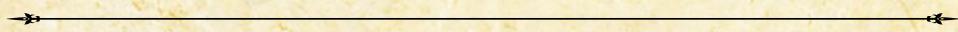

PROPHET OF THE PIT PEOPLE



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Maunt Thamond, a successful cartographer in *Dol-Karok*, is said to be dying of lung rot. Rumour has it *Thamond* is seeking capable warriors to escort him into the *Ironhull Mountains* on a mission of great personal importance.

Pit of Belmogg

Beneath the shadows of the *Ironhull Mountains* lies a pit deep and dark, encircled by the last stones of a forgotten temple to a forgotten god; *Belmogg the Unbidden*.

Venerated during the Second Age by the now extinct *Surothi* people, *Belmogg* was an enigmatic and bloody handed deity of three dominions; (i) divine prophecy, (ii) trial by combat, and (iii) communion with the spirit realm.

In *Belmogg's* halls, sacrifices for holy divinations were common, and ritual combat revered as a means of inferring the *Unbidden Lord's* judgment. To this end the *Surothi* constructed a great fighting pit and sacred ziggurat beneath their hallowed house; a place where worshippers could witness the priests' oracles and blood soaked proclamations.

As all civilizations must, the *Surothi* eventually perished, and their temple was lost to decay. Now thousands of years later, little remains but scattered foundations, and a silent pit descending into darkness.

Dwellers Below

The present inhabitants of the subterranean complex are the *Emmesh*; an *urgot* tribe of mutant humans cursed by centuries of corruption. Drawn to pit's eldritch emanations, the *urgot* feel more alive here; the deep tunnels somehow buoying their cruel moods and vile gratifications.

Of all the mutants, *Emegak the Urgozer* has been affected most of all. *Emegak* was the first to feel the pit's call, and it was he that lead the tribe to the temple thirty years ago. Over time the chieftain developed a genuine second sight, able to foresee future events, and draw secret knowledge from hungering forces beyond the Veil (see **Area 3**).

A Prophecy Sought

When this adventure begins, the elderly cartographer *Maunt Thamond* (grey hair and beard, slim build, plain clothed, never without his garnet topped walking staff to prop himself up) is dying of lung disease (he wheezes and coughs up bloody phlegm from time to time).



Before he dies, *Thamond* desperately wants to know if his reclusive son, *Dracent*, will produce an heir to continue the family name. The cartographer is willing to offer up to 500 crowns to be escorted into the *Ironhull Mountains* to locate the *urgot* prophet, and obtain a reading.

Maunt Thamond, AC 10, HD 1 (5 hp), Staff 1d6+1, 19: NA, S10 D10 C8 I14 P14 W17 Ch13 L10, Mv 30 ft. *Maunt* is no combatant by any stretch of the imagination, and relies entirely on the party to keep him safe from harm. Any time the party is attempting stealth, *Maunt* must make a *Luck* check to avoid breaking into a coughing fit.

Alternatively, the PCs might become involved in this adventure by learning about the mutant prophet from a newly arrived explorer, and seeking him out for a prophecy or other information (eg how to craft a magic item, the location of a hidden nemesis, etc)

Across the Ironhulls

The *Ironhulls* are mostly basalt and granite, surrounded at lower altitudes by copses of juniper, redwood and similar conifers. Crossing the mountains is hazardous and often deadly even for the well prepared. The lower ranges are skorn hunting grounds, the higher peaks oxygen poor and magnets for foul weather, lorded over by feuding giant kin.

The pit is located approximately forty miles to the north of *Dol-Karok*, at the base of a land locked series of tapering spires. Most of the terrain is unsuitable for horses, and parts of the journey may require climbing gear.

Assuming the party travels at 5 to 7 miles per day (doubled on a forced march, LFG p.130), it might take up to eight days to reach the pit. Each day of travel requires a roll on the *Overland Events* table (LFG p.131), or alternatively there is a 40% chance of a random encounter each day. If an encounter occurs, roll 1d8:

1. A single horn sounds, then another, and another, until a multitude can be heard echoing to the north, south, east and west. A large party of *Skorn* (4d10+30) are hunting in the area, and are signalling to each other to encircle the party, whose

scent they have caught about a mile away. Within 10 minutes, the skorn converge on the adventurers, and attempt to attack them from all sides (split up into equal numbered war parties).

2. Bad weather befalls the party, pummelling the travellers with heavy rain as lightning clashes overhead. The ferocious storm dislodges parts of the mountain, requiring a group *Luck* save to avoid a rockslide (PCs with *Wilderness Lore* gain advantage on the check). If failed, characters suffer 2d6 damage (if 10+ damage, also roll on the *Injuries & Setbacks* table).
3. A 15 ft cave set into the mountainside is strewn with bones, including those of thuels and skorn. Some glinting can be seen amongst the remains (1 x Carry Loot). A slumbering *War Wombat* sleeps inside. If she awakes, she will be enraged to find humans interloping so close to her lair. Deeper in the den are 1d3 baby *war wombats*, and further corpses (another 1 x Carry Loot).
4. A pair of thuels (*Barrag*, hulking with one eye, and *Motaa*, female with narrow hips and good teeth) are bloodied and beaten, lying against nearby trees. They've been exiled and left for dead by the *Stone Beak* clan for stealing from the chief (*Motaa* is Rogue 2, Dex 14). They speak thuel, but no common. They know the mountains well, and the location of the pit (if they travel with the party, the party may choose to automatically avoid a single random encounter).
5. The party notice a two foot, door like inscription on the mountain, beneath the shelter of a large crag. The inscription is striated and outlined with geometric glyphs, long worn and almost

imperceivable. Perhaps the “door” leads to the *Lost Roads*, a magic gate that opens once a year to *Mount Rokan*, or the winding catacombs of the *Quagran* (diminutive earth spriggans, long extinct). Or nought but the deluded scratchings of a long departed soul.

6. A hateful and voracious ogre, *Krodt*, lives in this area, eating *skorn* or any other travellers that happen his way. Cursed by a nomadic hag years ago, the 12 ft mutant sports a vicious nose horn and rubbery skin plates. *Krodt* loves to impale foes on his horn, then tear them apart with his hands whilst roaring “*KRODT WINS!*” He has a volcanic hatred for spell casters and other users of magic.



Krodt, Corrupted Ogre, AC 14 HD 6+3 (52 hp), Horn/Fist 3d6, 19: special, S19 D8 C16 I5 P8 W10 Ch7 L13, Mv 40 ft. *Krodt* is a *Boss Monster* with all the usual benefits. On a Nat 19, he impales the target on his horn then rips them apart (*Luck* (Dex) save or die; if successful, suffer *Internal Bleeding* or *Broken Ribs* instead (even chance)). When *Staggered*, *Krodt* enters a murderous rage, gaining a free attack against every foe within reach. *Krodt* causes an extra 1d12 damage on a charge.

7. As dusk falls, the PCs notice a low campfire nearby. 3d6 albino Karok miners are crossing the mountains with an equal number of sure footed goats and servitors (enslaved dwarves, marked with the crown sigil of *House Tergoza*) carrying copper ore. They are accompanied by 4d6 chain clad guards with axes, shields and heavy crossbows. The leader, *Pascal* (bald, heavy set, with a constantly furrowed brow) might be willing to trade or share their campfire for a night.
8. 1d4+2 *Giant Eagles* swoop out of low lying cloud cover to attack the party with piercing shrieks. They will attempt to snatch up at least one PC, and fly them back to their eyrie to eat them. Anyone who struggles too much is dropped from a great height.

Into the Pit

The pit is situated at the base of a trio of rock spires, which surround the ruins in three directions. The ground is mostly scabble and scree, but patches of grass and alpine groves are scattered about. Entry is generally from south.

Despite no real walls remaining, the ruin’s location is quickly apparent. Boot prints litter the area, and 2d6 humanoid sentries (*urgot*) can be seen sitting on what remains of the last building blocks. The *Emmesh* cannot see in the dark and generally carry oil lamps with them (the flickering of which does not reach around the bend in Area 2).

Urgot, AC 11, HD 1+4, Club 1d6+1 or Bow 1d6, 19: as weapon, S13 D13 C16 I7 P9 W12 Ch6, L5, Mv 30 ft. A group of *urgot* may issue a simultaneous howl or chitter once/day, causing creatures within 20 ft to suffer a minor madness (*Luck* (Will) save resists).

Emmesh corruptions are varied, but primarily manifest as fleshy growths, stooped postures, elongated arms and extra limbs. Some rare members display bestial claws, hooves, teeth or the like. As all *urgot*, the *Emmesh* delight in power and cruelty, regularly eating or sacrificing others to powers beyond the Veil.

Unlike most *urgot* however, under *Emegak*'s reign, the tribe is willing to trade with outsiders brave enough to make contact with them. For the most part, the *Emmesh* have nothing to offer but the *urgozer*'s prophecies (a commodity that appeals to a select few).

If the PCs indicate such an intention, the guards will take them to *Emegak* in Area 3 (the *Emmesh* speak their own clicking and cooing dialect, and a smattering of common). They make no demands with respect to weapons etc; the tribesmen are confident they have the numbers if things turn sour. If attacked, the *urgot* respond in kind, but for one or two who retreat into the pit to alert the others.

Four Trials of Belmogg

Before *Emegak* can use his soothsaying for others, a very specific ritual must be engaged in by the supplicant to earn *Belmogg*'s favour. Luckily for *Thamond* (assuming the PCs are with him), help is permitted.

Emegak explains the party will need to prevail in Four Trials as follows:

- (i) Survive the Arena (Area 18),
- (ii) Navigate the Maze (Areas 20-23),
- (iii) Climb the Pyramid and gaze into the Silver Mirror (Area 24), and
- (iv) Return with a live sacrifice (for use in the soothsaying ritual). And not just any living creature; it must be sapient (see Areas 27, 29).

If asked about what kinds of dangers await in the tunnels, *Emegak* smiles slyly, and responds only that the adventurers must discover this for themselves.

Blood Roach Assault

Assuming the PCs complete the four trials and take one of the *blood roaches* to be *Emegak*'s sapient sacrifice (Area 27, 29), part way through his lengthy ritual (during which *Thamond* and the party are required to be present), the *roaches* make a counter attack via the secret pool entrance in Area 19. This assumes at least some *roaches* remain in Area 27 or 29 (perhaps reinforced by another colony beyond Area 33). If the party kill all the *roaches*, or use the *Tentacle Spawn* (p.7) as the sacrifice, the assault is avoided.

If the attack occurs, as the screams of the dying reach those in Area 3, the *urgozer* demands the party fend off the invaders. If push comes to shove, *Emegak* will offer the *Coil of the Worm* as payment (see Area 11).

By the time the PCs learn what's happening, the *roaches* are already spreading through the eastern complex. GMs are encouraged to run a series of skirmishes as they please, but the idea is to have the party battling in and around the *urgot* tunnels. In all the commotion, particularly devious PCs might take the opportunity to secretly loot Area 8 or 11.

As the party move through the complex, roll 1d10 to determine what events befall them. Add 1 for each subsequent roll:

1. Nothing but bloody *urgot* corpses.
2. *Standoff*: 2d6 *Urgot* are silently creeping through this room, pointing at a far door or archway (through which 1d4 *Roaches* can be heard softly clicking to each other).

3. *Dorovyr!* 1d4 *Dorovyr Swarms* are here (an invading *roach* accidentally opened the door in Area 18).
4. *Backstabbers!* 3d6 *Urgot* attempt to ambush the PCs from behind, blaming them for the attack, and greedy for their flesh and trinkets.
5. *Fire Bug:* Smoke and a horrible keening drone foreshadows an oversized *roach* (6 HD) barrelling down the corridor. It's on fire!
6. *Feeding:* 1d4+2 *Roaches* are silently feeding on dead *urgot*, draining them with throbbing proboscises.
7. 2d6 *urgot* are desperately fighting 1d6+2 *Roaches*. They look to the party to rescue them from their predicament.
8. A massive 16 ft *Giant Centipede* crawls into view, drawn by all the excitement (as usual but AC 14, 10 HD, Bite 2d10, Str 19, Luck 10, Stinger Poison causes 1d3 Dex loss, *Major Exploit Protection*).
9. *Save Emegak!* The *urgozer* runs past a nearby doorway or intersection. He is being chased by 2d6 *roaches*!
10. *The Queen:* The *Roach Queen* bursts into view, the thrumming of her skull plates deafening! She is accompanied by 1d4 *roaches*. Any nearby *urgot* break and flee for their lives.
11. *Roach Withdrawal:* A loud thrumming echoes throughout the tunnels as all remaining *roaches* skitter back to the western catacombs, their vengeance satiated.

If the party survive until the *roaches* withdraw, *Emegak* finishes the ritual (see Aftermath).

Random Encounters

Note that many locations on the map are unnumbered. When exploring these areas, the GM might choose to roll on the following tables to simulate random encounters and determine further details. The encounters are divided up into the eastern tunnels (*urgot* controlled) and western catacombs (monster infested).

Eastern Tunnels (1d6)

1. *Sleeping Chamber:* A domicile of some kind (1d6 sleeping blankets, wooden cots, woven mats, perhaps a wooden bath, etc). 1d4-1 *urgot* are here resting, socialising or lazing around.
2. *Living Quarters:* wooden chairs, tables, cooking utensils, bowls, mugs, etc occupy this room, along with 1d6 *urgot* eating, gambling or socialising.
3. *Pantry:* 1d4 barrels or crates of foodstuffs, roll 1d6: (i) fruit, (ii) brined meat, (iii) seeds, (iv) fermented wine, (v) mouldy bread, (vi) repugnant smelling soup.
4. *Storage:* tables and chairs, along with 1d4 *urgot* sorting or working on gear, 1d6: (i) ropes, makeshift ladders, wooden poles, (ii) crudely woven clothes or other textiles, (iii) spears and knives being finished, (iv) nets in need of repair, (v) eating bowls, mugs and other utensils, (vi) straw mats.
5. *Shrine:* a small, temporary shrine or meditation area to *Belmogg* (to ward off bad luck, mark the passing of a tribe member, etc). Eg: animal skulls in a circle of silver filings, candles burning above a bowl of blood, stacked thuel limbs bound with braided cords, and so on). 50% chance of an *urgot* praying and/or smoking *Cormorat* (see Area 12).

6. *Bog Hole*: a foul pit for the effluxion of evil smelling excrement, and other pungent bodily fluids. 50% chance 1d3 *urgot* in the midst of business, laughing and chattering with each other.

Western Catacombs (1d10)

- 1d4 dead *urgot* are here, the flesh stripped from their bones (courtesy of the *Dorovyr* swarms, see Area 21).
- 2d6 *giant centipedes* are curled up into a balls, drained of blood (*roach* left overs).
- A colony of 1d6 *Yellow Mould* are growing high on the ceiling (1d3 x 10 ft high).
- With a thunderous breaking noise, rocks and dust shower the party as a *Bulette* (40%) or 1d3 *Rock Grinders* (60%) break through the closest wall! A *Luck* (Dex) save is required to avoid being smashed by flying debris for 2d6 damage.
- 2d6 *Shrieker Fungi* are growing nearby. There is a 50% they are murmuring quietly amongst themselves, otherwise they are silent.

- A *Tentacle Spawn*, starving, delirious and disorientated, has wandered up from the bowels of the earth, exiled from its home dimension. It is hungry beyond understanding and weakened by an otherworldly disease (22 hp out of 47, move 15 ft, Str 7, Con 8). It will attempt to lure a PC close enough to devour their brain, then flee.
- A *Giant Scorpion* is skittering about in the tunnels ahead, scratching about for something soft bodied to eat.
- Scraping noises can be heard from a bend up ahead. A *Blood Roach* is dragging the corpse of a *giant centipede* towards their nest in Area 29.
- The air smells off here (Perc check to notice) due to a lingering gas pocket, issuing through a nearby fissure in the earth (around the next bend, perhaps). If undetected, any open flame causes the gas to explode (4d6 damage, *Luck* (Dex) save for half).
- A loud thrumming echoes throughout the complex (care of the *Roach Queen* in Area 29).

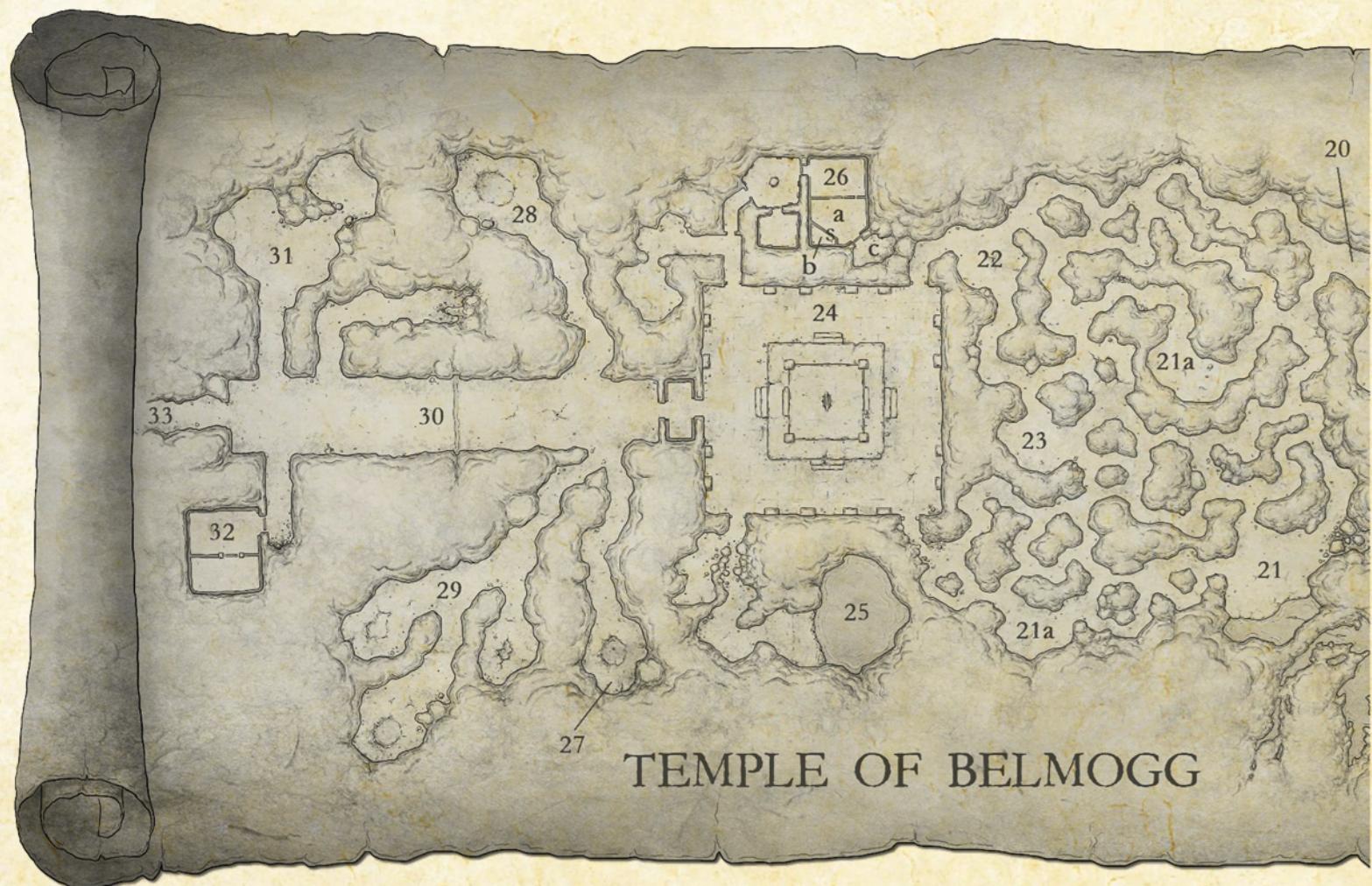


Pit Trinkets

As the party explores the temple, the GM might substitute a 1d12 roll on the following table instead of the usual LFG *Carry Loot* or *Trinkets & Curios* tables:

(i)	A tin scroll tightly furled and bound with a copper clasp. Unwinding its 3 ft length requires 1d3+3 rounds, revealing a lines of stamped glyphs (1 x Scroll).	(ix)	A small leather pouch containing four brass dice with rounded edges, stamped with black pips (28 gp).
(ii)	A 1 ft silver urn with a heavy base, decorated with bands of black hieroglyphs (123 gp).	(x)	A glossy faience pottery egg. One side depicts stony hills and valleys, the other side is jet black. Straddling both is the image of a silver door (86 gp).
(iii)	A mummified dwarven nose, hanging on a wire thong. If worn as a talisman, the user can smell nearby gold or gems like a dwarf (<i>Minor Charm</i>).	(xi)	An intricate 1½ ft brass scroll tube with a screw cap. Inside is the femur bone of long dead holy woman. Counts as <i>blessed</i> , may be used as a club, but breaks on a fumble (66 gp).
(iv)	A leather bound tome of the current age, entitled <i>Lucentum</i> in gold leaf, extolling the virtues of the Nydessian order of the same name (47 gp).	(xii)	A hemp sack containing strips of salted meat, dried fish, and a string of onion bulbs (5 gp).
(v)	A pouch containing 2d6 pieces of polished obsidian (9 gp per stone).		
(vi)	A chipped drinking horn edged with gold. The outside of the horn is etched with prayers to the <i>Deep One</i> (77 gp).		
(vii)	A waterproof satchel containing a jar of spices, several hardtack biscuits, and a block of salt (8 gp).		
(viii)	A foul smelling paste sealed in a clay flask. Shaking it doesn't produce much noise, but the shifting weight is noticeable. If spread onto a diseased limb or organ, there is a 50% chance the paste cures it. Otherwise the sickness is bolstered to twice normal strength and imposes disadvantage on subsequent healing attempts.		





Eastern Tunnels

The eastern tunnels are controlled by the *urgot*, lit primarily by oil lamps that the mutants carry from room to room (some major intersections might have a standing lantern or lamp). The *Enmesh* number about three hundred (half women and children), most of whom are located in Areas 9 and 9a. If there is a major disturbance however (eg during the *Blood Roach Assault*, p.5) they all venture out to assist and/or flee.

The temple's man made corridors are dressed stone, generally 5 ft wide and 8 ft high. Doors are corroding iron, heavy but most will swing open with some effort. The air is cool and smells rather unpleasant (the *urgot* do not care for cleaning).

Area 1 – Stone Steps

Well worn stone steps lead down into darkness about 200 ft before reaching Area 1. The barest hint of flicking lamplight can be seen emanating around the eastern bend. Speaking can be heard from Area 2 (*Enmesh* dialect, exhibits frequent clicking sounds).

Area 2 – Barracks

2d6 *Urgot* guards (with spears, shields, and patchwork armour) are on duty here at all times. A lantern burns on the wall, providing adequate light. The guards are inclined to kill first and eat later, but know that some explorers come to negotiate a prophecy with *Emegak*, and are willing to talk. They speak their own dialect, a smattering of thuel, and very basic common.

Urgot Guards, AC 12, HD 1+4, Spear 1d6+2, 19: the *urgot* howl (see below), S13 D13 C16 I7 P9 W12 Ch6, L5, Mv 30 ft. May use their shield to negate a single attack. A group of *urgot* may issue a simultaneous howl or chitter once/day, causing creatures within 20 ft to suffer a minor madness (*Luck* (Will) save resists).

If battle commences, further occupants (eg from Areas 9 and 9a) will start appearing to reinforce the guards (initially 1d10 *urgot* every three rounds). One of these guards has the key to the armoury (Area 7).



Area 3 – Pool of Sacrifice

This approximately 25 ft by 35 ft platform is in a giant cavern, rising out of a black pool. Flickering candles are set on plinths around the perimeter, leading to a raised dais and 6 ft stack of skulls (mostly humans or humanoid, but not exclusively). The platform and pool are used for the *urgot*'s blasphemous rituals, including *Emegak*'s prophecies. Blood stains much of the area.

The *urgot* sentries will bring PCs here to meet with the *urgozer* if they seek a prophecy or other reading. *Emegak* (hideously deformed face, bloated with purple pustules and clawed fingers) speaks common in a wretched gurgling, and explains that supplicants must prove themselves worthy of *Belmogg* before a prophecy may be divined (the Four Trials, see p.5).

Assuming the PCs agree, the *urgozer* makes preparations for the adventurers to battle in the

Arena (Area 18). The PCs have about an hour to wait. They are free to explore the eastern tunnels during this time.

Emegak, Urgozer, AC 11, HD 4+3, Knife 1d4+2, 19; uncontrolled magic, roll on the *Dark & Dangerous Magic* table, S16 D9 C16 I14 P14 W14 Ch9, L7, Mv 30 ft. May choose from the following spells three times per combat (as 5th level): *Shennog's Blessing*, *Waking Dream*, *Lash of Unerring Pain*, *Arcane Aegis*, *Runic Rite of Wonderment*. Has the key to Area 11.

Area 4 - Waiting Chamber

This 15 ft by 10 ft chamber has a 15 ft ceiling. A central square pillar has a lantern hanging from it. The pillar is inscribed with silver lettering (prayers to *Belmogg* in old *Surothi*). Ancient 3 ft bronze urns occupy each corner (empty). The wide stone staircase to the west rises upwards.

Area 5 - Prison Guard

A single *urgot* jailor is snoozing here, back to wall beside a low burning oil lamp. *Cenmod* is supposed to be making sure no-one has access to the two infected *urgot* in Area 6. There is a bar across the door, keeping it shut.

Area 6 - Infirmary

Two *urgot* are quarantined here, *Bhash* and *Tulm*, who are infected with *Skorn Weeze* (LFG p.124). Their ragged breathing can be heard through the door. Sitting on their bedrolls, they look thin and emaciated. The disease includes body fluid and airborne vectors; just entering the room requires a *Luck* (Con) save to resist contamination.

Area 7 - Armoury

This room's iron door is locked (one of the guards in Area 2 has the key). Breaking it down is not impossible but would take quite some time and the right tools. The armoury includes twelve spears, three swords, a suit of chain (the *urgots*' deformities prevent them from wearing it), two shields, a heavy crossbow and five bolts.

Area 8 - Unholy Crypt

This 25 ft crypt is sealed with two bronze doors, each emblazoned with a blood red glyph. The doors are magically sealed. *Emegak* understands that only a person of *Surothi* blood may open them without harm, and has forbidden the *Emmesh* to enter. Opening either door requires a Str check great success, and a *Luck* (Will) save to resist being transformed into a five foot serpent for 1d12 days (as *Sudden Transmogrification*).

The chamber within has a 15 ft ceiling and a small mausoleum made of black brick, as if somehow charred by fire. An open archway allows entry into the crypt. Peering in reveals recessed shelves, each containing the yellowed bones and bejewelled accoutrements of long departed priests. Standing in the centre is a six foot *Iron Sentinel* (iron statue of a priest in ancient regalia). The sentinel animates and attacks anyone that attempts to disturb the bones, or to protect itself. Once awakened the golem turns on everyone in the complex, attempting to purge all intruders, before returning to the mausoleum.

If the bones are plundered, 1 x 4 HD Lair Treasure may be scavenged.

Iron Sentinel, AC 16, HD 9 (87 hp), 2 x Fists 2d6, 19; bear hug, S20 D9 C23 I- P12 W- Ch-, L14, Mv 30 ft. *Boss Monster* with *Off Turn Attacks* and *Minor Exploit Protection*. *Golem* traits apply. 50% *Magic Resistance*, except against lightning which stuns it for one round (loses its action), and fire which slows its movement to 10 ft for 1d6 rounds (magical fire only). A target struck by both fist attacks is crushed (*Luck* (Con) save to avoid rolling on the *Injuries & Setbacks* table).

Area 8a - Unstable Tunnel

This incomplete tunnel is highly unstable and ends in large chunks of half excavated rubble. Rock debris from the ceiling and walls litter the ground. Each night there is a 10% chance of a cave in.

Areas 9 & 9a - Greater Warren

The bulk of the *Urgot* (4d6+300) live in caverns that branch off from these two tunnels. Sleeping and living quarters fill most of this space. Searching this entire area garners 1 x 3 HD Lair Treasure.

Area 10 - Storage

Wooden rates of wild foodstuffs (mushrooms, fruits, grains, etc) and crude textiles take up most of this cave. Also included are 2d6 barrels of oil. The food and textiles are worth 2 x Carry loot if able to be carted away.

Area 11 - Urgozer's Chambers

The iron door to this chamber is locked (*Emegak* has the key). It contains a large wooden cot, reading desk with numerous religious scrolls and other writings (50 gp worth), and an oversized iron key (see Area 30). Up a few steps, in the northwest corner, is a hanging tapestry of bone and tanned flesh that somehow resembles the night sky (the *urgozer's* personal shrine to *Belmogg*). At the base of the shrine is the *Coil of the Worm*. *Emegak* has unlocked the first two attunements.

Coil of the Worm

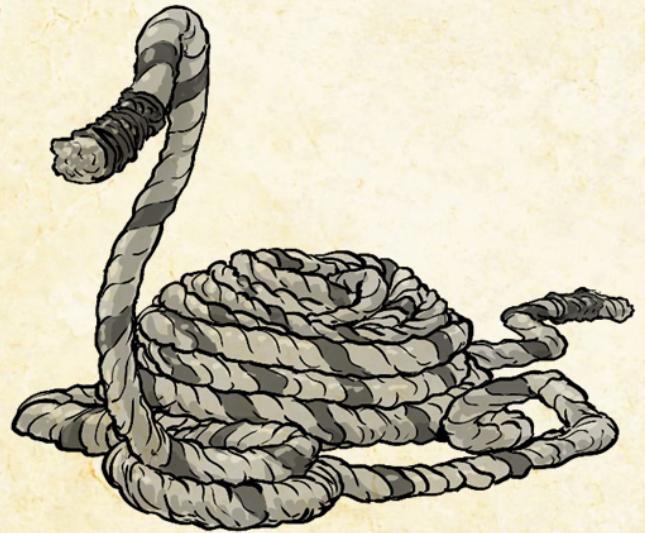
This compact coil of pasty coloured, grey striped rope stretches up to 60 ft long, and is wrapped at both ends. Fashioned from the silk of a giant silkworm, the rope was enchanted by a long dead skorn exile. Imbued with the beastman's loathing for "soft" races, the rope is a potent weapon and tool, but difficult to control.

Attunement takes 1d4 weeks, except by half-skorn who require 1d4 minutes. When invoking any of the rope's powers, those lacking skorn blood must make a Will check. If failed, the rope refuses to co-operate, instead causing the user to roll on the *Dark & Dangerous Magic* table. Attunement benefits are as follows:

1. The rope cannot be broken, cut, or burnt. Extremely heavy loads, or creatures with Str 19+ may "stretch" the rope (for

example to break free of it), but will not sever it.

2. Once every week, the user may cause all ropes within 20 ft to snap or untie (no action).



3. Once every 1d4 days, the user may spend an action to animate and command the rope for 1d6 minutes (treat as *Infuse Animus*).

4. Once only, the user may spend an action to transform the rope into a *Purple Worm* (LFG p.210). The worm is ravenous and requires an action and Will check each round to direct it, otherwise it becomes uncontrolled for the duration. The transformation lasts 1d6 x 10 minutes, after which the rope falls dormant for 10d10 years.

Area 12 - Meditation Room

1d6 *urgot* are in this chamber meditating, hoping to experience a drug induced revelation. The air is thick with a purplish, rancid smelling smoke. Woven mats are spread about the floor, along with ceramic bowls containing purplish powder.

The bowls contain *Cormorat*, a potent hallucinogen from a rare flower in the *Suurat* Jungle (2d6 x 30 gp worth of doses). If smoked, treat as a pervasive madness for 1d6 hours, with a half hour onset. A character that wishes to resist the drug's effects requires a Con check great success.

The southern wall of this chamber is in danger of collapse, foreshadowed by rocks and scree littering on the ground. A character with a pickaxe could cause the wall to crumble if they wish (Str (Athletics) check great success). If successful, a crawl sized tunnel forms between Area 12 and the southeast tunnel adjacent to Area 11 (where the rubble markings are on the map). After passing through the tunnel, a similar Str check may be made to collapse it entirely.



Area 13 - Trophy Room

This trophy room is adorned with skulls and other tokens from past arena combatants. The items are spread about on small wooden tables, as well as stone carved wall shelves. The items range from

the very old (thousand year old *manticore* skull, worth 2d6 x 50 gp to a collector) to very recent (severed hands of a thuel).

Area 14 - Hall of Champions

This large hall has four square pillars running down the centre, the faces of which are set with tiled murals depicting legendary battles from the arena (a human spearing a minotaur through the eye, a werewolf tearing the head off of a golden gladiator, a female warrior snaring an ogre in a net, etc). This room is lit by the lamplight of 1d6+3 *urgot* who are eating a meal (raw thuel shanks, and a potent spirit).

Area 15 - Champion's Quarters

The 8 ft *Urgot Champion* named *S'nelgug* (three arms, see picture) lairs here in relative luxury; a pillow bed and blankets, plates of generous flesh for feasting, a barrel of wine, and a full bowl of *Cormorat* (see Area 12). A gilded lantern keeps the area well lit. A locked strongbox holds *S'nelgug's* treasures (Dex (Locks & Traps) to pick the lock, contains 1 x Carry Loot, 1 x Valuables).

S'nelgug, AC 15, HD 4 (41 hp), 3 x Claw d8+1, 19: target is cursed and loses 2 *Luck* (no save, once per target only), S18 D13 C18 I7 P9 W12 Ch6, L10, Mv 30 ft. *Boss Monster* with all the usual benefits. Once per combat use action to *Acid Vomit* (10 ft, single target, 6d6 damage, *Luck* (Dex) save for half). When *Staggered*, *S'nelgug* exudes a cloud of noxious spores, causing his attacker (if in melee) to lose 1d4 Str, (*Luck* (Con) save for half). Has the key to his strongbox.

Area 16 - Holding Cells

These holding cells (three to the north and five to the south) contain various creatures or things. Roll 1d8 to determine what is within (reroll repeats):

1. An empty cell.
2. Empty apart from a threadbare blanket and random piece of gear (roll 1d6: (i)

great sword, (ii) 10 ft chain, (iii) net, (iv) metal pot, (v) shield, (vi) shiv).

3. The corpse of a karok miner (by coincidence, just died of heart attack).
4. *Jobe* (black haired, strong backed tile merchant from *Northgate*; “*I get the Jobe done*”) was taken hostage after becoming separated from his caravan two weeks ago. A surprisingly determined and desperate fighter when his life is on the line.
5. A female thuel warrior, *Fengra* of the *Stone Beaks* (tall, bald shaved head, emaciated, broken left arm, speaks thuel only). *Fengra* is in bad shape and will not survive much longer (1d4 days max).
6. *Grabbok* a *Skorn* raider, somewhat bruised, but ready to murder anyone who enters his cell.
7. *Lorf* the *Ogre*, drugged, barely conscious, but otherwise in good condition.
8. A 12 ft *Giant Serpent* is sleeping here, curled up in a straw nest.

Jobe, AC 11, HD 1d6 hp, S14 D10 C10 I10 P10 W15 Ch10 L5, Mv 30 ft.

Fengra, AC 12, HD 1, S8 D7 C6 I10 P10 W11 Ch10 L3, Mv 20 ft.

Grabbok, Skorn, AC 11, HD 1, Club 1d6+1, 19: the target is clubbed in the head, losing its next action (*Luck* (Will) save resists), S15 D10 C13 I7 P12 W8 Ch8, L4, Mv 30 ft. Advantage on checks to sense danger or detecting scents.

Lorf, Ogre, AC 12, HD 4+3, Spiked Club 2d8, 19: special, S19 D8 C15 I6 P7 W8 Ch7, L7, Mv 40 ft. When *Staggered*, an *ogre* enters a murderous rage, gaining a free attack against every

foe within reach. On a 19+ attack roll, the target rolls on the *Injuries & Setbacks* table (*Luck* (Con) save resists). 10 foot reach.

Giant Serpent, AC 13, HD 5, Bite 1d8 + poison, 19: special, S19 D16 C13 I3 P10 W12 Ch5 L8, Mv 30 ft. Poison causes 1d6 damage and 1d4 Dex loss (a *Luck* (Con) save resists). On a natural 19-20 attack roll, the target is constricted, rendering it helpless. A trapped victim may spend their action to make an opposed Str check to break free.

Area 17 - Butchery

Corpses and carcasses hang from ceiling hooks in this makeshift butchery. Knives rest atop bloodstained tables, along with large shanks of meat that are being salted by 1d4 *urgot* labouring here. A large barrel is filled with salt, another with brine. 2d4 stacked crates along the eastern wall contain preserved cuts (5 gp per crate).

Area 18 - Arena

This 100 ft diameter arena is cracked and worn, stained with the blood of countless combatants and sacrifices to the *Unbidden Lord*. 20 ft above the fighting pit is the tiered amphitheatre (rising 20 ft over 4 oversized steps), and a high eastern balcony 45 ft above the pit.

Iron gates to the north, south and east allow access to the holding cells (Area 16), while the western gate opens to the *Western Catacombs* (Area 20). All of the gates are operated by chain winches. The winches are located on the lower level near the entry tunnels, except for the western gate (its winch is located on the eastern balcony).

The PCs’ first trial (along with *Thamond*, whom they must protect) is to fight in the arena against *S’nelgug* (see Area 15) and 1d4+2 *Urgot Gladiators*. The battle is to the death. Before the bout begins, more than two hundred *urgot* pack the amphitheatre, eager to experience the blood letting. The party are lead to the lower level to enter from the southern gate. *S’nelgug* and the

urgot gladiators enter from the northern gate. Once the wailing, gnashing, and chittering crowd has gathered, *Emegak* intones a prayer from the eastern balcony, and battle commences!

Urgot Gladiators, AC 14 (patchwork armour), HD 3, Great Axe 1d12+1, 19: target dazed and acts last in initiative next round, S15 D13 C16 I7 P9 W13 Ch6, L8, Mv 30 ft. A group of *urgot* may issue a simultaneous howl or chitter once/day, causing creatures within 20 ft to suffer a minor madness (*Luck* (Will) save resists).

Each round of the bout, ask one PC to roll 1d10 for an Arena Complication:

1. *S'nelgug* visibly swells with power from some dark force beyond the Veil (his next successful attack causes 20 damage).
2. Someone in the crowd hurls a clay bottle at the PC's head; make a *Luck* (Dex) save or stunned (lose next action).
3. The East Gate opens, and *Lorf the Ogre* (Area 16) comes charging out!
4. The North Gate opens and *Grabbok the Skorn* (Area 16) lopes into the arena, sizing up his closest opponent.
5. The South Gate opens and the *Giant Serpent* (Area 16) slithers out to snap at the closest humanoid!
6. The crowd begin a spine chilling moaning in discordant unison. All humans must make a *Luck* (Will) save or suffer a minor madness.
7. A horn sounds from the high balcony, and 2d6 members of the crowd hurl fire pots into the pit! (determine targets randomly, if missed, use 1d8 as scatter direction and 1d3 x 5 ft).

8. The stone beneath the PC's next step depresses, activating a crossbow trap from the closest wall (might strike another combatant if between the PC and the firing port). Target must make a *Luck* (Dex) save or suffer 2d8 damage.
9. Yellow gas issues from the large cracks depicted on the pit map. All creatures within 10 ft must make a *Luck* (Con) save or suffer *Malediction of Lunacy* (but roll the effect every round, the *urgot* are immune).
10. A booming drum sounds from the high balcony as *Emegak* appears and stretches his hands out towards the pit. The four pieces of equipment shown on the pit map (sword, great sword, flail, shield) all animate and attack the closest creature for 2d6 rounds (or until destroyed, treat as *Animate Sword* or similar).

Assuming the PCs prevail, *Emegak* opens the western gate to Area 20. The PCs receive no respite; they must enter the tunnels immediately if they wish to complete Trials two, three and four. The *urgot* seal the door behind them.

Area 19 - Leech Pool

This dark pool is 10 ft deep and connects to Area 21 via a 4 ft wide tunnel at the base of the northwest corner (a swimmer feeling about the walls by hand will find it eventually). A small nest of *Throat Leeches* live in the water (4 inch parasites).

Anyone swimming must make a *Luck* (Dex) save to avoid the little wrigglers entering their mouth, nose and throat. If failed, the leeches feed on PC's gullet, causing 1d4 Str or Con loss (even chance) each day until the attribute reaches half (LFG p.125 for more).

Western Catacombs

Sealed off from the *Enmesh*, the western catacombs are home to a number of dangerous monsters (including *Oozes*, *Dorovyr*, and *Blood Roaches* at the least). The tunnels are cold and completely unlit, but not silent. Echoes of distant rustling, skittering, and flapping are common throughout. A damp smell clings to the passages.

Area 20 – Western Arena Door

The tunnel from the Arena (Area 18) branches out into a maze of winding passages. The sound of flapping and fluttering can be heard from time to time (a Perc (Det) check also picks up a faint hissing). At the GM's option there might be droplets of ooze to the northwest (see Area 22).

Area 21a – Dorovyr Caverns

1d4+2 *Dorovyr Swarms* are nesting in each of these caverns, hanging upside down from stalactites. There is a 50% chance the swarms are sleeping. If awake, they will be drawn to investigate any noises the party make, but are naturally wary of open flames (inc torches, but not lanterns).

Dorovyr Swarm, AC 12, HD 3, Bite 1d8+1, 19: overwhelmed and helpless for 1d3 rounds (*Luck* (Str or Dex) save resists), S5 D14 C6 I3 P14 W10 Ch4, L6, Mv 120 ft flying. *Swarm* rules apply. On a critical the target suffers a toxic tail lash; *Luck* (Con) save or lose 1 Dex.

Dorovyr, also known as *flappers*, are 10 inch flesh eaters with wings; bald, bat like mammals that hiss and spit when threatened. From a distance they are often mistaken for ordinary bats (they employ echolocation), but on closer inspection their hideous faces and barbed tails are revealed.

Dorovyr attack with overwhelming numbers, something akin to flying piranhas, stripping the flesh from their hapless prey. On a critical, the target is lashed by a *dorovyr*'s barbed tail, which secretes a numbing toxin (*Luck* (Con) save or lose 1 point of Dex).

Area 21 – Dorovyr Colony

A colony of 2d6 *Dorovyr swarms* lair here in the stalactites, above a large, dark pool that connects to Area 19. The *Throat Leeches* living in the waters were carried here by the *flappers* years ago, and feast on their dead.

The rubble to the northeast of the cavern may be cleared away with determined effort (from either side), allowing access to the small chamber west of the Arena (Area 18).



If/when the *roaches* make their assault on the *urgot* (see p.5), they use decoys to lure the *flappers* north before going through the pool to Area 19.

Area 22 – Ooze

A *Splinter Ooze* has risen up through cracks in the earth here, and is presently in a state of semi hibernation. The tremors of heavy footfalls within 60 ft will rouse it from its sleep.

Splinter Ooze, AC 12, HD 8, Pseudopod 1d10, 19: the *ooze* swells in size, doubling its HD (max 8), S15 D17 C15 I4 P10 W16 Ch1, L9, Mv 50 ft may climb walls, etc. The *ooze* makes one pseudopod attack per target within 5 ft (poison based, anti-toxin or similar halves damage). When struck, the *ooze* splits in half (see below).

The *splinter ooze* is an 8 ft, flesh absorbing blob of white colouration, with a swift rippling motion. Upon sensing suitable prey, it sprouts whip like pseudopods to attack (one per target within 5 ft), causing 1d10 poison based damage on a hit. A character with anti-toxin or similar suffers half damage.

When struck, a *splinter ooze* divides in half, forming two monsters (halve HD, same attack bonus and damage). It continues splitting in this way until reaching 1 HD segments. A 1 HD segment reduced to zero hp is destroyed (turns black and shrivels up). A segment may spend its action to merge with another segment. Fire and lightning cause a splinter ooze no damage, but disorients them momentarily (lose next turn). Cold damage freezes the ooze solid for 1 round. If struck during this time, they shatter and die.

Area 23 – Fallen Explorers

Two aged human skeletons lie here in the dirt, yellowed but mostly intact. If inspected, the bones display hundreds of tiny teeth marks (victims of the *dorovyr*). Amongst the remains are a rusted shortsword, a steel shield (pitted but serviceable), a steel case of 10 *cold iron* bolts, a rotted crossbow (breaks on a natural 1-5 attack roll), and 1 x Carry Loot.

Area 24 – Ziggurat of Belmogg

A low ziggurat (two tiered, about 18 ft tall) occupies the centre of this 70 ft flagstoned square. The 35 ft wide monument is adorned with carved hieroglyphs and sacred scriptures in ancient *Surothi*. Oversized steps provide access to the raised tiers above. An oval shaped mirror, as big as a man, sits atop the second tier.

The ziggurat was enchanted by the priests to separate the chaff from the wheat. A true disciple of the *Belmogg* may ascend the steps without pause. Others must make a *Luck* (Con) save to reach the first level, the muscles in their legs growing increasingly heavy as they climb. On a

failed save, the PC loses 1 Str and cannot reach the next level under their own power.

To reach the top tier, a *Luck* (Perc) save is required, as the climber is assaulted by an overwhelming attack of vertigo. On a fail, the character loses 1d4 Dex and stumbles about, falling off the lower tier (about 10 ft, 1d6 damage).

At the top is a 7 ft two faced mirror, fashioned of silver and set into the stone. The surface is similar to brushed steel, partially reflective, but the images blurred and distorted. The edges of the mirror are decorated with stars, comets, and constellations, most of which of familiar, but not all (Int (Arcane or Wilderness Lore) check).

As might be expected, the mirror is magical. If two sapient beings stare into the mirror from opposite sides for seven seconds, their minds swap bodies permanently. A *Luck* (will) save resists, but both parties must succeed. Otherwise treat as *Sudden Transmogrification* (may be ended via *Sever Arcanum* or *Purge the Accursed*). A person may not repeat this effect for forty years (some of the ancient priests extended their lives by rehousing themselves in younger bodies).

If a single person who has fought in the arena stares into the mirror for seven seconds, the surface ripples in a strange manner, as if something is disturbing it from the other side. The character restores 1 *Luck*, is now ready to receive a reading from *Emegak*.

If the character continues to stare into the mirror, a hand like indentation (palm forward, fingers outstretched) pushes out of the surface just slightly. The hand is bigger than the mirror, with three uneven, multijointed fingers, one ending in a claw. If the PC touches the hand, they are “blessed” by a power beyond the Veil. Each effect occurs once only, is permanent, and cannot be reversed by mortal magic. Roll 1d10:

1. *Blood of My Blood*: If the PC dies, a horrible monster bursts from their corpse (treat as entry 11 on the DDM table).
2. *Ineffable*: Roll on the *Holgrim's Chest* table (LFG Companion p.99).
3. *Overstepped*: Roll on the *Divine Rebuke* table.
4. *Dark Disturbance*: Roll on the DDM table.
5. *Shining One*: The PC naturally glows when in complete darkness; very dimly, but enough to see a few feet ahead (disadvantage on sight checks, 33% miss chance, dispels magical darkness). The glow cannot be controlled and does not occur if the PC is at zero hp. The first time the PC is *Staggered* in a combat, they may spend a *Reroll* die to flash brightly, blinding one melee enemy until the end of the target's next turn (no save).
6. *Bender of Fate*: The PC increases their maximum *Luck* by 1.
7. *Bauble*: The hand passes the PC a permanent magical item through the mirror (25% *Minor Charm*, 75% random *Major Item*).
8. *Lost Lore*: The PC learns a random 1st level spell they may cast once per adventure. Their DDM tally begins at 3 instead of 1.
9. *Tainted Boon*: Gain 2 points to any one attribute of the player's choosing (max 19). Small children that come within 30 ft of the PC inexplicably recoil from them for just a moment.

10. *Void Soul*: The PC gains 50% magic resistance (always operating, even against beneficial effects).

Area 25 – Haunted Pool

In ages past, many an arena coward was dismembered and cast into this dark pool to die in abject shame. The waters are now cursed, haunted by a malignant spirit; a *Drowned Soul* that remembers nothing and knows only blind hatred for the living.

Similar to *wraiths*, a *Drowned Soul* may shift between physical and *Incorporeal* forms. If given the opportunity, it will attempt to drag an adventurer to the bottom of the waters and drown them. The *Drowned Soul* cannot leave the confines of Area 25 (and connecting tunnel).

Drowned Soul, AC 14, HD 6+4, Claw 1d12 + special, 19: all active light sources within 60 ft are extinguished as if soaked with water, and cannot be relit until dried, S- D17 C- I10 P10 W13 Ch6, L10, Mv 30. *Undead* and *Incorporeal*. May take physical form for short periods (no action, but painful, gains Str 14, Con 18). On a claw attack (ghostly or real) the target's maximum hp is reduced by half the damage suffered (returns in 2d4 months, or by being doused in *holy water*).

Area 26, a, b & c – Inner Sanctum

The rusting iron door to this room is locked (the key is lost, a Dex (Traps & Locks) check with a -2 penalty opens it). Beyond is a 15 ft by 12 ft chamber with a 10 ft ceiling. The walls are finely plastered, stamped with long and intricate *Surothi* prayers to otherworldly entities. Faded meditation mats lie on the floor, crumbling to dust if set upon.

26a includes a circular iron table, surrounded by six iron chairs. Atop the table is the dusty debris of disintegrated books and maps. If the inch thick layer of dust is removed, a single scroll remains beneath (yellowed but in remarkably good condition; 1 x Scroll).

26b may be accessed via a secret door (Perc (Det) check to notice, the door opens by sliding it up into the ceiling where it clicks into place. Pressing it again releases it down slowly via weighted chain). Within is a small chamber lined with lead. A wooden table has collapsed, but 1 x Valuables, 1 x Trinkets & Curios, and an *adamantine* breastplate remain behind (may be used as medium armour, or part of heavy armour).

The door to 26c is locked (Dex (Traps & Locks) check to open). The small cave beyond contains a humanoid skeleton, its leg encased in a *cold iron* manacle attached to the wall. An Int (Wilderness Lore) check confirms the skeleton is not human. An Int (Arcane Lore) check reveals the truth. *Hag* bones are an important ingredient in certain potions and admixtures, worth 2d6 x 100 gp to the right buyer.

Area 27 – Blood Roach Nest

See Area 29.

Area 28 – Blood Roach Graveyard

A large 4 ft high, 8 ft wide earthen mound with a hardened, crust like surface occupies the centre of this cavern. Close inspection reveals crude scratchings, akin to some form of rudimentary hieroglyphs in uneven, diverging lines. The *roach* markings record some detail of their buried dead, and might suggest to the adventurers that they are

sapient. Numerous sections of the floor are churned; digging down reveals the decaying bodies (shallow) and old bones (deeper) of dead *roaches*.

When the PCs visit here, there is a 50% chance of a *roach* hiding behind the mound, trying to keep out of sight (it was inscribing something with its claws until suddenly disturbed).

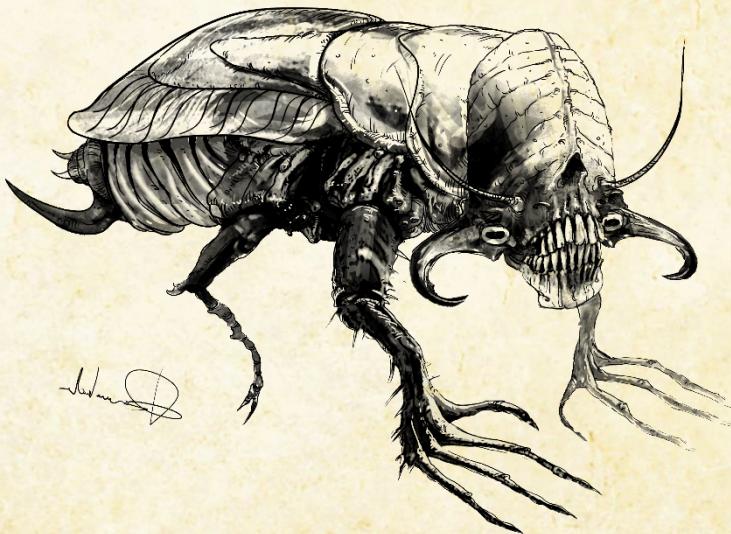
Area 29 – Blood Roach Nests

The cavern in Area 27, and the eastern and western caverns in Area 29 (the largest about 25 ft wide, with a 50 ft ceiling) contain 2d6 *Blood Roaches*. The central cavern of Area 29 contains the *Roach Queen*.

Also known as *scrabblers*, *blood roaches* are 5 ft carapaced plasma drinkers, with silk shooting spinnerets and human like forelimbs. Gripping prey with their teeth and claws, the insects employ a stabbing tongue proboscis to drain their victim's vital juices. *Blood roaches* possess an alienesque sapience and rudimentary psionics; demonstrating primitive language, social rites, and lore keeping. They gather in nests, presided over by an egg laying queen (9 ft long, with four claws instead of two).

If the party has been loud, most of the *scrabblers* are in hiding in shallow burrows (the entrances concealed with silk hardened doors, similar to a trap door spider; Perc (Det) check at disadvantage to spot), and one or two on the ceiling (outside of ordinary 30 ft torch range), ready to spring an ambush. If the party surprise them, most of *roaches* are moving about or resting in their burrows, gorging on two foot worms or clicking to each other (with their teeth, or making a deep thrumming by vibrating their skull plates).

The raised mounds on the map appear freshly piled, with strands of silk binding them together. Inside are the preserved corpses of giant worms, *happers*, *thuels*, *skorn*, and other juicy creatures from above and below ground (the *roaches* access the surface via Area 33, generally at night).



If the larders are emptied, there is a 50% chance of human remains with 1 x Carry Loot (75%) or 1 x Trinkets & Curios (25%). If the queen is defeated, 2d6 eggs are buried nearby (the embryos die without the queen, but the corpses are worth 50 gp each to a collector).

Assuming the party take one of the *roaches* alive for *Emegak's* ritual, the queen rounds up any survivors to make a counter attack via Area 19 (see p.5).

Blood Roach, AC 12, HD 4, Bite 1d6 and Horn 1d8 plus *Silk Grapple* (special) 19: psionic thrumming; enemies within 5 ft must make a *Luck* (Will) save or suffer a *Head Injury* (*Injuries & Setbacks* table) S10 D14 C11 I4 P13 W13 Ch8, L7, Mv 40 ft inc up walls, ceiling, etc. As part of their attack action its spinnerets may fire a silk grapple line: single target, range 60 ft, *Luck* (Dex) save or entangled. An entangled target has a -2 penalty to hit, and may be pulled up to 30 ft each round (Str contest vs Str 16 to break free on target's turn, no action). A PC reduced to zero hp must be recovered from a *roach* in one round or they die (proboscis blood drain).

Roach Queen, AC 13, HD 9 (76 hp), 4 x Claw 1d12 plus *Silk Grapple* (special) 19: psionic thrumming; enemies within 15 ft suffer a *Head Injury* (*Injuries & Setbacks* table), S14 D13 C15 I5 P13 W16 Ch11, L12, Mv 40 ft inc walls, ceiling, etc. *Boss Monster* with all the usual benefits. As *Blood Roach*, but entangle up to 120 ft and Str 20.

Area 30 – Drop Wall

This 25 ft wide, 150 ft long hall has a vertical indentation in the ground at about the mid point. Looking at the 15 ft ceilings reveals a raised iron wall (operated by chains and winches hidden behind the stonework).

A single iron faceplate with a large keyhole is set into the northern wall. Turning the oversized key from Area 11 in the lock triggers the mechanism,

slowly lowering or raising the wall (moves 1 ft per round). PCs without the key might be able to manipulate the lock to work without it (Dex (Traps & Locks) check at a -3 penalty).

Area 31 – Giant Centipede Nest

2d12 *Giant Centipedes* have a nest here beneath a rocky outcropping on the northern wall. They crawl about in a large, oval shaped ball, eating their latest kill (a pasty white giant worm).

The northeastern cavern contains the bones of past meals, as well as a dug out hole containing 4d6 eggs (Int (Wilderness Lore) check suggests they are worth 10 gp each to a collector).

Giant Centipede, AC 13, HD 2, Bite 1d4 and Stinger (*Luck* (Con) save or suffer 1 Dex loss), 19: extra strong dose of poison requiring two *Luck* saves instead of one, S14 D14 C10 I1 P10 W10 Ch2, L5, Mv 30 ft. An adventurer has a 25% chance of harvesting one dose of poison from a dead centipede.

Area 32 – Guard Post

The rusting iron doors to these two chambers are locked (Dex (Traps & Locks) check to open). Within the first room are decaying chairs, tables, and crates. Within the remains are 2d6 weapons (iron maces and hammers).

The southern door is also locked. The room beyond contains three suits of ancient iron scale armour, fallen from rotten dummies. Two metal shields with white bridge motifs are hung on the wall (pitted but functional).

Area 33 – Greater Tunnels

This passage quickly diverges into many winding branches, some of which lead to the surface, others deep beneath the earth. The various denizens of the western catacombs use the tunnels to hunt both above and below ground.

Aftermath

Assuming the party pass the Four Trials and repeal (or avoid) the *roach* assault, *Emegak* provides the prophesy or information desired.

If *Maud* is involved and still alive, the PCs receive double their promised reward, and are lauded in merchant circles for their prowess. If *Maud* dies, word eventually spreads around Dol-Karok's merchant quarter, sullying the party's reputation for a short period. If *Maud* lives but the prophecy is unable to be obtained, the old fool is disappointed but thankful glad to be alive, and pays the party their agreed fee regardless.

Special Thanks

Finally, a very special thank you to cartographer **Rafal Zatwarnicki** of **New Horizons** for *very generously* allowing us to use his amazing map for this adventure! I hope folks have as much fun exploring the dungeon as I had populating it! :D

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Note: I made some very minor cosmetic adjustments to the map (removed a few doors, moved the mirror icon), to match up with the adventure as it came together.



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