value. Furter's cult will usually dress these skeletons in long black hooded robes, sometimes with masks, to conceal their nature. Like all Skeletons these monsters have no real intelligence, but if directed by an Acolyte they can use simple weapons such as throwing spears and engage in rudimentary tactics.

Cult Acolyte: AC 6, HD 1 (hp 5,6,3) #AT 1, D 1D6, MV ('40) Save CL1, ML 8. Mace, Copper Scale-mail, 1D6 GP.. Spells: *Cure Light Wounds* or other 1st level cleric spell.

Newer devotees to Furter these men and women are fanatic in service of their god. Generally they are outfitted with a drab green hooded robe, a copper scale vest and bone maces. Even though they are fanatics in service of a strange god, Acolytes are not suicidal and will use their spells and minions to the best effect and will retreat or negotiate in the face of overwhelming odds. Acolytes may remove the effects of turning from their minions by making a comparable turning roll themselves - though the undead may be turned again if the Acolyte responsible for encouraging the dead is incapacitated.

7A. ENTRY HALL

The massive bronze doors swing open to reveal a marbled hall lit by black marble skulls embedded in the 40' tall ceiling that emit a soft whitish blue light. These are simply marble features of the ceiling enchanted with permanent light spells, and if removed (after a dangerous climb and noisy chiseling session) they will lose that enchantment, being only heavy worthless pieces of broken marble. The walls of this room have been carved with reliefs that show a wide variety of mourners, including Men, Elves, Goblins, Sasquatch, Moktar and Werebeasts. All face the doors to the Altar room, **Area 7d**. The doors to the

altar are massive bronze copies of the entry doors, both showing a single image of the funeral gods leading a bearded, befanged giant (Torpo) up a steep mountain path towards some sort of temple.

The two doors on either side of the hall are simpler, though also heavy bronze. They have only geometric patterns sculpted on them.

There will often be a zombie in this room scrubbing the floors or dusting the relief on the walls, but if driven from the porch this room will quickly be barricaded and turned into a second redoubt by the cultists with braced doors and the benches in 7b used as barricades. The cult would not be above covering the floor near the door in slippery flammable oil if besieged and given enough time.

7B. COAT ROOM

The Mausoleum's former coat room, now used as a guard post by the cultists. There will always be 2 acolytes on duty here, though there will be more if the cult is on alert and has not yet lost many members. Efforts have been made to make the room cozy, with a brazier for warmth and a pair of oil lanterns for light. A sheet of heavy canvas has been spread on the floor, both to cut the chill and conceal the trapdoor to **Area 8b** below.

Two ornate large marble benches line the wall opposite the door to **Area 7a** and can be lifted by up to two individuals with a combined strength of 20 or greater.

If driven from the upper temple the Acolytes will trap the coat room by dousing it in oil, spreading flammable rags and wiring a coal filled tripod to the door to tip and create an inferno when the door is opened. Triggering such a blast will inflict 1D8 to anyone in the doorway and burn for two rounds like a flask of oil.

7C. RECORDS OFFICE

The door to this chamber is locked from **Area 7a** and the door painted with a few protective gris-gris to keep the corpses fleas or any undead entity from breaking through from **Area 7e**.

The marble office was smashed to shambles in the final melee between the priestess of Bezonaught a few guardsmen and further cultists. The walls are splashed with blood and carved wooden office furniture is scattered about, dented and crushed.

This room was used as the office for tracking burials within the Mausoleum and the paperwork recording the last hundred years of internments, including special notes about magical or cursed bodies and the length of time each corpse was to be placed in the crypts, before the bones are moved to the ossuary is heaped about and spilling from cabinets. It's possible that a careful examination of these notes will reveal some useful facts, such as that the crypt holding the mummified grunkie trap in **Area 7e** is labeled "out of order" or the location of the old witch woman's body in **Area 7f**. Searchers are equally likely to discover grocery lists written in an impenetrable priestly argot. There is also a silver letter opener worth 5GP kicked under a filing cabinet for the player that must search every nook and cranny.

The door to **Area 7e** is locked, spiked shut, and sealed with white lead, painted protective runes and emblazoned with sigils. The office and **Area 7e** were

abandoned by the cult when corpse fleas attacked from the ossuary below.

7D. ALTAR

Behind the monumental central doors of **Area 7a** is this pure white marble chamber. Amazing amounts of detailed carving and sculpting have gone into making almost every inch of wall decorative art. The carvings begin at the floor, showing the entire chain of being from plants and animal, rising up to depict goblins, elves, dwarves and other lesser races. The glories of human and sasquatch civilization fill the room from about eye level to above 7' and the walls gently arch upwards into several fluted vaults where the depiction of the divine satellites, metallic servitors and finally the sky temples of the Gods are lost in gloom. The room is lit by several discs of black marble inlaid on the floor and enchanted to emit a pale blue light (like the skulls in **Area 7a**).

At the center of the room is a large altar, it's outer case made of a filigree of white marble that matches the walls, carved into intertwined bone motifs. Behind the marble is some sort of case made of polished green black protonium with decayed ancient circuit boards showing through open hatches and panels in the protonium case. The surface of the altar, a smooth sheet of polished protonium, has a simple glass chalice and a pair of copper incense holders resting on it. All of the altar ware depicts Furter's symbol, a hexagonal machinist's bolt with a lighting shaped symbol on its top and has almost no value (3GP total). If the back of the altar is examined, two drawers will be found. Both open easily, the top is mostly empty, except for a simple wooden box of incense made of feasting tree resin while the bottom holds a linen altar cloth in purple, blue and yellow with images of decay embroidered on it. The cloth is worth only a few (2GP), but the incense is quite valuable. There is space for 26 cubes of resinous incense in the box, but only 24 remain, each worth 5GP.

Behind the altar is an 8' tall gilded wooden statute of Furter, the statute is of recent manufacture and appears to have been constructed in a modular fashion for transport. The gold on the statute is worth only 1D20 GP and will take 3 turns to scrape off. Doing so is an act of sacrilege and despite the fact that Furter is a difficult deity, the orbital gods are unified and will curse anyone who profanes the statute with a -1 to hit until they make recompense of at least 500GP to an Orbital Gods' temple. Obviously pushed behind the statute of Furter, from their original places directly behind the altar are three matching marble statutes of the funerary gods, sculpted with the same masterful care as the walls of the room.

At the far rear of the room are another set of gigantic bronze doors, these so festooned with magical fetishes, and painted with white protective sigils that it is hard to see that it's surface has been engraved with images of the funerary gods and a peacefully resting fanged giant in a toga.

7E. SEALED CRYPT

After the protective white lead has been picked away from the doorway, and this room opened, it will be revealed as a crypt. Stone doors line the back and left walls, while three waist high slabs dominate the center of the room.

On the slabs rest three still forms, concealed by rough canvas sheets. If disturbed, these forms will be revealed to be the desiccated, two month old corpses of cult acolytes. Each corpse bears various marks of battle, principally long slashing cuts and deep punctures (caused by the claws and mandibles of corpse fleas). Each corpse also suffer from a horrific wound,

having had their chests torn open from within, their copper scale vests slashed and ripped open as well.

There is a 10' square pit with a neatly carved 6" tall rim towards the rear of the chamber, it leads to an ossuary, **Area 9b** and was used to transport the bones of those whose time in the crypts has elapsed. Corpse Fleas from **Area 10** occasionally leap up from this pit, and if there is a disturbance in the crypt 1D6 fleas will appear in 1D6 rounds from the pit to investigate.

The room is clad in the same green-white marble as the majority of the mausoleum and the carvings in this room are crude, functional and largely of skulls. The crypts in this room number sixteen, and can be opened easily via its hinged stone door. Each crypt warrants a roll of the crypts and graves table (**Table B**) and the only one deserving special note is the central (third from either side) one on the back wall. This crypt contains a trap, but when the cultists of Furter first examined this room, prior to the corpse flea attack they detected undead within the crypt and marked it with a large painted white 'X'.

Grunkie Zombie Trap

This crypt has been filled with animated, mummified grunkies. If opened the undead vermin lairing within will leap (with surprise unless the players take exceptional precautions) at the character opening the crypt. There are 16 grunkies within, and 1D10+2 will attack the first round.

Players may ask "Who mummifies a pack of undead monkey lizards and locks them in a crypt?" The trap was prepared by the priestess of Bezonaught on advice of her god, though no amount of favor with Bezonaught will prevent the zombie Grunkies from attacking.



Mummified Grunkie Zombie: (16) - AC 9 HD 1 [May be turned], (hp 2), #AT 1, D 1D3 MV ('40) Save F0, ML10.

Once their initial target is supine the grunkie zombies will run amok, darting about the room and randomly attacking anyone they see. If turned they will retreat into the crypt they sprung from and hiss menacingly

7F. ACOLYTE'S QUARTERS

This chamber of crypts has been occupied and used as an above ground barracks for the acolytes of the cult of Furter. It is identical to **Area 7e**, with sixteen unopened crypts, except that the room is regularly swept and contains cots for up to twenty acolytes, of whom 1D4 + 4 will be present assuming the cult of Furter is unaware it is under assault. If the cult has been put on

alert this room will be used as a defensive redoubt and will be stocked with a group of zombies and skeletons as well as whatever acolytes are available for defense. Survivors from the steps, **Area 7a** and **7b** will retreat to this room and make a concerted effort to stop any incursion here. Skeletons in this room may be armed with bone spears for throwing and will make a rear line behind any zombies.

7G. SEPULCHER OF TORPO THE CANNIBAL

A Pitch black chamber with massive white marble walls and huge bronze doors. The doors have all been recently resealed from the outside with white lead and their outer faces marked with various holy and arcane symbols. A cleric or magic-user may make a D20 roll under intelligence to recognize that these symbols are meant to obstruct the passage of supernatural entities, specifically ghosts and other non-corporeal undead.

Within the chamber the walls are carved with scenes depicting an idealized version of the rise and triumph of Torpo the Cannibal. The carvings show Torpo's humble beginnings as a baby descending from orbit, his effortless struggles against man, monster and beast and finally his benevolent rule over adoring subjects. The center of the chamber contains a massive stone bier carved into a single green rectangle wrapped with carved chains. This is Torpo's Tomb and the thick stone is a relatively indestructible, though entirely normal, 10-ton block of hard green stone polished and worked with considerable skill. The lid can be shifted (not lifted) enough to push it to the floor with a resounding crash if 45 Strength is applied to it at once (three individuals can push on the bier at once - so a block and tackle might be useful). Within the tomb is Torpo's fanged 7' tall skeleton and his grave goods. The skeleton wears rotted cloth of gold robes and a rusting iron crown (robes are worth 2GP at best, the crown is worthless). The skeleton's right hand holds a bone scroll case containing a brittle scroll that details Torpo's draconian and cruel legal system. The bottom of the bier is carpeted with electrum coins. There are 3,000 EP below Torpo's brittle bones, each oval coin is new from the mint (they were specially minted for Torpo's death) and depicts the slumbering, befanged and bearded face of the tyrant on one side and three mourning robed women on the other. There's a small chance that the coins will be recognized as dating from Torpo's reign, but otherwise they are wholly unique.

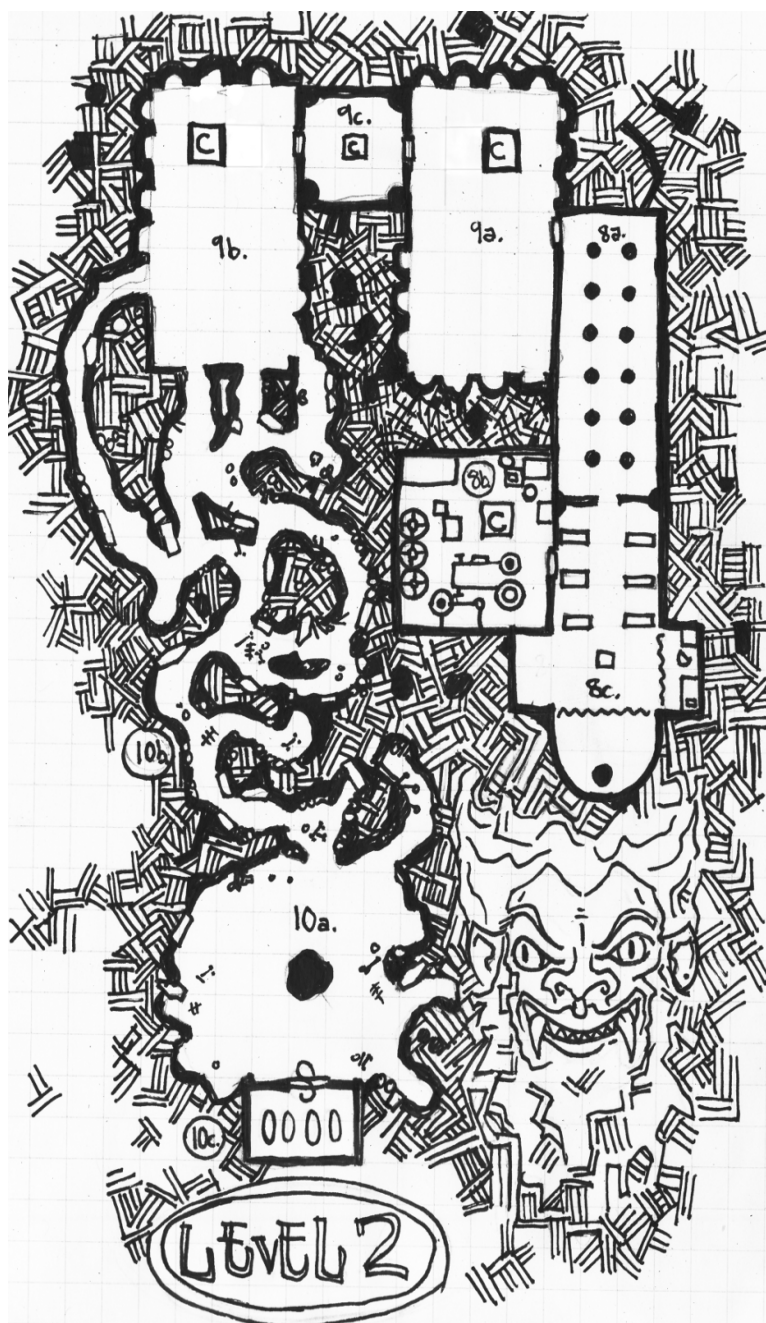
The chamber is guarded by the spirit of Torpo the Cannibal, a *Hungry Ghost*. Torpo's sickly blue gelatinous ectoplasmic body will shimmer into existence almost as soon as the party enters the sealed crypt, an 8' tall emaciated figure with an exaggeratedly large head, thin elongated neck and enormous fat belly. The shadows of human bones can be seen floating in Torpo's huge, distended belly. He can speak, and will make some asinine food related quip before attempting to attack and devour the PC's. If the party flees from Torpo he is trapped in the room by the magic signs around the door, unless he can talk someone into defacing them. If a door is left open and Torpo is still trapped, he will stand at the doorway and invite, in a cultured and malicious voice, any passersby to dine with him. He may also promise great rewards if he is released. Torpo knows about and can freely access the undercrypt by demanifesting his body and remanifesting below or in his bier (takes 1d4 turns), so attempts to bombard him with flaming oil or missiles while he is trapped in the sepulcher will fail. In the event Torpo's moral breaks, he is turned or he is seriously injured Torpo will flee to below.

If he is released Torpo's spirit will be able to haunt the entire graveyard and

gather other evil spirits around him.

The Spirit of Torpo: (*Hungry Ghost*) - AC 5 [$\frac{1}{2}$ damage from normal weapons], HD 6 [May be turned], (hp 36), #AT 2, D 1D6/1D6 (+ devour), MV ('40) Save MU 6, ML 8.

1D4	TORPO'S ASININE, 'TASTELESS' QUIP OF THE MOMENT – ROLL OR PICK.
1	"Oh wonderful! I have always preferred my meat rare - very rare!"
2	"Staying for Dinner?"
3	"MAN BACON!"
4	"It has always been my practice to <u>serve</u> the people!"



BELOW GROUND LEVEL 2

NOTE ON RANDOM ENCOUNTERS

There are no encounter tables for Level 2, it is well inhabited and densely stocked. If a random encounter is needed, such as if the party stops for several turns, either a patrol of Furter cultists and zombies, or a group of Corpse Fleas is an appropriate encounter. Under no situation (unless they find the door open) will Fleas or Cult Members enter area 9c. They know about the Hungry Ghost and greatly fear it.

8. THE CULT HALLS

The Cult of Furter have made themselves a rough home within the recesses of Torpo's Mausoleum, having converted old storage and ritual chambers into a barracks, small shrine and reanimation lab. The Cultists strive to build a Franken-zombie death-squad and complete their takeover of the Obelisk grounds. They have quite a streamline operation going and can create 1D4 zombies or skeletons a day with the parts they have in storage. This number will be reduced by -1 if the cult has less than six acolytes available to work on reanimation, but will not decline further, even if only *Patriarch Chax* is working in the

lab. The chambers that the cult has moved into are generally tiled in rough white and green marble that has been crudely smoothed with visible tool marks. The rooms are lit by oil lamps set into alcoves in the walls and all uniformly smell of cooking grease with a sharp undertone of funerary preservative unguents. All rooms in **areas 8** and **area 9** are assumed to have 10' ceilings unless mentioned as being otherwise.

Encounters for these areas will be determined by the total number of cult members and undead servitors in the Mausoleum complex, and are largely up to the GM, only the encounter in **Area 8c** is set. There are two ways to manage these numbers, the first and likely the best for tactically minded parties, is to use the numbers as described in **Area 7** to determine the total size of the cult forces and then have the GM play the cult as an intelligent enemy, trying to husband its forces against the Party and any allies' attacks. Skeletons will be sacrificed to preserve zombies, and cult acolytes will always retreat deeper into the complex, leaving traps and barriers for the party to overcome, until the battered party meets the surviving cult members in front of the icon of Furter in area 8c. A simpler way is to simply roll a random number of zombies, skeletons and acolytes per location. This method is discouraged, as the entire Obelisk is best seen as an adventure of playing factions against each other, but can do in a pinch, or if as a back up if the GM loses track of the size of the Cult's forces.

8A. THE PILLARED HALL

This long hall is currently used by the Cult as a barracks, kitchen and living chamber. The hall itself is a gloomy affair. It contains a series of hammocks strung between the pillars, a portable iron stove (almost always with a pot of stew atop it) and the pitiful possessions of the cult acolytes that live here. A total of 1D100 each of SP, EP & GP can be found by diligent searching, along with 350 CP and 18 PP.

If the cult is alert to the presence of intruders this location will be quickly converted into a deathtrap. The shadowy environment created by the pillars rising 30' to an arched ceiling is perfect for an undead ambush (zombies can stand perfectly still forever, hiding behind a pillar) and will be used for such. The simplest trap is one where acolytes open the door to **Area 8c** and quickly retreat. If the intruders charge forward whatever percentage of remaining undead servitors the cult views as disposable will surprise them from behind. Embellishments, depending on the amount of time available, include caltrops (save vs. breath weapon or take 1D4 damage), a weighted net drop (traps those in front line who fail to save vs. Wands - requires a roll on D20 of Dex -5 to escape), or even poisoned spiked wooden frames that swing out from behind pillars (save vs. wands or take 1D10 + 2D10 in poison if an additional poison save is not made.)

Once the players traverse the hall they will be faced with a simple bronze door that may be braced from **Area 8c** but cannot be locked.

8B. THE LAB

This former storage chamber has been hastily converted into a laboratory for the reanimation of the dead. The rough stone chamber is now filled with the strange implements of super-science. A large copper table that can rotate from horizontal to vertical is flanked by Telsa coils, its underside covered with conduits leading to strange machines that are little more than a framework of bronze stuffed with dials, gears, levels and bubbling tubes of strange liquids. Three large glass tubes filled with green preservation fluid, smelling strongly

of pine and are poisonous if ingested (save or die), stand along the back wall and contain preserved body parts, while crates containing other supplies, including well scrubbed bones, are scattered around the room. Within these crates there are machine parts, consecrated thread, copper wire (20lbs or 20GP worth), and valuable soul clockwork gears. Each gear is made of platinum and worth 5GP, but only 2D20 gears remain. Several heavy gray aprons and three pairs of thick rubber gauntlets hang on hooks next to the storage tanks.

If disturbed without first disconnecting them from the table (via conduits underneath) the Tesla coils will shock anyone touching them for 1d6 damage. The machines can likewise generate a shock for 1D4 damage if touched while attached to the table. Wearing a pair of the rubber gauntlets will make the shocks far less dangerous, by subtracting four points from any shock damage, and allow the reanimation machines to be worked safely.

There is a 3" thick bronze trap door leading to **Area 7b** with a simple rope ladder attached to it in this room. The trapdoor may be sealed by cranking a bronze wheel on its underside and if it is cannot be opened from **Area 7b** without smashing through it. The cultists well seal the trapdoor is they are under serious attack.

When the lab is active, a maximum of six acolytes will be working (35% accompanied by Chax) and if attacked, one will immediately attempt to raise the zombie they are currently working on by throwing a series of large knife switches on the table and jolting the corpse with electricity (takes 1 round). There is a 70% the Zombie will rise to attack, but a 10% chance each round thereafter that it will stop functioning and collapse.

8C. SHRINE OF FURTER

An improvised shrine to Furter, with a small, hollow, gold stature of the hand shaped god (Worth 500GP) set on a pillar in an alcove that faces several benches and is flanked by a podium. The shrine is used for both meditation and preaching, but is also a key to the final element of the zombie animation rituals practiced in **Area 8b**. A ragged black curtain may be drawn over the alcove, and another curtained area contains a bed and desk used as quarters by Patriarch Chax. The desk holds a bound journal of Chax's meditations on the glory of Furter and the holy work of remembering the dead through reanimation to aid the living.

This chamber will serve as the cult's final redoubt, with all surviving acolytes and constructs retreating here if possible to pray to Furter for deliverance and/or victory.

Patriarch Chax AC 4, HD 5 (HP 32) #AT 1, D 1D6, MV ('40) Save CL5, ML 10. Finely crafted copper scale armor, mace, *Lavaliere of Dazzling*, 12 platinum gear coins(PP) Spells: *Command*, *Cure Light Wounds*, *Protection from Good*, *Striking*, *Hold Person*, *Curse*

Chax is the leader of the fanatic cult of Furter and is himself a militant devotee of the Rememberator. Despite his fanaticism, Chax sees himself as doing the orbital gods' work, and as a great proselytizer. He will seek to incapacitate and capture opponents if possible and Chax's captives will be subjected to a great deal of religious blather and efforts to convert them to Furter's cause. As much as he enjoys religious debate, Chax also feels it's his duty to personally smite unbelievers with his consecrated mace - a petrified

stone hand encased in a steel frame-work that Chax will cast a dramatic glowing version of *Striking* on if given the opportunity. Chax wears a magical gem, the Lavaliere of Dazzling on a circlet and in combat this gem radiates distracting flashes that make it harder to strike the wearer.

Chax spends much of his time in the reanimation lab personally preparing zombies, but if the cult is under attack he will retreat to **Area 8c** and to pray and prepare a final defense. Chax is always accompanied by a bodyguard of two *Deacons of Furter*, loyal fighters who wear bone armor with masked helms and have taken a vow of silence.

Deacons of Furter (2) AC 2, HD 2 (HP 16, 12) #AT 1, D 1D8, MV ('40) Save F2, ML 10. Longsword, Bone Splint Mail, Shield, 26 EP

9. HAUNTED HALLS

This series of rooms make up the ossuaries beneath the Sepulcher of Torpo the Cannibal, and can be reached most easily through the pits in the crypts (**Areas 7e** and **7f**) but may also be accessed through the trapdoor in the bottom of Torpo's bier. They are of finely worked stone, specifically green and white marble polished smooth and have 10' ceilings unless noted otherwise.

9A. ENSORCELLED OSSUARY

Directly beneath the **Acolyte's Quarters (Area 7 f)** there is a sturdy ladder going between the two areas. A 30' high ceiling give the room a sense of majesty. The chamber itself is simple, carved from stone with the walls rubbed smooth and filled with hundreds of niches. Each niche is full of bones, much of the chamber is likewise stacked with lovingly arranged bones. Some stacks go all the way to the ceiling and others are only a few feet tall. Neat paths, edged by rows of skulls pass through the room, with one leading to the Southern door and another off to the side. The entire space smells of rot and dusty air.

If the side path is followed it will lead to a massive stone tablet set in the wall. This tablet contains the spell "**Skeletal Coryphees**" carved in raised runes. It has been carved in reverse so it cannot be read off the wall like a scroll, but a rubbing of the carving can be flipped and the spell copied.

This room also contains the rotted body of the priest of Delphina, an elderly cleric who died of a heart attack when the cultists invaded. The body is of a white haired man wearing a blue robe stained by the process of decay, obviously laid to rest with care, in a space hollowed out from a bone stack. In his hand he clutches a simple Holy symbol of Delphina made of a blue and white china shard wrapped in silver wire (Worth 30GP). The symbol is sacred to Delphina, and if a cleric devoted to her, or even on good terms with her, uses it they can turn non-corporeal undead as if one level higher than their own.

If the Cult of Furter fears invasion it is likely that the door leading to the **Pillared Hall (Area 8a.)** is trapped, most likely with a poison needle placed to jab through the keyhole.

Skeletal Coryphees

MU - LVL2

Casting Time: 2 Rounds

Duration: 1D6 Turns

This spell is a weaker form of animate dead that allows the animation of 1D6 HD

of skeletons, who will rise and do the casters bidding until the magic dissipates and they dissolve into a mist of bone dust. The skeletons move in a languid and graceful manner (attack as 0 HD monsters) but are excellent dancers, moving with a hypnotic grace to any form of musical accompaniment. Casting the spell requires a handful of coins (10 CP) and a string stolen from a musician, both of which are consumed in the casting.

9B. CHAMBER OF BONES

Reached most easily by descending through the **Sealed Crypt (Area 7e)** this ossuary is a large room carved out of rock and with 30' ceilings. Bones are scattered, knee deep in places, about the chamber. Huge stacks of bones lean precariously over from all sides, and the chittering of corpses fleas echos to everywhere within the chamber.

Corpse fleas have been using this ossuary as a source of bone to feed on, and there are always 2D10 fleas from area 10 in this room.

Corpse Flea: AC 7, HD 1-1 (hp 4 HP), #AT 1, D1D4+discombobulating poison, MV (40')/Leap (30') Save F0, ML 8.

Ladder Trap:

The ladder leading up to **Area 7e** is rickety and will break if over 150lbs attempts to climb or descend it. A fall from the ladder will be approximately 20' do 2D6 damage, but a save vs. breath weapons will allow the victim to avoid all damage by grabbing onto a functional wrung, this will also leave the victim stranded at the end of 10' of broken ladder, dangling into space. Corpses fleas are capable of scrambling up this ladder at a rate of 1D3 per round, and up a rope at the rate of 1 a round.

Bone Piles Trap:

The stacks of bones in ossuary have been rooted through by corpse fleas and are no longer stable. Anyone disturbing the stacks will cause them to fall over for 1D10 damage, and trapping the victim underneath a huge pile of bones (takes 1D4 turns to dig them out without causing additional bone stack collapses). Combat in the Chamber of Bones is also likely to disturb a stack and cause it to fall. Each combatant over 75lbs should roll 1D10 per round and on a 1 they have dropped a hundred pounds of old bones on themselves.

9C. THE UNDERCRYPT

Torpo's undercrypt may be accessed via an obvious trap door inside his bier, or more easily from the two sealed side doors. The room is pitch black, with a low 6' ceiling, the decorative efforts of the rooms above are largely absent here with only some rude spirals carved into the massive stone supports that prevent collapse of the floor above.

Rather than create an undercrypt for his family's future use Torpo built this chamber to serve as a trophy room for the twisted tyrant's memory. The desecrated bodies of his greatest enemies rest in decorative stone sarcophagi against the walls - two (**An** and **Bn**) on the North wall and two (**As** and **Bs**) on the south wall.

Sarcophagi An -The is the final resting place of **Melontax the Untameable**, the Wizard who Torpo deposed and replaced in his youth. The sarcophagus shows Melontax's horrible death by flaying and devouring performed personally by Torpo. Inside is a leathery human skin rolled beneath a pile of gnawed bones.

Sarcophagi Bn - The **Sasquatch Khan** once ruled over all the forest between Denethix and the sea, and in the way of his people he was a peaceful ruler who relied on subtle manipulations to keep the calm. The Sasquatch were perhaps Torpo's greatest enemy and fought him for many years, allied with elves, men and even goblins. Torpo was victorious at last and he captured the Sasquatch Khan in battle not far from the site of the Obelisk. The Khan was taken in massive chains, tortured and finally locked within the Sarcophagus with an odd magical artifact that allowed him to live for several more humiliating and painful months. The Sarcophagus, carved to depicted a screaming Sasquatch with a frog emerging from his throat contains the heavy chain laden bones of the Khan and thousands of tiny amphibian skeletons. Within the tomb is also a strange metal bottle with lapis and jade inlays in a vaguely unsettling wave like pattern. The bottle is open but clogged with the crushed bones of tiny amphibians, a stopper rests next to it. If emptied it will be quickly revealed to be a *Jeroboam of Ranine Abundance*.

Sarcophagi As - The **Brass Despoiler** was once a self directing battle robot that Torpo slew in single combat when it emerged from its long stasis. The Sarcophagus shows their famous battle, which only ended when, both combatants badly injured struggled in the dust, Torpo was able to close and use his fearsome strength to tear the head of the armored robot. The reliefs also show how Torpo had the Despoiler's outer carapace fashioned into near indestructible armor. The robot's large head now rests in the tomb, bashed and dented, with one optical unit shattered. It's likely worth about 100 GP to the scientists, but even they have little use for the broken sensor unit of an insane hunter killer robot.

Sarcophagi Bs - Within this plain Sarcophagi are the the dessicated and skinned corpses of three small children. The **Three Princes** were a triumvirate of wizards who fought Torpo's attempt to control the Certopsian. The Sarcophagus depicts these battles, with Torpo leading his mostly human and werebeast troops against armies of strange looking moktars (if examined closely each moktar appears to have tentacles in place of eyes). The Princes were not actually children, but extra-dimensional parasites that rode the bodies of children for their inscrutable purposes. While the mummified bodies are completely dead, the parasitic aliens the once hosted are not, and if the bodies are touched by naked flesh, a tiny worm will (save by rolling under wisdom on a D20) bury itself in the flesh of anyone touching the bodies. A save vs. poison will expel the worm, but a failure means that the victim's will is quickly overwhelmed by the alien parasite and within 1D10 days gray stalks will burst from the eyes and the victim's body will become nothing more than a host and vehicle for the strange life form, which can cast spells as a 5th level magic-user. Prior to the complete transformation *Remove Curse* will kill the parasite, but the host will permanently lose 1D4 points of Int.

10. THE HIVE

Beneath the Sinkhole in **Area 4**, the Corpse Fleas of Jackalmask Bonechewer have constructed an underground hive and are slowly undermining much of the graveyard as they dig up remains to devour and seek another means of entrance into the areas of the Mausoleum held by the Cult of Furter.

The Hive consists of a central chamber directly below the graveyard's Sinkhole, and a maze of low tunnels (**Area 10a**). The fleas can easily enter and exit through the sinkhole, and can enter the sealed left side of the Mausoleum by climbing through the pit between **Areas 9b** and **7e**. The hive areas have been dug from the raw earth by the labor of the Corpse Fleas working with their pick

like front limbs, and the dirt from the excavation piled into a ring around the sinkhole. To keep the dirt walls from collapsing the fleas have plastered them with an orange spittle that hardens into a thin glossy layer. The walls are still very rough, in places bones and bits of coffins protrude from them. Likewise the floor of the hive areas is carpeted with bone dust and fragments as well as bits of grave clothing, and broken coffins.

There are 78 Corpse Fleas in the hive when the PC's enter the Obelisk grounds. The GM should reduce this number whenever a corpse flea is killed and increase this number if the corpse flea population seems too small for dramatic tension. Also note the fleas' reproductive methods, and that their population will jump several days after the colony acquires any considerable number of fresh corpses.

Corpse Fleas are not normally much above animal intelligence, but they are sacred to Jackal-Mask and he has used his divine power to control this hive and relay the fleas' simple directions. The majority of the Corpse Fleas gather every night from 2 - 4 AM outside **Area 6** to be near Jackal-Mask's presence and receive his instructions telepathically. Jackal-Mask has demanded that the fleas attack and destroy the minions of Furter, and secondarily Bezonaught's ghouls. In service of this effort the fleas mount patrols of the graveyard and there will always be two D12 fleas away from the hive scouting. The fleas have also been conditioned to take violent offense to anyone who digs up graves or otherwise loots coffins underground (with the exception of **Area 10b**, if the PC's have destroyed Furter's Cult at the bidding of Jackal-Mask). Likewise theft of grave-goods will perturb Jackal-Mask and the hive, though again, items taken from crypts and dead who have not been buried are not included in this prohibition.

When intruders enter the hive, 50% of the Corpse Fleas will be in the central chamber (minus the fleas on patrol), and the remainder will be in **Area 10a**, or **9b**. These missing fleas will arrive in waves of 1D6 per round, after an initial 1D4 rounds as the resident fleas begin chittering their distress.

If the party is in the service of Jackal Mask, the fleas will attempt to lead them to **Area 9b**, and up the ladder to the chamber above so they can attack the Cult of Furter. If the party has destroyed the cult of Furter and provides the fleas with proof of this (in the form of the Patriarch Chax's body) they will attempt to show the characters the way to **Area 10b**.

Corpse Flea: (78) AC 7, HD 1-1 (HP 3) #AT 1, D 1D4 + (hit drain), MV '40 ('30/Leap) Save F0, ML8

10A. HIVE TUNNELS

Winding toward the left ossuary beneath the Mausoleum, **Area 9b**, these tunnels are narrow and rounded, forcing man-sized creatures to walk single file (double file for fleas and two more on the walls and ceiling).

Approximately 50% of the remaining fleas will be in these tunnels at any given time, in small groups of 1D6, shoring up the walls, slowly digging or simply skittering around. If hostile they will attack and begin chittering, causing the remainder of the fleas in the hive to begin arriving at a rate of 1D6 per round after the first 1D4 rounds.

The walls of the tunnels are hardened with flea spittle and broken up by the occasional jutting bone or coffin fragment. The fleas instinctively collect

grave goods and push them into dead ends. In each of the dead ends there is one of the following seven caches scattered on the floor amongst shrouds, bits of bone and broken coffins.

Cache 1 - A copper statute of a frog (25 GP), 110 SP, 12 EP.

Cache 2 - 300 GP in hole centered coins strung as a necklace, Antique bronze astrolabe (15GP)

Cache 3 - Six agates (10GP x5, 25 GP), Silver death mask of jackal (100 GP)

Cache 4 - Pewter Stein with lacquered battle scene (25 GP), 36 SP, 18 GP, Gold wedding band (10 GP)

Cache 5 - Diamond Ring (300 GP), Healing Potion in ivory stoppered flask,

Cache 6 - stained shroud, finely embroidered with tiny carnelian beads (50GP), 95 SP

Cache 7 - Broken fine china (0GP), Silver etched , molded bronze chestplate, depicts Torpo (100 GP)

10B. TOMB OF THE ROCKET MEN

Secret Door - The door to Area 10B (Tomb of the Rocket Men) is not a door in the normal sense, but the weakened wall of a capsule shaped ancient tomb. A secret door check (or possibly the efforts of allied corpse-fleas) will indicate that shared wall between the Hive(10A) and the Secret Tomb is too straight and seemingly not the same material as the rest of the crudely excavated, crumbling dirt cavern. Spending a few minutes clearing away the thin crust of dirt and hardened flea spittle will show pale blue wall with a slick porcelain appearance. Taps or rapping on the wall will reveal a hollow space behind it, and strong blows will produce cracking and crazing in its surface. Enough force (10 HP of blunt force damage against the AC7 wall) will crack open a 'door' big enough to climb or crawl through.

Tomb

A featureless pale blue ceramacrete vault containing four aluminum coffins now dull gray with age and splotched with white corrosion. The walls have worn down over the millennium and can be shattered with little effort. The coffins each contain the remains of an officer who died in the ancient war over 3,000 years ago. In addition to these mummified remains, which fall into gray dust the moment they are disturbed, the coffins contain the following items of note.

Coffin 1: A laser pistol that appears charged and operable except for splotches of corrosion, indeed, the pistol's power cell and inner workings have ruptured and corroded making it dangerous to fire. A gunsmith familiar with laser weapons (good luck finding one) could determine this on close examination and might even be able to repair the weapon. If used as is the pistol has a 75% chance of exploding doing 2D6 damage it's wielder (save vs. breath weapons for ½ damage) and 1D10 damage to anyone within 10'. If it fails to explode it will only hiss and spark and cannot be fired. If sold to a skilled gunsmith the pistol is worth 1,000 GP for parts, but it is worth much less as a curio if sold to anyone else.

Coffin 2: An officer's sabre made of white argonium with platinum fixtures and a black ceramic polymer sheath. The blade is worth at least 2,000gp based on its materials alone and functions as a +1 scimitar.

Coffin 3: A suit of jumpsuit woven "royal copper" (A malleable, flexible and almost unbreakable purplish metal forged with long lost super-science) topped with a clear fishbowl style helmet of synthetic pseudo-diamond. The **Royal Copper Armor** is very flexible and should be treated as +2 leather armor (AC 6).

It's also highly resistant to heat and therefore offers it's wearer limited fire resistance. (½ damage from all fire attacks). The only downside of this fabulous pre-fall technology is that it is highly conductive and all electrical attacks will do +2 damage per die to the wearer. It would be valuable if sold, but the exact price depends on the buyer.

Coffin 4: The inside of this coffin appears to have been clad in a thin layer of gold (it can be scraped off, but is only worth 100 + 2D20GP) and obviously contains the remains of some kind of high ranking officer. The body is still clad in rich maroon synthetic uniform heavy with silver braid and medals. In all the braid and buttons contain about 40GP worth of silver. The medals and insignia are gemstone studded platinum, gold or royal copper and are terribly garish to the modern eye. They are valued as follows: Hat insignia (crossed platinum laser rifles) - 100GP, 2 Shoulder boards (Royal copper braids with carved ruby general's stars) - 200GP each, Chest decorations (Gold, platinum and gemstone chips) - 300 GP total, Belt buckle (Synthetic ruby carved into star shape) 500GP and 2 Boot buckles (Platinum) 100 GP each.

PLAY AIDS

NEW WIZARD - HEXAMACHT THE APIAGIMON

ANDROID/WIZARD (FIGHTER 7)

STR: **16** +2 melee hit/damage
 INT: **15** (Special)
 WIS: 12 No Bonuses
 DEX: **16** - 2 AC/+2 missile to hit
 CON: **19** + 4HP/die
 CHR: **15** -1 Reaction Rolls

HP: 57

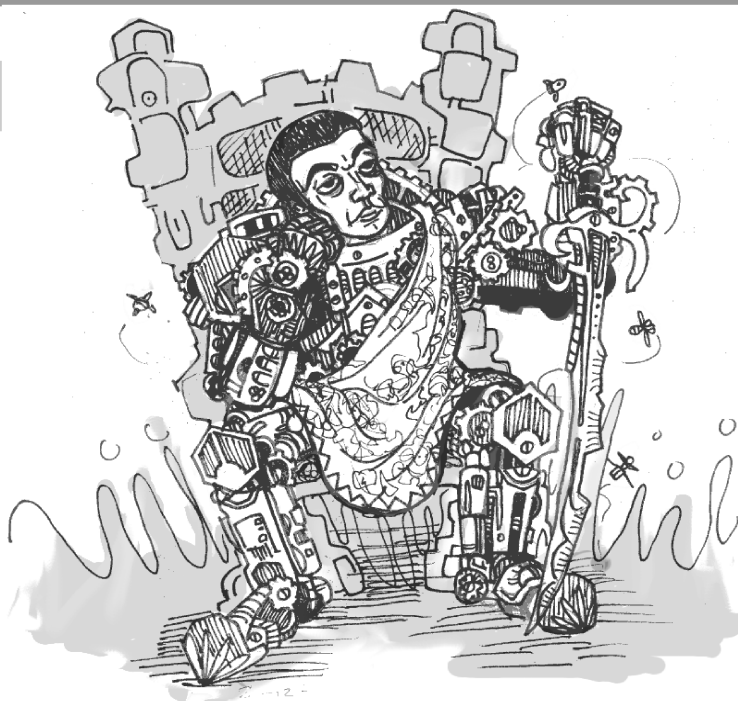
AC: -1 (w/DEX bonus)

Equipment: Integral clockwork armor (as platemail +1), +3 Golden nanocluster longsword (1d8+3), Heat-ray beamer (1D8 as laser pistol with 10' cone area of effect), Giant Riding Bee, Pouch of (25)100gp gems. All of Hexamacht's magic items will melt into a fine golden grit within 1D4 days of his death.

Abilities: Resist Magic 25%, Immune to poison, sleep and charm. Detect invisible (65%), Speak with insects. Regenerate 2HP per round.

Alignment: Lawful - A cold machine intelligence that seeks to encourage agricultural renewal and order.

Hexamacht, as he or it now proclaims himself, began as an adventurer, scout, and mercenary captain working out of Denethix 40 odd years ago where he was well known under the name of Jhesu Fleaholt. On one of his delves he discovered an ancient agricultural research station and he and his band attempted to loot it. Time had destroyed most of the station's wonders, but Jhesu discovered a cache of what appeared to be strange gems sparkling with inner fire. There was



no way Fleaholt could have recognized the gems as dormant nanoclusters - colonies of self-aware soil recovery micro-robots. As he took hold of the gems Jhesu fell to the floor convulsing and the gemstones melted into his flesh. His companions' efforts, magical, alchemical and mundane, had no effect, but after only a few hours Fleaholt rose from the floor and began issuing precise orders, proclaiming himself "Hexamacht, the Apiagimon." Some of his companions tried to resist Hexamacht's orders, but they found the already formidable fighter's abilities augmented, and his affable demeanor transformed into an alien uncompromising mercilessness.

The scientists who designed the original nano-machines saw the coming apocalypse and their final work, while trapped in their sealed station slowly dying of plagues and radiation, was to create a set of self replicating intelligent nano-machines able to brave the exterior conditions and restore the poisoned soil and water to arable lands. After the crisis passed, the machine colonies would go forth, sowing, weeding and harvesting crops, to prepare a world again habitable by man.

Hexamacht is now a colony of these machines, who cluster and combine to replicate organs while they wear the skin of Jhesu Fleaholt as a shell. He appears to be a normal man, seemingly wearing a suit of elaborate clockwork armor whose gold, green and bronze gears, gyros and hydraulics shift with his movement. This armor is in fact Hexamacht's body, transformed by ancient super-science and unrecognizable except for his dark handsome face.

Since the machines that control Hexamacht were designed to prepare a pastoral utopia for human survivors, this remains Hexamacht's driving goal. Yet some elements of his human understanding and personality remain, and Hexamacht understands that the Land of One Thousand Towers is no barren waste to be terraformed into an edenic garden - It is a wilderness that must be cleared. Hexamacht views the other wizards and powers within the world as a gardener views pests, he doesn't hate them, but they must be exterminated so that his lands can bloom and prosper. To this end he has began creating an army of assistants and lieutenants as well as forcing the scattered farming communities around the ancient agricultural station into a regimented and uncompromising mold. Hexamacht is not cruel, but he has no emotions and functions on alien logic. People and things that are useful will be cared for and maintained as long as they remain so, while everything else will be made useful, recycled into useful parts or destroyed. His lands now appear as an idyllic expanse of perfectly groomed fields and orchards, with scattered whitewashed villages all built on the same efficient plan. The grid straight roads are patrolled by stiff jointed men in gilded clockwork armor riding mechanical insects and troops of peasant militias carrying uniform simple equipment. Worn down farmers toil in the fields, aided and watched by the mechanical bees that serve as scouts, sample collectors and spies for Hexamacht. In reality life under Hexamacht's rule is tolerable, but empty of human meaning, art and ritual, with harsh discipline to enforce his will.

The Apiagimon himself can sometimes be seen riding about on a giant mechanical bee on mysterious errands. Hexamacht might be unstoppable, if he could create Hexmen, cybernetic insects, and other nanomechanical horrors at will, but he is limited by the availability of the advanced materials required by the nano-machines to reproduce in large numbers. To this end Hexamacht seeks to collect ancient technology - even a broken laser pistol contains enough high-technology to start a new cluster of nano-machines and recruit a Hexman. Because he is neither malicious nor psychotic in the traditional sense, Hexamacht will gladly

trade for such items, offering synthetic gems in exchange for technological artifacts. By not being a murderous cheating maniac Hexamacht has developed a reputation for being a 'good' sort of wizard who can be dealt fairly with, even if he can't be trusted. Still, it is not unknown for Hexamacht to take what he can't buy, biomechanically 'induct' especially useful agents into his forces, or steal from those who are so weak that they cannot threaten him or his creations.

Hexmen: AC 3, HD 4 (hp 16 HP each), #AT 1 (2 ranged), D 1D8/1D4 ranged, MV ('40/120') Save F4, ML 10. Melee enemies at -1 hit from defensive swarm. Infravision (60'), *Immune to poison, sleep, and charm.*
Hexmen appear as fighters or knights wearing varied suits of clockwork plate armor and wielding oddly shaped and colored (most often greenish gold) swords and repeating hand crossbows. Only their faces are bare, and while they are human (or rarely demi-human) they appear strangely slack and emotionless with glittering eyes that glow in the dark. In combat a haze of bee-like robotic insects will swarm from a Hexman, distracting attackers. Each Hexman rides on a spindly insectile creature (treat as riding horse) that can't be ridden or tamed by anyone but a Hexman and is actually a mechanical construct. The statistics above are average, and both weaker and stronger (depending on the amount and quality of nanoclusters comprising them) Hexmen exist. Their numbers are limited however, and they act as Hexamacht's lieutenants and henchmen, not as his foot soldiers.

Peasant Levy: AC 8 (leather), HD 1-1 (hp 4 HP each), #AT 1, D 1D6/1D6 ranged, MV ('40) Save F0, ML 8. Armed with bills (polearms), leather armor and short-bows. All equipment is exceedingly uniform.
The Peasants, villagers and tribesmen who have come under Hexamacht's rule have a largely safe existence, but one of exceeding dullness, strict regimentation and draconian discipline. All who are fit enough are trained as militia and levies to support the Hexmen, though they are neither strong fighters or well equipped.

Giant Riding Bee: AC 4, HD 6 (hp 26 HP), #AT 2, D 1D6 Bite 1D4 Sting + poison, MV ('60/'120 Fly) Save F4, ML 10. This artificial life-form appears to be a giant bee in strange metallic tones. It has a saddle built into its back and obeys only Hexamacht. It can bite and use its poisoned (save or die) sting if forced into combat.

ADDITIONAL ADVENTURES AROUND THE OBELISK

1D6	HOOKS FOR FUTURE ADVENTURES AROUND THE OBELISK
1	The gods (whichever one/ones now controls the obelisk) demand the locale be clean of their messes. Some of the terrors that Bezonaught created have wandered off into the woods. The party will help prevent a divine pout if they seek and destroy these creatures.
2	All of the hijinx on the obelisk grounds has upset the spirits of the ancient honored dead and they are mustering under their ghost marshal for a punitive expedition against the living. There are numerous ancient crypts and mausoleums in the woods surrounding the obelisk grounds, and the revitalized dead are using one or more as command posts. Also this means laser guns for the taking (most are dangerously corroded relics).

3	Assuming they have been defeated, the fanatical adherents of Furter came from somewhere. Another vengeful deity may encourage the party to seek out their stronghold and destroy them.
4	Hexomacht the Apigimon has learned from his scryings that the Memorial grounds have several caches of ancient artifacts that he can use to build his Hexmen army and is moving into the grounds in force. His most hated enemy the Fen Woman would like to stop him. The Fist may also be interested in this wizards' war spilling across Denethix's borders.
5	The endless broadcast of the blather by the Obelisk's beacon has finally attracted the attention of beings from another sphere. Alien invaders are beaming down, right on top of the Obelisk and they want Denethix's water, women, men, gold, and or/kittens. Can the PC's convince anyone to take action or will they have to battle these scaly ray gun wielding sightseers without backup?
6	Now that the Obelisk is functional again, the back up of dead, magical bodies needing burial has reached critical levels. Pilgrim caravans are offering good money to see bodies to the Obelisk Grounds and think the party would make an excellent guard force. Of course the Bandits of the Southern woods have heard about these wealth laded caravans and are preparing a series of ambushes. Wizards may also be interested in a load of puissant corpses, extra funds being simply a bonus.

TABLES

Below are several tables useful for providing detail to the Obelisk Gorunds. **Table A** provides Grave Offerings, which can primarily be found in Area 2, but may also be discovered scattered about the graveyard atop graves or in offering niches on monuments. **Table B** list potential coffins and contents for tomb robbing, **Table C** special tomb contents and **Table D** unique encounters of a dangerous scenario changing nature.

TABLE A - GRAVE OFFERINGS

1D20	CONTENTS OF MEMORIAL OFFERING.
1	Stale bread and rotten fruits - smells vile.
2	1D10 cp
3	A crude painting of an elderly person (50% for either gender)
4	Fine spices (70% stale and worthless, 30% still good and worth 10gp)
5	1D10 sp and 1D6 cp
6	Small wax effigy, disturbingly lifelike.
7	Hell Money(fake paper money) 10% if taken will bring minor curse (-1 to something) onto thief.
8	Mummified baby grunkie (10% wearing miniature hat/95% fez)
9	1D100 cp, 1D20 sp, 1D4 gp and 20% a piece of common jewelery (25 gp)
10	A bottle of of good quality Scale Brandy - worth 5 gp
11	Flowers, long dead and rotting.

12	Flowers, long dead and dried
13	1D10gp (25% chance loose, 25% wrapped in paper, 25% tied in ribbon, 25% fused together)
14	The pitiful body of a dead infant (40% with a ominous birthmark 20% died by violence).
15	Ashes, 80% they're a person's.
16	Silver nicknack: it's a tea-strainer, set of figurines, fork & knife, dice - worth 1 GP
17	Head - 79% human skull, 20% recognizable naturally & mummified, 1% fresh, looks exactly like PC.
18	A beaded charm, if worn will make next successful attack on wearer miss. Useless afterward.
19	1D4 10gp gems.
20	Cache containing thieves' tools, 1D20gp, and a map to a criminal safe-house in Lugosi.

TABLE B - TOMBS AND GRAVES

Within the Obelisk Grounds there are a great many graves and crypts that may be looted. It takes 5 hrs for the average person to dig up a grave if equipped with a pick and shovel, but this is modified by the diggers Constitution bonus (-1 hour per point of bonus). Up to 2 people can dig up a grave at a time, but it will never take less than 1 hour. Note that digging up a grave will result in earning the rage of Jackal-Mask and subject the party to attack by corpse fleas (immediately in some cases).

Most graves, even on the Obelisk Grounds are fundamentally boring and contain a cheap coffin (roll 1D10 below) and some bones. Every few will necessitate a roll on the tables below. Graves closer to the Mausoleum and Shrine are more likely to have interesting contents. All crypts within the Mausoleum will necessitate a roll on the tables below. Roll 1D20 for contents and 1D20 for coffin if necessary (When not in an above ground crypt).

D20	INTERESTING CONTENTS OF SARCOPHAGUS/GRAVE. NOTE: NOT ALL GRAVES ARE INTERESTING. USE 2 ND ROLL AND [BRACKETED TEXT] TO DETERMINE NATURE OF COFFIN IF NEEDED.
1	A body wrapped in rusted chains. 1 in 20 chance it's actually undead and will attack as a zombie if freed. [Damp burlap sack]
2	150lbs of bagged sand. [stitched up canvas hammock]
3	Skeleton in a canvas sack, every bone is broken at least once. [Cardboard Box]
4	Mummified corpse in moldering finery. [Cheap pine coffin]
5	Corpse with head of animal stitched on in place of original head (Roll 1D6 1-Dog/Wolf 2-Cow 3-A different human or humanoid race 4-Crocodile 5 - Lion and/or Mouse 6- Octopus (whole body). [Bundle of aromatic reeds tied at either end like a tamale]

D20	INTERESTING CONTENTS OF SARCOPHAGUS/GRAVE. NOTE: NOT ALL GRAVES ARE INTERESTING. USE 2ND ROLL AND [BRACKETED TEXT] TO DETERMINE NATURE OF COFFIN IF NEEDED.
6	Crude effigy of sticks and straw, 2 in 6 chance dried human heart rest at the center 1 in 6 chance heart still beats. [Painted paper-mache sarcophagus]
7	Gilded Skeleton – 2D6 x 10 GP of gold if removed from bones. [Soggy wooden coffin]
8	A pile of clockworks and springs sewn into a human skin. 1 in 8 chance they come alive and attack as a 3 HD zombie. [Leather body bag]
9	A well preserved corpse that has had molten metal poured down its throat, it's hard to notice, though some flecks of metal may be visible around the lips. Metal is (Roll 1D6) 1- Gold (1d4x100GP) 2 - Copper (1d4x100CP) 3- Silver (1D4x100SP) 4- Silver (1D4x100SP) 5- Lead (Worthless) 6- Electrum (1d4x100EP). [Wooden Coffin with brass fittings]
10	Roll on Special Tomb table at -5. [Coffin made of Bones]
11	Unnaturally preserved corpse of (roll D6) 1-elderly man 2- infant 3- Middle-aged woman 4-Beautiful youth/damsel 5- animal 6- strapping warrior. [Rusted iron maiden]
12	Naked corpse with stake through heart, 1% actually a vampire. [carved wooden coffin]
13	Body wears silver death mask (1D3 X100gp value) depicting 1- Deceased as elderly person 2 - Deceased as youth 3 - Skull 4 - Stylized jackal 5 - Blank oval 6- PC's father [Fancy Coffin with tarnished fittings 50% chance the coffin fixtures are silver worth 2D100 SP]
14	An elf and a dwarf whose skeletal hands are wrapped around each others throats. [Large pottery jar with (50% glazed with patterns or pictures)]
15	Roll on Special Tomb Table [Copper Capsule, opens like a pill, worth/weights 1,000 CP)
16	Skeleton of extra-planar being, bones are a shiny black and useful for crafting +1 weapons and magic wands. Worth 500 gp. [Small Boat - fits 2 maximum – 20% still seaworthy]
17	The mummy of a juju-man, skin covered in tattoos. There's a 30% that some of the tattoos contain 1-3 strange spells, likely curses, levels 1-3. The brittle skin may be carefully removed and used as scrolls or copied into a spellbook. There will also be 1D4x100GP worth of gold jewelry on the corpse. [Ancient massive carved stone sarcophagus - it's worth a good deal to a collector in Denethix (400GP), but requires a combined strength of 120 to lift (chains and a crane/block and tackle are likely to be needed) and a ox cart to move.]

D20	INTERESTING CONTENTS OF SARCOPHAGUS/GRAVE. NOTE: NOT ALL GRAVES ARE INTERESTING. USE 2 ND ROLL AND [BRACKETED TEXT] TO DETERMINE NATURE OF COFFIN IF NEEDED.
18	Terracotta soldier - wearing rusted splint mail and carrying a rusted iron short sword. If shattered the players will find a silver medallion with gemstone eyes depicting the bearded and fanged face of a man (Worth 100GP). [Ornately carved hard wood coffin - if removed 1D4 carvings will each be worth 1D100+25 GP]
19	Ashes in a cloth of gold bag with a jeweled clasp. Bag is worth 200GP. [Metal tube, set with a single 500GP Sapphire]
20	Roll on special Tomb Table at +5 [Gold plated sarcophagus, studded with gems - worth 1d20X100 GP as a heavy unwieldy art artifact, or 1d8 X100GP if broken down]

TABLE C - SPECIAL TOMB TABLE

This table provides special encounters for tomb searches - roll when indicated above or when the party gets complacent. Repeated results on this table should not be used as each result is an encounter that is best present as unique.

D20	SPECIAL TOMB TABLE
1	Compressed air powered dart trap, fires 1D6 darts as a 4HD monster. Each dart does 1D2 points of damage and is coated with a dangerous toxin. The poison will kill the victim in 1D4 agonizing hours during which they won't be able to do anything but writhe and babble in searing pain. A victim may save vs. poison to avoid these effects, but will suffer considerable agony for 1D4 hours, during which all rolls will be at -2. A side effect of the poison (even if it fails to kill) is that the victim's skin turns purple permanently.
2	A body that appears bloated, almost translucent, with something odd and bluish that seems to swirl beneath the skin. The body is a thin cocoon trapping a small dormant black pudding within. If prodded, touched or even exposed to sunlight/open air for more than 1 turn the pudding will awaken, exploding from the corpse like a rotted melon. <u>3' Radius Black Pudding:</u> AC 6 (fire only), HD 5, (hp 27), #AT 1, D 3D8 (acid), MV ('20) Save F6, ML 12. <i>If stuck with normal/magic weapon will split off 2HD baby pudding.</i>
3	Mummified werewolf chained in silver. The werewolf is dead, trapped in wolfman form. The silver chains are thick and worth 400GP, they must be hacked off, as they are forged onto the corpse.

D20	SPECIAL TOMB TABLE
4	<p>An avatar of Nyarlathotep sleeping the slumber of ages. The thing will wake if exposed to sunlight. The horror looks like a robed mummy with dried calamari for a head. It will attempt to recruit the PC's via a mass charm person spell and murder any who resist. If slain Nyarlathotep will know and take an interest in the PCs. There are insane writings in the coffin worth 500 GP and a place on the enemies list of the Church of Starry Wisdom.</p> <p>Aspect of Nyarlathotep: AC 5 (moves with creepy speed), HD 4, (hp 21), #AT 3 (claw/claw/bite, D 1D4/1D4/1D6 plus int drain (1d6 zombie at 0), MV ('30) Save C6, ML 12. <i>Mass Charm (Charm person affects 1d10 HD of victims) (x1 per day), confusion (x2 per day), ventriloquism, magic mouth.</i></p>
5	<p>Iron idol of forgotten demi-god. Will attempt to dominate any person who picks it up, roll Under (Int + Wis - 15) on a D20. If the forgotten god gets control of a person it can cast Spells as a 5th level mage and knows: <i>Fireball, Phantasmal Force, Levitate, Sleep, Magic Missile, Shield.</i> It's up to the GM to decide what it wants and if it can be reasoned with, most likely it's even forgotten itself.</p>
6	<p>A much decayed and desiccated 8' tall Flesh Golem made of stitched together parts. It's still active and will animate in 1D4 turns after being unearthed. 50% Hostile (will wander off to kill humanoids if alone) 20% Catatonic, will defend itself, 20% Strides off on unknown mission 10% Awaiting commands, will recognize 1st person to give them as master.</p> <p>Decayed Flesh Golem: AC 9 (Magic or silver only), HD 6, (hp 24), #AT 2, D 1D6/1D6, MV ('20) Save F8 (Immune to magic), ML 12.</p>
7	<p>The brittle bones of a moktar holy-tom. His skeleton wears cracked beaded robes covered in fetish charms and gris-gris. The robes are magical, and if worn by a moktar will act as leather armor +2. (Offering these robes to a group of moktars will earn their favor, or at least -2 to reaction rolls). If worn by anyone else they are cursed and act as regular leather but giving a -2 to any attack on moktars whose return blows will strike as a critical every time they hit. The moktar also wears a gold ingot necklace cursed to bring ill luck (-1 to saving throws) to anyone who possesses it (value 200GP).</p>
8	<p>When tomb is opened a pillar of devilish green flame bursts forth. The fire produces no heat but sheds a great deal of light. Indistinct figures can be seen moving amongst the flames and while the fire is burning anyone within the 20' diameter circle of light it sheds gains +1 to damage rolls. Fire will burn out in 1D4 days.</p>
9	<p>The bones and matted fur of a long dead Sasquatch crammed into a tiny space. Sasquatch are magical creatures and their souls cling tightly to this world. This Sasquatch has been trapped in a boring tomb for hundreds of years - it is quite agitated, but amazingly not yet fully insane. The character opening the tomb will be haunted by the Sasquatch's spirit until the remains are taken to secret Sasquatch burial ground and left exposed on a platform. Doing this will gain the character a -2 bonus to future reaction roles with all Sasquatch. Ignoring the ghost for too long will make it angry and destructive.</p>

D20	SPECIAL TOMB TABLE
10	A robot rests here, its chipped coppery surface unmoving. If supplied with a power cell (like a full laser clip) it will come to life, and offer the following 1- To put the humanoids out of their misery (attacks as F4, AC 3, DMG 1D8) 2- Serve as retainer for 3 months (F4, AC 3, DMG 1D8) 3 - Draw map to cache of ancient tech/treasure 4- Serve as sage (3 months for free) 5 - Coughs up gem worth 500gp, offers as reward 6- Use "robo-magic" to replace lost/undesirable limbs with cybernetics (+1 strength) 2 lost limbs can be replaced.
11	<p>This tomb contains a body cursed with unlife. The dried almost skeletal husk has been dismembered and is no longer capable of movement on its own. When the tomb is opened the head will appear to gasp and begin mouthing words (mostly 'help'). If the head is carefully reattached to the body the corpse will explain in a whisper that he goes by Twig and that he would really like to have his limbs back. Twig will gladly serve the PC's as a henchman for a year if stitched back together. He is almost immune to death (except by fire, acid and magic/silver) and if 'killed' can be healed at the rate of 2HP per turn (or heal himself at the same rate if he is at or above 0hp), but can't fight with weapons and refuses to set off traps or otherwise injure himself as it is still very painful and he is a coward. All of Twig's statistics should be treated as 7's, but he can carry a pack and hold a lantern (not a torch - he's afraid of fire).</p> <p>Twig: AC 9(unless armored), HD 1, (hp 6), #AT 1, D 1D2, MV ('40) Save F0, ML 8. <i>Regenerate 2HP/Turn (except fire/acid/magic & silver weapons). Immune to Sleep & Charm</i></p>
12	Recently buried remains of a gorilla dressed in upper class finery - tomb contains valuable foppish items (1D4-1), each is worth 1D20X10GP. Items: 1 - Silk Umbrella/parasol with ivory handle 2- Chunky gold club membership ring 3- Silver pocket watch 4- Gold and garnet flask/snuff box 5 - Well made sword cane (1D6) 6 - Fur coat
13	A sleeping green yearling deer. There is nothing magical about the beast, except for its color and slumber. It will be startled awake by the slightest touch and go bounding off in a random direction (unless trapped in a room, and then it will panic).
14	Pile of nanotech gee-gaws amongst a scatter of bones. They were once part of a body and would like to be again. They look like odd gems. If the nano-gems are held on a person for more than 3 turns they will activate and dig into that person's body in two rounds. Only a remove curse can stop them. Damage is 2D6, but if the victim survives they will gain +1 to three random statistics.
15	The coffin contains the bones of one of Torpo's generals, clad in a massive suit of bronze plate armor that covers the entire body and includes a great helm in the shape of a monstrous crab. A bronze shield lies on top of the body, also with a crab device. Both the armor and shield are wearable with slight repair (polishing and replacing straps) and are rust proof but otherwise normal(treat as plate-mail). Due to the armor's size and bulk it can only be worn by a large female human or elf (possibly by a small female Moktar) with a strength of at least 16.

D20	SPECIAL TOMB TABLE
16	<p>The body within this tomb is that of an adventurer in corroded and torn bronze scale-mail. It is infested with strange mushrooms whose spore grant magical visions if inhaled. The entire tomb is packed with spores and any person opening it will inhale them (save vs. breath weapon to avoid). Upon inhalation the character will immediately drop into a stupor for 1D10 turns and have visions. These visions will show the past (50%) or the Future (50%). If the vision are of the past and the player rolls under Wisdom (D20) he will remember where a valuable ancient treasure is buried, having witnessed its concealment in the vision. If the future, the PC will have a vague sense that something terrible might occur to them, and when faced with the next trap or ambush can roll under Wisdom (D20) to have a premonition of it and or how to avoid it 1D4 rounds before it's sprung. The spores dissipate once the tomb is opened, and no more mushrooms will grow on the corpse; however, when anyone inhaling the spores dies, their body will sprout vision granting mushrooms 2D10 days after death.</p>
17	<p>Within the coffin, inside a silk body bag, is the relatively fresh body of a well dressed Denethix tycoon. His identity cannot be determined as his head has somehow been transformed into a mass of rubber tentacles. His clothing is quite dapper (100GP), but all cleaner's and tailor's marks have been removed. If his coat is closely examined it will be found to contain a quit-claim (as is) deed to a small six unit tenement on the Street of the Alien. If the services of a well connected attorney/barrister are obtained the deed holder can gain title to the property in 1D10 months for 3D6 x 100 GP of legal services.</p>
18	<p>The embalmed body of a noble paladin to some forgotten cause. The body wears corroded bronze plate mail (worthless) and carries a magical bronze Khopesh (scimitar) +1.</p>
19	<p>The preserved body of an ancient soldier in a glass-like coffin. He wears a durable synthetic jumpsuit that will protect as leather armor (AC9) but can be worn by magic-users and has several gem studded medals in a wooden box laid across his chest. The three valuable medals are worth 200GP, 400GP and 1,000GP.</p>
20	<p>A jumble of coins fused with age, 1D10x1,000 CP, 50% 1D20x500SP, 50% 1D10x250 EP, 30% 1D10x100 GP, 10% 1D4x100 PP.</p>

TABLE D — SPECIAL RANDOM ENCOUNTERS



I have included a list of random encounters/event that is designed to stimulate wild and unpredictable play - basically if the PC's refuse to be the agents of change or play becomes bogged down the encounters on the table are perfectly willing to pick up the slack. Roll or pick when nothing is happening, the players flee back to town, or a diplomatic impasse need to be broken. All of these encounters have a fundamental ability to upset any balance in the memorial grounds and possibly your campaign.

If one of these encounters is used some consideration should be given to how the newly arrived creature or creatures will interact with both the party and the other denizens of the Obelisk grounds.

1D12	SPECIAL ENCOUNTER
1	<p>Rampaging Wizard - Feryian the wizard overflies the the Memorial Grounds in his giant, bearded stone head. If anyone (PC or NPC) fires at it, waves, or is simply visible and moving the head will descend until it is five feet from the ground and let off an augmented laser blast at any animate thing within 120'. The lasers attack as a 6th level Magic-User and strike for 3D6 damage each (two per attack). The head's operator is on a terror raid and will not loiter after his attack run, but will certainly destroy anything that moves. If more detailed statistics are needed, the stats for Feryan, and his stone head are detailed in ASE #1</p>
2	<p>Hexmen - 1D6 Hexmen, each supported by four peasant levies investigating the memorial for ancient super-science on behalf of the Wizard Hexomacht the Apiagimon. Hexomacht is an inscrutable, but not obviously evil, android wizard who often rides a giant bee and lives to the Southwest. The minions won't attack unless the PC's display obvious ancient technology but refuse to trade or sell it. They are carrying 1,000 GP in strange gems to buy such technology with. Each Hexman rides on a spindly insectile creature (treat as riding horse) that can't be ridden or tamed by anyone but a Hexman and is actually largely mechanical. The levies trudge along behind in a disciplined but fearful line.</p> <p>Hexman: AC 3, HD 4 (hp 16 HP each), #AT 1 (2 ranged), D 1D8/1D4 ranged, MV ('40/120') Save F4, ML 10. Enemies at -1 hit from defensive swarm. Armed with twisty green gold longswords and</p>

1D12	SPECIAL ENCOUNTER
	<p>repeating hand crossbows.</p> <p>Peasant Levy: AC 8 (leather), HD 1-1 (hp 4 HP each), #AT 1, D 1D6/1D6 ranged, MV ('40) Save F0, ML 8. Armed with spears, leather armor and short-bows. All equipment is exceedingly uniform.</p>
3	<p>Clerical Entourage - Bonechewer Jackal-Mask has called one of his more militant priests and an entourage of giant top hatted mercenaries up from the South to clear the cult of Furter from the obelisk. Father Scapula and his Plug Uglies represent a significant force, but he is a priggish and contrary men who's crusader's spirit refuses to allow him to think tactically. He and his followers will bore through the obelisk grounds and likely be slaughtered unless the PC's direct him cautiously while showing deference to his rank. Scapula is a militant and his spells reflect this, he might be cajoled into removing a curse or curing disease, but only if he's all out of infidels to smite. His Plug Uglies are 7' tall brawling anachronisms with conservative mores and strong xenophobic views.</p> <p>Father Scapula: AC 2, HD 5 (hp 17 HP), #AT 1, D 1D8 +1 , MV ('40) Save C4+1, ML 8. Platemail +1, Two handed great mace +1 (treat as battleaxe), Silver jackal mask (+1 to saves). Scroll of <i>Protection from evil</i> 10' radius. 80GP. Spells: <i>Cure Light Wounds</i> (x2), <i>Light</i>, <i>Hold Person</i>, <i>Silence 15'</i>, <i>Animate Dead</i>. None of Scapula's equipment will be magical if used by non-clerics and even clerics must be over level 3 and follow Jackal-Mask for the equipment to grant bonuses.</p> <p>Plug Ugly Mercenary(8): AC 4, HD 2 (hp 10 HP each), #AT 1(+1 hit melee), D 1D8+1 (1D6 or 1D4 ranged), MV ('40) Save F2, ML 8 (bonuses due to strength). Splint-mail (small steel chest and thigh protectors, scale lined frock coats, shiny cod pieces and top hats stuffed with wool padding), buckler, large cleaver-sword (long-sword), several knives and/or hatchets. They have 9PP 22EP 212SP and 14CP among them.</p>
4	<p>Bounty Hunters - A brutal cadre of five bounty hunters off the plains, riding worn horses and with the corpse of the notorious killer/Wizard/thief "Muleheart Billy" in a coffin that they wish to dispose of (strapped to a sixth horse). Billy has risen within the coffin as a mummy, but cannot escape unless freed from the blessed nails keeping the lid on. He will plead to be let out in a crackling voice if the PC's capture the coffin.</p> <p>Billy was an evil bastard when he was alive, and a slave to the <i>Cursed Cannon</i>, killing for its delight. Now that he's dead he's even worse and attacks with the cannon (though his touch still causes Mummy Rot). The bounty hunters don't want to fight anyone, they just want to get Billy killed right so they can collect the bounty (Billy dead-dead is worth 2,000 GP to the Fist). They are used to solving disputes through violence though, and are rather adept at it. If Billy is released they must roll morale at + 1 or flee in terror as his whispering has unnerved them.</p>

1D12	SPECIAL ENCOUNTER
	<p>Bounty Hunters: (5) AC 4, HD 3 (14 HP each), #AT 1, D 1D8/1D6 ranged, MV ('40/120') Save F3, ML 8. Certopsian banded armor (steel under dino-leather), large revolvers (6-shots each @ 1-20 bullets in reserve), scimitars, and riding horses. 1D10*20 GP each.</p> <p>Muleheart Billy: AC 4 (Magic weapons, spell or fire only), HD 5+1 (hp 31 HP), #AT 1, D 1D12 + rot\ 3D6 - Cannon, MV ('30') Save F6, ML 10. Bullet riddled fancy saloon dress. <u>Cursed Cannon</u> (6 charges). Silver inlaid automatic 8 shot pistol (1d6) @ 3 bullets (worth 1,000GP).</p>
5	<p>Pilgrims - 4D20 Pilgrims with 2D6 Fanatics. This group of religious pilgrims is carrying the body of a mysterious 'cursed' saint and several of his followers for burial in the obelisk grounds. The group includes families, children, and the elderly and is generally unprepared for their trip into the wilds. They will be distressed to discover the current state of the graveyard, but will attempt to entomb their dead and conduct a day long funeral rite. The Pilgrims wish to be left alone, but they represent an enormous source of fresh victims and both the corpse fleas and ghouls will attempt to pick of stragglers or ambush small groups. With them are a small group of fanatical lay-brothers.</p> <p>Pilgrim: AC 10, HD 1/2(1-3 HP each), #AT 1, D 1D6, MV ('40') Save F0, ML 6. Staff, Robe/Rags 1D6 copper.</p> <p>Fanatic: AC 7, HD 1(4 HP each), #AT 1, D 1D6, MV ('40') Save F1, ML 10. Flail, Leather armor, Wooden shield.</p>
6	<p>Bandits - The players aren't the only people who have heard that the Obelisk is ripe for the plundering. This intrepid brotherhood of the forest comes seeking loot, a lair and ideally a steady racket extorting pilgrims. They are numerous, well prepared to live in the wilderness and totally unprepared to deal with supernatural entities, dungeons traps or moral ambiguity. Given the large amount of all of these things around the Obelisk, the players may be able to hire on as guides - though the bandits will want all the treasure. They have a mule drawn buggy containing supplies and a chest with their plunder (1,000GP worth of assorted coins and gems), as they intend to take the Obelisk for themselves. There a 12D10 Bandits, lead by a powerful fighter on horseback.</p> <p>Bandits: AC 5, HD 1, HP 5, #AT 1, D 1D6/1D6, MV (40'), Save F1, ML 9). Scrap armor, Axe, Short Sword, Spear or Mace and Shortbow, 1d6 GP each.</p> <p>Bandit Leader: (AC 3, HD 5, HP 28, #AT 2, +1/hit, D 1D8+1, MV (40'/80') , Save F5, ML 9). Splint mail, Shield, Longsword, Horse, 2D20 GP.</p>
7	<p>Cult Reinforcements - Furter has informed his high priest, deep within the distant Ziggurat of Decay, that his incompetent flunkies need help. Depending on what creates more chaos the force of fixers dispatched to the Obelisk can be any of the following: A. More fanatical reanimator priests bent on taking the beacon, the ground</p>

1D12	SPECIAL ENCOUNTER
	<p>and the graveyard for Furter B. Moderates sent to restore order and trying to drive out only Bezonaught's mad beasts, while establishing Furter in Bezonaught's place or C. An inquisitional hit squad with orders to eliminate the cult of Furter within the Obelisk Grounds so that the rest of the pantheon can never find proof of his power play. Regardless of purpose the relief force consists of: A militant priest, guards, fighting acolytes and zombies as well as larger undead constructs - 8' multi-armed zombies made of a stitched collection of parts known as "Anointed of Furter". The reinforcements will arrive on foot with 2 ox carts full of supplies (800 GP worth).</p> <p><u>Priest Militant of Furter:</u>(1) AC 2, HD 5 (HP 30) #AT 1, D 1D6+1, MV ('40) Save CL5, ML 10. Enchanted Bone War Hammer +1, Gold Etched Cult Plate mail (600GP), Shield, Gold Holy Symbol (200 GP). Spells: <i>Fear, Command, Protection from Good, Spiritual Weapon, Hold Person, Curse</i></p> <p><u>Deacons of Furter:</u>(2D4) AC 2, HD 2, #AT 1, D 1D8/1D8 Ranged, MV ('40) Save F2, ML 10. Longsword, Copper Splint Mail, Shield, Pistol (revolver 6 chamber, 12 bullets).</p> <p><u>Acolytes:</u>(3D6) AC 6, HD 1, #AT 1, D 1D6, MV ('40) Save CL, ML 8. Mace, Copper Scale-mail. Spells: <i>Cure Light Wounds (x 8) Protection from Good (x2) Remove Fear (x1), Light (x1).</i></p> <p><u>Anointed Constructs of Furter:</u>(2D4)AC 5, HD 4+1, (hp 25), #AT 3, D 1D6, 1D4, 1D4, MV ('20), Save F3, ML 12.</p> <p><u>"Frankenstien" Zombies:</u>(5D6) AC 7, HD 2, (hp 8), #AT 1, D 1D6, MV ('30), Save F1, ML 12.</p>
8	<p>Demon Boar - It's a giant pig or a giant man, or some combination of the two. Micah Rooter is what it calls itself and it's a cursed, flesh devouring, demonic and wholly evil were-thing. The players won't know any of that until Rooter decides it has no use for them and the large cheerful fighter turns into a giant slavering pig demon.</p> <p>Rooter is used to preying on pilgrims coming to and from the Obelisk, but prey's been hard to come by lately. If he finds out what's going on in the Obelisk, Rooter will ally himself with whatever faction seems most likely to restore the Obelisk to a functional pilgrimage site. He appears as a 7'9" massively muscled, but obese man. His weapon and armor are magical: +1 Argonium scale-mail vest that fails to cover his belly and +1 polearm made of high quality damasked steel inscribed with a red demonic letters. The polearm looks suspiciously like a rake. Rooter also carries a sawn off single barreled shotgun and 4 shells. His character is stereotypically porcine: avaricious, gregarious, crude, cheerful, gluttonous and lascivious.</p> <p>Rooter has left his treasures in his forest hut home with a harem of several charmed concubines. While Rooter can likely easily</p>

1D12	SPECIAL ENCOUNTER
	<p>massacre the party, he is far more likely to play patron to them, attempting to charm any attractive female PC's first. He's gotten old and fat by eating defenseless pilgrims, not armed adventurers, and his lazy nature means he would prefer a party of cats' paws to a resourceful and murderous lunch. Rooter is surprisingly not immune to ghoul paralysis.</p> <p>Fighter Form: AC 6 HD9 (silver or magic weapon only) [May be turned] (hp 46), #AT 1, D 1D10 (strikes last) or 1d8(short range), MV ('40) Save F9, ML10. (Charm person x3)</p> <p>Demon Boar Form: AC 3, HD9 (silver or magic weapon only) [May be turned] (hp 46), #AT 1, D 2d6, MV ('60) Save F9, ML10.</p>
9	<p>Wraith - This entity was most likely disturbed by the diggings of some faction of corpse robbers. If it seems worthwhile, pick a random faction and decide 1D4 HD of it's followers are destroyed.</p> <p>The wraith is a vengeful and depressive spirit of one of Torpo's generals and will likely attack unless greeted with military courtesy. It appears as a shadowy figure in ancient spiked plate armor with burning green eyes. Betrayed by Torpo in life, the wraith knows that it's family was devoured by the ruthless warlord after it was murdered and it's body was interned with honors. If the PC's can convince the wraith that revenge against Torpo is possible it will join them in an attempt to destroy his spirit and desecrate his grave. The wraith is used to being obeyed and will demand PCs treat it as its former rank deserves, as well as insisting they destroy any art or carvings lionizing Torpo. If the wraith's commands are ignored, or it is met with disrespect, it will attack mercilessly. If Torpo's tomb is desecrated and his ghost destroyed the wraith will lead the PC's to a hidden grave containing the <i>Wicked General's Plate Armor</i> and a bejeweled baton worth 300GP before fading into oblivion. PC's should get full XP for the wraith if it fades away avenged.</p> <p>Wraith: AC 3, HD4 (½ damage silver or magic weapon only) [May be turned] (HP 12), #AT 1, D 1d6 + Level Drain, MV ('40)/Fly ('60) Save F4, ML12.</p>
10	<p>Spirit Host - A host of ancient spirits marches out of the morning mist and either spends the day drilling in the graveyard or passes on through it within 3 hours (50% of each). The spirits are clad in the manner of the bodies in area 10b, though they and their equipment are incorporeal. The spirits appear armed with futuristic mesh uniforms, large 'fishbowl' helmets and various ancient weapons, mostly laser rifles.</p> <p>When the host appears it will be parade ground perfect; however, if the PC's (as the obelisk's other denizen's have no means to do so) successfully attack (+2 or better weapon) or Turn (as infernal) any of the spirit soldiers, a massive scream will sound over the whole graveyard stunning all within for 4 rounds (Save vs. Spells to avoid). During these rounds the host's individual spirits will transform from insubstantial phantoms into semi-corporeal ghosts</p>

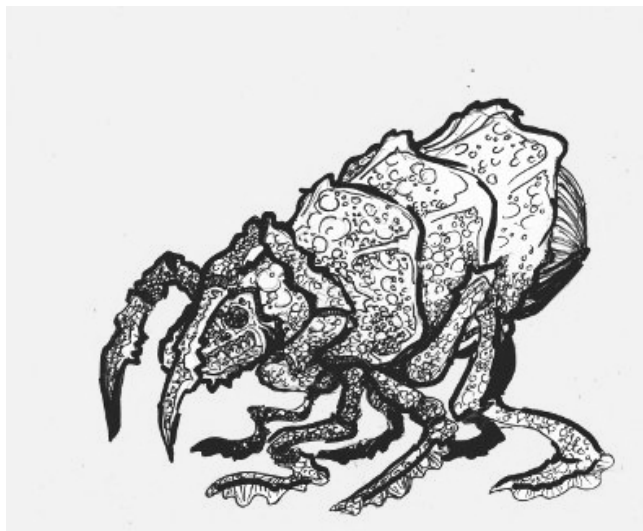
1D12	SPECIAL ENCOUNTER
	<p>that appear as the soldiers did when they died (burnt or ripped by bizarre wounds). These spirits are effectively infinite in numbers (There are several hundred to a Million of them spread over the surrounding miles), but only 1D4 will attack each living person on the memorial grounds each turn. Once attacking they don't give up though. They attack with their ghostly weapons, engage in vaguely military maneuvers such as attempting to call in ghostly artillery and air strikes (which are the same as attacking). If the party manages to survive by getting indoors, where the spirit host will ignore them, the spirit host will dissipate in 2D20 hours.</p> <p>Spirit Soldier: - AC 2, HD1 [Turn as Infernal] (hp 4), #AT 1, D 1D4, MV ('30) Save F1, ML12.</p>
11	<p>Beast of Bezonaught - A terrible shambling monster amalgamated from both the dead and living. It is an insane fusion of forest creatures, men and monsters that all seem to flow into each other. The dead moan and howl, while the living thrash wild-eyed, seemingly lost in nightmare. The beast moves on many wildly stumbling legs and attacks with various arms, claws and heads. It is fearless and seeks only destruction, but is subject to sudden insane whims and will sometimes randomly break off an attack and wander off in a reverie (broken by attack). Roll it's Morale every 5 rounds to check if it can sustain it's interest in battle. It is quite mad and seeks only to consume souls and bodies. It will not attack Bezonaught's ghouls minions, but won't ally with them either</p> <p>If it strikes with a critical hit (natural 20), or reduces its victim to zero HP, it does no damage, but instead pulls its victim into itself and will do 1D8 points of damage to that victim per round (it may still make its regular attacks). When a consumed victim is killed the beast will gain hit points equal to the victim's maximum hit point total.</p> <p>Beast of Bezonaught: AC 7, HD 10+4 (attacks as 6 HD), (hp 54), #AT 3, D 1D4/1D4/1D4, MV ('30) Save F10, ML 8.</p>
12	<p>Fen Dead Scouts - The Fen Woman, a Wizard whose tower stands in the bruised expanse of the Vile Fens is a necromancer of rare puissance and has sent a group of her followers to investigate the rumor that the obelisk's necropolis is ripe for plundering. The group consists of 1D20 Fen Zombies and 1D4 ghost drummers to keep them active. The Ghost Drummers are living human shaman, mounted on Riding Toads</p> <p>Fen Zombie: AC 7*, HD 2, (hp 10), #AT 1*, D 1D6, MV ('30*), Save F1, ML 12.</p> <p>Ghost Drummer: AC 7, HD 3, (HP 9) #AT 1, D 1d6, MV ('40), Save MU3, ML 10. Bone & shell studded leather armor, Mace/Drumstick, corpse drum. Geegaws and fetishes worth 2D100 GP each. While the drummers drum Fen Zombies within 60' will attack with a +1 hit, +1 AC and movement increased by 10' for every drummer drumming up to 4. Spells: <i>Burning Hands, Darkness, Levitate</i> (Spells encoded on drum-head)</p>

1D12	SPECIAL ENCOUNTER
	Riding Toad: AC 5, HD 2, (HP 12) #AT 1, D 1d8, MV ('80)/Leap ('30), Save F1, ML 8 or as rider.

NEW MONSTERS

CORPSE FLEA

No Enc. 2D6 (2d100)
 Alignment: Chaotic
 Movement: 120' (40') Leap (30')
 Armorclass: 7
 Hit Dice: 1-1
 Attacks: 1 (Bite)
 Damage: 1d4(+special)
 Save: F0
 Morale: 8
 Hoard Class: none (XV - grave goods)
 XP: 7



Corpse Fleas are territorial graveyard and tomb vermin that feed on corpses and bones. They look much like giant 3' long fleas, with strong back legs (they can leap up to 30') and large serrated forelimbs. Corpse Fleas are pale creatures with disgusting fluids and strange organs visible through their mottled chitin. Flea heads are long and equipped with both serrated mandibles and a sharp proboscis that injects those they hit with a disorienting venom.

Special Attack: The disorienting venom of a corpse flea makes those who have been injected with it unsteady on their feet and sluggish in thought and action. If a save vs. poison is not made, the victim will suffer a -1 to hit for 1D6 turns before the flea poison runs its course. Multiple injections of flea poison have an additive effect, with a maximum penalty of -3 to hit.

One of the more notable traits of corpse fleas is their strange means of reproduction. Any flea may inject tiny larva into the bloodstream of a living or recently deceased (still warm) humanoid. The larva can swim about happily in a living creature's bloodstream for years causing no ill effects, but upon death, they will begin to devour the body from within. In 2D6 days 1D6 corpse-fleas will burst from the chest of the corpse and begin looking for food.

BOOGEYMAN

No Enc. (1) (1D4)

Alignment: Chaotic

Movement: (30')

Armorclass:4

Hit Dice: 4 (turn as 5HD)

Attacks: 2 (Weapon/Bite/Spell)

Damage: 1d6/1d3 (+ special)

Save: MU4

Morale: 9

Hoard Class: VI &VIII.

XP: 190



In many ways these creatures are simply stronger more cunning ghouls who often act as leaders of ghoul packs. They are much like ghouls in their motivations and appearance, though Boogeymen retain both more cunning and slightly more human features than most ghouls. They also retain the ability to wield weapons and cast spells, though a boogeyman's weapon attack does not paralyze their opponents, it does mean that powerful boogeymen may be encountered wearing magical armor and wielding dangerous weapons.

Boogeymen are capable of speech and thought, but their goals, insatiable ghoulish hunger, and overwhelming self-loathing make them unlikely to negotiate and even more unlikely to keep any deal they have made. They are fond of treasure, but more fond of living flesh and the power they get from tormenting both the living and their ghoulish minions.

Special Attack: Boogeymen have the ability to counter and cast several spells. Boogeymen may cast (and counter): *Sleep, Magic Missile, Shield, Enlarge, Dancing Lights, Light and Burning Hands*. They may also cast the clerical spells: *profane (opposite of bless), fear, cause light wounds*. Boogeymen are not proficient magic-users and are limited to casting only two spells a day off of the above lists. Individual Boogeymen may know more, less, or different sets of spells depending on their nature, past profession and DM whim.

Special Attack: Boogeymen may paralyze as a ghoul for 2D4 rounds if they hit with their 1D3 bite attack and are undead, immune to sleep, charm person and similar spells. Likewise the victims of a boogeyman will rise in twenty-four (24) hours as ghouls, or if spell casters over 3HD as boogeymen themselves. Boogeymen are far more likely to refrain from devouring their victims than normal ghouls, and instead kill to recruit minions, though new ghouls may be missing some bite sized chunks here and there.

HUNGRY GHOST

No Enc. (1)

Alignment: Chaotic

Movement: (40')

Armorclass: 5 (½ Damage from normal weapons)

Hit Dice: 6

Attacks: 2 Claw/Claw (devour)

Damage: 1d6/1D6/ (+special)

Save: MU 6

Morale: 8

Hoard Class: VII & XI

XP: 1420

A Hungry Ghost is the undead manifestation of the spirit of an evil and especially avaricious individual. It is also a spirit of hunger and is drawn to sites of tragedies relating to hunger and eating, such as places of cannibalism, starvation and poisoning. Hungry Ghosts are physical manifestations of spirit, human figures made of semi-transparent, glowing ectoplasmic slime. They most often appear as spindly, grotesque humans or corpses with massively distended bellies and long thin necks, but may take other forms related to hunger and starvation (such as a pack of starving dogs or human body dressed for cooking).

Hungry ghosts are reasonably intelligent and may speak, but they tend to be enslaved by their obsessive hunger and rather unreasonable. They will not keep promises or otherwise negotiate in good faith, simply because they cannot resist their urges to devour living victims when they are available. This is not to say that they will attack without reservation or until destroyed, as they tend to place self-preservation only second to their hunger, and many are even somewhat cowardly.

Special Defense: As hybrid non-corporeal and corporeal undead hungry ghosts may be harmed by normal weapons, but their shape is not permanent and hence only take ½ damage. They may also flee this ectoplasmic body, allowing it to collapse into a horrible puddle if seriously threatened. When non-corporeal a hungry ghost is invisible, but must return to a focus of it's haunting (usually its mortal remains) to reform a new ectoplasmic body in 1D4 turns. If the ghost's focus is destroyed it will not be able to reform and will be trapped in its current ectoplasmic body or dissipate in 1D6 days. The formation of a new ectoplasmic body will regenerate ½ of the hungry ghost's lost hit points and may appear anywhere within 20' of it's focus. Hungry Ghosts are undead and as such they are immune to immune to sleep, charm person and similar spells

Special Attack: Hungry ghost are ravenous, and devour the life force of their victims by eating their flesh. They attack with ghastly claws that rend both physically and spiritually (effects targets only harmed by magical weapons up



to +2). Furthermore, if a victim is struck with both claws in a single round the ghost may seize them and pull them towards it's mouth. The following round the ghost will not attack but will stuff the trapped victim into it's distended maw and swallow them. Once inside the ghost the victim must roll under their Constitution (at +5 for each round after the first) or die as their flesh and spirit disintegrate and their equipment falls through the ghost to the floor. A swallowed victim may take no action, but will be saved if the ghost is destroyed or forced flee its body. Any person devoured by a hungry ghost cannot be raised or resurrected as their spirit and body have both been subsumed into the ghost.

TREASURES OF NOTE

THE CARETAKER'S SPELLBOOK

This is a pocket sized journal of 48 thick rag pages. The book is mostly a handwritten collection of the caretakers musing about death and the memorial grounds with selections of poetry about skeletons, sketches of mourning pilgrims and morbid pseudo-mystical blather. It also contains the caretaker's eclectic dabbler's grimore: *Read Magic, Sleep, Floating Disc, Ventriloquism, Dancing Lights, False Gold and Magic Mouth.*

CURSED CANNON

Last know to have been carried by Mule Hearted Billy, the wandering massacre/gunslinger/Wizard, but having a history going back five hundred years. This weapon appears to be a ornate multi chambered pistol made of a greenish metal. It is both blocky and ornately filigreed. It is not a revolver, but rather a wand like item of unfathomable alien evil, useable by thieves and magic users. If used like a gun the Cannon will fire a gray blast of concentrated negative energy that strikes as a +3 pistol (roll to hit) and messily rip the soul from the target. The target may save vs. Spells, to suffer 1D4 damage and spend the next 1D4 rounds holding their soul close (accompanied by terrible visions of a gray-green alien hell-scape). If the save is unsuccessful the victim takes 3D6 damage as their soul or a portion thereof is torn from their body. Creatures without souls (like golems, demons or robots) are not effected.

The cannon starts with 1D6 charges when discovered and recharges itself with one charge for every soul taken. It gains 1D6 additional souls however from killing an innocent human and may be used as a club to do so if its charges are exhausted. The Cannon is intelligent and evil, it will attempt to take over its owner every time it is used (Roll D20 under wisdom - 1 [cumulative] per shot). It will also whisper phrases like "Feed the gun" into it's owner's mind incessantly when it is not being actively used to kill.

WICKED GENERAL'S PLATE

This suit of jet black plate armor will fit a human or elven male, covering the wearer completely and including a massive horned full helm that bolts to the chest armor. The suit is made of an obsidian like material, covered in jagged spikes and projects an aura of evil and unease in addition to offering excellent protection. Treat this armor as Platemail +1 (AC 1), with the additional power of casting *fear* as the 1st level cleric spell once per day.

If a historian is hired to research the suit he will find reference to similar suits being specially made for the generals and champions of Torpo the Cannibal. There are also scattered references to the suits being evil and increasing the blood lust of their wearer. Both of these stories are true and the armor will exert a subtle influence on its wearer to indulge in whatever

vices he most favors already. This influence will take the form of dreams, and once per week the armor will compel it's wearer with the force of a *command* spell cast by a 5th level cleric to act on his evil desires.

JEROBOAM OF RANINE ABUNDANCE

These large (3' Tall) bottles are often made of hammered metal, but can be made of any substance. They are magical, but not an especially useful items, as their only power is to produce (either by spontaneous generation or relocation from nearby ponds, the mechanism is unclear) 2D20 frogs and toads a day. The device will produce these animals at random as long as there is space within. If capped it will fill with amphibians and then cease, the beast within remaining in magical stasis. If open, amphibians will crawl out and wander off if not corralled. The frogs and toads produced are perfectly normal, from a few inches to a foot in length, non-poisonous and can be eaten - generally providing enough meat to feed two humans every day.

LAVALIERE OF DAZZLING

A strange pale green quartz stone, finished to have innumerable facets and enchanted to beguile and distract viewers. The pale greenish beams of magical light that constantly scintillate from the heart of the gem and random reflected flashes from any other nearby light sources make it difficult to look directly at the gem's wearer and grant a +1 bonus to armor class. The distracting effect is not too severe, and it's benefit is limited to those who have an armor class over five. Any armor, magic or other bonus that reduces armor class below 5 will waste the gem's magic.

The lavalier is mounted in an elegantly simple open backed silver setting, and would be worth 100GP simply as a jewel (or if disenchanting) for the fine workmanship to create its numerous facets. Currently Chax has tied the lavalier to a simple black leather thong and wears it as a headband, but as long as it is worn visibly on the body it will grant the same effect. The stone was discovered by Chax on the body of an ancient noble woman in the South where he used to ply his trade as a grave robber and reanimator, it has no legends associated with it and was originally made as a decorative bauble for fancy dress balls.

WITCH'S SPELLBOOK

A basic spellbook made of tough bark paper pages and written brown and indigo in plant dyes. It is protected by stamped copper covers and bound with leather straps. Inside there are recipes, herb notes and alchemical diagrams as well as several spells. The majority of the spells aren't usable by anyone not a member of the specific witch's bloodline, having been carefully crafted over the generations to rely on a unique way of accessing the magical world. A few generally applicable spells exist within: *Sleep*, *Magic Missile*, *Floating Disc*, *Mirror Image*, and *Levitate*.

INKY WINGS OF ALLUREMENT

A small pendant in the shape of a black enameled bat on a black velvet ribbon. The bat's eyes are small emerald chips, but the charm, while well made, does not appear to be worth more than a couple GP. When worn by a woman the charm confers a strange power of allurements, making the wearer appear dark, mysterious, exotic and fascinating. This usually increases Charisma by two points, but it can backfire in some cases, such as when dealing with puritanical xenophobes or similarly dreadful individuals.