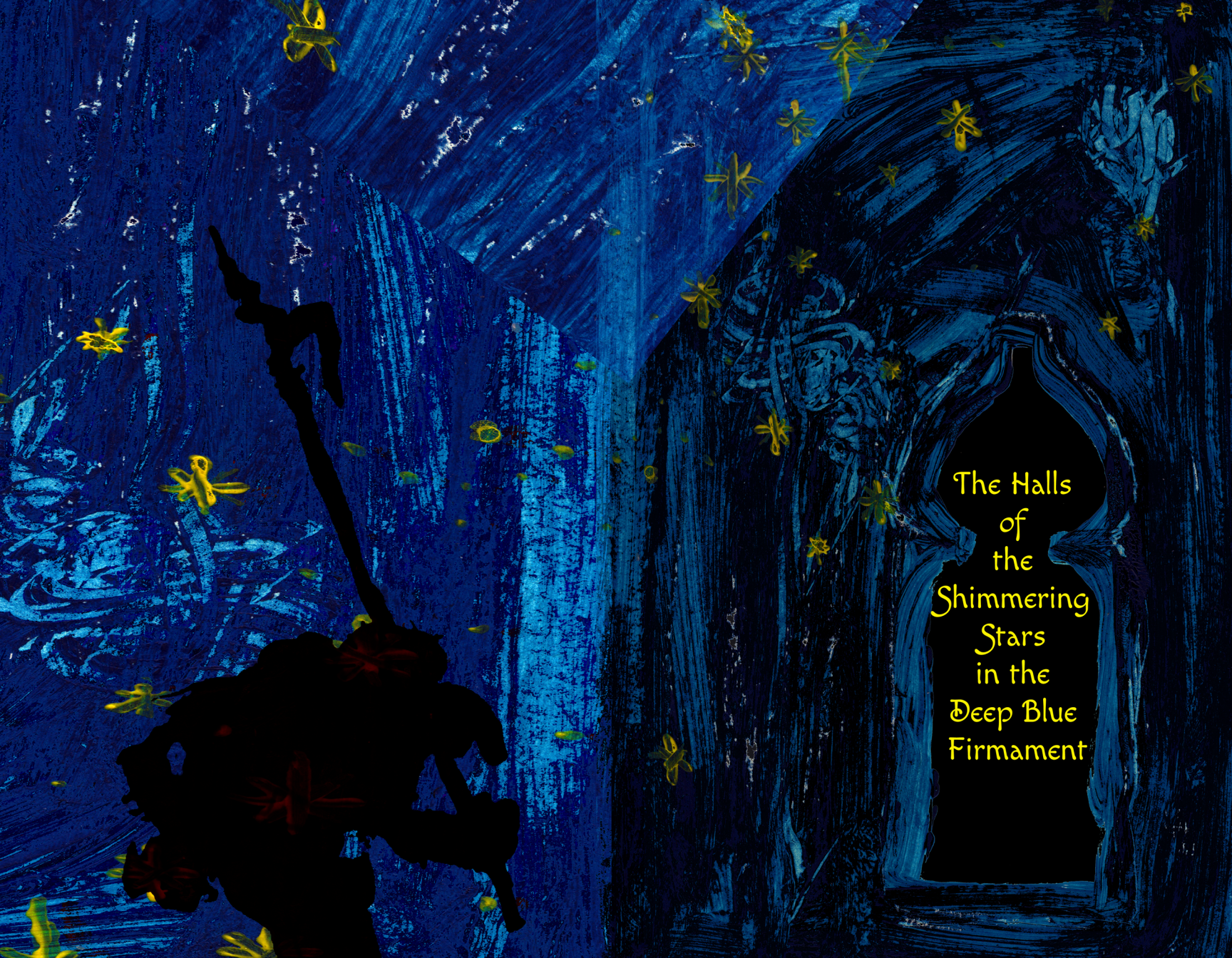




The Halls
of
the
Shimmering
Stars
in the
Deep Blue
Firmament

Dear Reader...

This PDF was created as a thank-you present for those who were kind enough to buy both the print and PDF versions of Yoon-Suin, my campaign setting. I hope you enjoy both it, and the original product itself.

What you have here is a three-level dungeon I created for my own personal game, slightly-fleshed out. It is not quite as polished as other such products might be, but it should, I hope, be completely useable.

In my personal game the dungeon can be found in an abandoned palace somewhere in the Yellow City. It can, however, be “dropped in” to a game set elsewhere – in the Hundred Kingdoms or the Mountains of the Moon, for instance – with a few tweaks.

It is expected to function best as a kind of starter-dungeon or alternative to a megadungeon.

The final thing to say is that, if you use The Halls of the Shimmering Stars in the Deep Blue Firmament in a game, please send me an AP report. You know how to contact me.

Yours,

David/noisms

The Halls of the Shimmering Stars in the Deep Blue Firmament

It was perhaps once the palace of some minor slug-man potentate and his family. That would explain its air of glory and opulence, which has somehow managed to survive – albeit in faded form – through the millennia. Certainly, whoever built it must have been of great wealth: the lapis lazuli required to paint such a building from head to foot and corridor to corridor in crepuscular blue could buy and sell a mound of opium the size of a peak in Upper Druk Yul. And the brick is of a quality found nowhere else in the South – it can only have been shipped down the God River from the distant North, which would have required a fleet hundreds of boats strong.

The original owners, however, are long dead and forgotten. In the centuries since it has seen many other uses: school, prison, infirmary, archive, temple, tenement, brothel, warehouse. The only thing that has remained constant is the decoration: a paint scheme of deep rich blue walls dotted with stars, which, while it has mostly been scraped or worn away, still survives here and there in patches large or small – particularly on its grand, high ceilings.

Nowadays it lies abandoned. Abandoned, but not empty. People and *things* live there. Those who can see the usefulness in a big, quiet, isolated building in which to live. Those who need to hide. Those who like not to be disturbed. Those on the edge. And the people of the local area know it – just as they know the rumours of the treasures which also lie within...

The Firmament

Most of the paintings of the firmament which once covered the rooms and corridors of the palace have been weathered away by the passage of time and the ravages of former occupants, but sections remain here and there – on the ceilings of almost all rooms, and sometimes on walls or floors also.

Whether the firmament was always magical, or has become imbued with magical properties down the aeons, is unknown. All that is known is that it seems to have unpredictable effects on those casting spells within the Halls.

Whenever a magical spell is cast in the halls, there is a 1 in 6 chance of the firmament affecting the outcome. It does so in a random manner: consult the table below.

Dice	Effect
------	--------

- | | |
|----|--|
| 1 | Spell fizzles and has no effect |
| 2 | Caster is teleported to a random room in the Halls |
| 3 | Spell achieves its maximum effect (if a dice roll is required, the best possible result is achieved) |
| 4 | Spell achieves maximum potency (no saving throw permitted) |
| 5 | Caster is imbued with energy (regains all hit points after casting) |
| 6 | Caster is critically weakened (loses all but 1 hit points after casting) |
| 7 | Caster becomes plagued by visions of stars which blur his vision (-1 to all rolls for the rest of the day) |
| 8 | Caster remembers the spell he has cast and can re-cast it again that day |
| 9 | The spell manifests itself in the form of a randomly-determined spell of the same level |
| 10 | The caster loses all sense of himself and reality and can see only stars in the firmament for ever more; becomes catatonic and can be lead here and there by the arm, but is otherwise totally inactive. |

Running the Halls

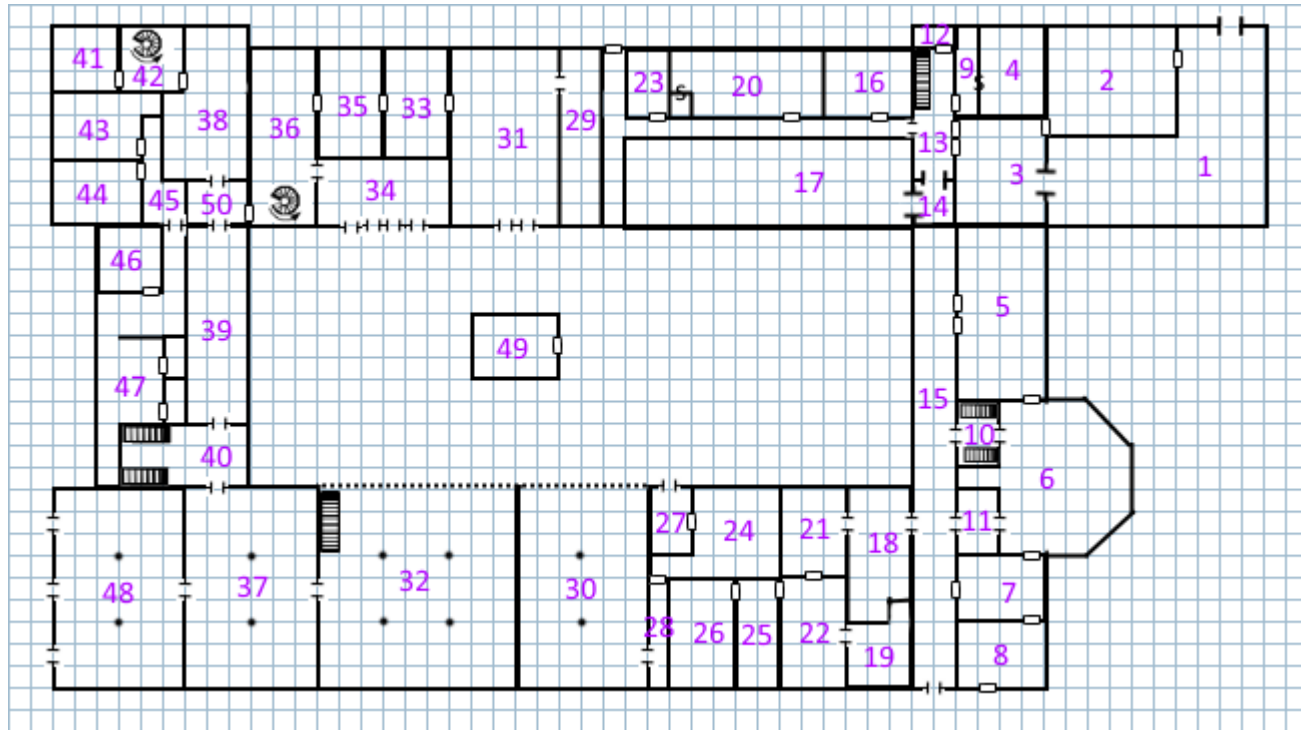
The Halls of the Shimmering Stars in the Deep Blue Firmament were once a palace. This means that most of the rooms facing the outside world have windows which can be climbed through. Ivy also grows here and there, aiding climbers. Entrance and exit is not difficult.

This also means that the Halls are not a dark dungeon. The building is well lit, as almost all rooms face the outside.

It also means that dwellers can easily spot intruders approaching or retreating and can plan accordingly.

Finally, it also provides convenient entrances and exits for large, predatory arthropods searching for prey.

Level One



Level One Factions

The Lepers. A colony of outcasts who swathe themselves in cloth and inhabit the area around rooms **6, 5, 10, 11, and 15**.

Leader: *The Pale Lady*. 2 HD, AC 6, #ATT 1, DMG as weapon (spear), Move 120, ML 8

Typical Leper: 1 HD, AC 7, #ATT 1, DMG as weapon (club, machete, knife), Move 120, ML 6

The Outlaws. A band of criminals who are based in rooms **16, 17, and 12**, from where they launch criminal raids into the city proper.

Leader: *Bá Jé the Fat*. 2+1 HD, AC 5, #ATT 2 (dual weapon), DMG as weapons (machete + kukri), Move 90, ML 9

Typical Outlaw: 1+1 HD, AC 6, #ATT 1, DMG as weapon (machete, kukri, sling, darts), Move 120, ML 8

The Preta. A group of reincarnated souls who are cursed with a greed for faeces of all kinds. Inhabit room **37** but often wander the corridors.

The Tamasic Men. A band of woodlouse men who lair in rooms **19, 22, 24**, and neighbouring chambers. Refer to the Yoon-Suin book for details.

The Golden Wormlings. A mated pair, with their offspring, who nest together in rooms **43 and 45**.

Leaders: *The Mated Pair*. 2 HD, AC 6, #ATT 1, DMG as weapon (plus spitting attack), Move 120, ML 7 (female has psionic powers and 10 pp; refer to Yoon-Suin book for details)

Level One Random Encounters

Dice Encounter

- 2 **Researcher.** A 3rd level magician exploring the Halls searching for: 1 – magical items, 2 – ancient tomes, 3 – an *ancient artefact*, 4 – something his order has lost. Carries a Wand of Magic Missile with 8 charges, and a spell-book containing *read languages*, *magic missile*, *sleep*, *detect magic*, *analyse*, *read magic*, *locate object*, *ESP*, and *knock*. Is accompanied by two 2nd level warriors who act as bodyguards. Each is armed with a club and spear and wearing banded mail (AC 5). TT: V
- 3 **Preta.** 1d3 preta from the area around rooms 32 and 37, looking for faeces.
- 4 **Giant cockroaches.** 2d6 in number. AC 5, ½ HD, Move 150, #ATT 1, DMG d3.
- 5 **Giant centipedes.** 2d6 in number. AC 7, ½ HD, Move 180, #ATT 1, DMG d3+slow sickness poison with immediate onset.
- 6 **Tamasic men.** 1d6 in number – a scavenging or patrol group sent from the band in rooms 19 and 22. TT: P
- 7 **Lepers.** 1d6 in number – a patrol group sent by the band in rooms 5 and 6. TT: P
- 8 **Brigands.** 1d3+3 robbers, smugglers or similar sheltering in the Halls. AC 7, HD 1, Move 120, #ATT 1, DMG by weapon (kukris or clubs). TT: P, Q, R
- 9 **Oil beetles.** 1d8 in number.
- 10 **Giant hunting spider.** Hairy, quick, and looking for prey. AC 6, HD 2+2, Move 150, #ATT 1, DMG d6+death/quick sickness poison with d6 minute onset.
- 11 **Minor rakhosh.** 1d3 in number. Using the Halls as a hideout during some nefarious mission: 1 – Kidnapping, 2 – Murder, 3 – Theft. TT: U
- 12 **NPC Party.** Exploring the Halls for reasons similar to the PCs. 2nd level warrior, 1st level warrior, 2nd level magician, and 1st level holy-man. TT: Px2, Qx2, Rx2, U

Level One Room Descriptions

1. **Annex Entrance Hall.** E and S walls lined with alcoves which once held busts or statues of some kind – now all smashed. Archway to **3** is decorated with script in an ancient slug-man dialect no longer spoken; it reads “From the stars come wonder.”
2. **Old Guard Room.** Was once used by previous inhabitants as a guard room for the main entrance. Whatever furnishings existed have been smashed or rotted away. Amongst the dead leaves, rotting wood and cobwebs are tiny soul worms – maggots with human faces: the reincarnations of worthless men.
3. **The Antechamber.** High-ceilinged chamber where guests would once have waited to be met. Now home to a *Singing Beetle* mother with her 12 young in a large silk nest covering the entire S side of the chamber. Can simply be sneaked past; the mother is only aggressive if her brood is in danger. [Singing Beetle Mother: AC 5, HD 3, Move 150, #ATT 1, DMG 1d8; Young: AC 8, HD 1, Move 90, #ATT 1, DMG 1d4] Double doors to **13** are usually barred.

4. **Spring.** Water naturally wells up forming a healing spring in a basin decorated with heads of rhinos. Drinking recovers 1d3 hp; this benefit only has effect once a day, but the water can be bottled for future use.

5. **Leper Living Area.** Large hall which the leper colony use for sleeping and gathering. Contains 7 lepers, TT: P. The doors are usually barred.

6. **Auditorium.** Semi-circular raised rows of seats, with a stone lectern or dais at the bottom centre. Ceiling extends up to the top of the palace (see corresponding sections for Levels Two and Three). Main headquarters for the leper colony; there are 10 lepers here and in rooms **10** and **11**, with the leader, The Pale Lady, who has 2 HD. There are 3,000 sp in 6 large earthenware pots hidden under the lectern; moving it requires at least 4 men.

7. **Side Chamber.** A room where whoever used to speak at the Auditorium would prepare. A plain,

unfurnished, dusty space. N door usually barred and blockaded by the lepers.

8. **Vestibule.** S door leads to outside world. Also usually barred and blockaded by the lepers. Contains motif over N door in same script as that on the arch in room 1: reads “In wonder, power.”

9. **False Wall.** E wall contains three apparently random bricks scraped clear of blue paint. Pushing them inwards causes darts to shoot from hidden mechanisms in N and S walls: do 1d3 damage and contain quick-sickness poison. Pushing the bricks immediately below each ‘clear’ brick opens secret door to room 4.

10 and 11. **Stair cases.** Two chambers with archways leading to the Auditorium in 6. Both contain staircases which lead to landings on Level Two.

12. **Outlaws’ Cubby Hole.** 3’ door leading to cubby hole behind staircase in 13. Contains 1,000 cp divided between three sacks. In a gap between two bricks are 5 gems (jade worth 100 gp, three opals worth 750 gp each, an aquamarine worth 500 gp). In a hole

in the NW corner, covered with dirt, is a small bag containing a gold brooch decorated with coral worth 1,000 gp, a string of 6 jade beads worth 2,000 gp, and 2 gold bracelets worth 500 gp each).

13. **Entrance Hall.** Contains staircase up to level 2, and archways in NW, S. There is a 25% chance the outlaws in room 16 are here instead.

14. **Small Atrium.** Archways leading in all directions; in the centre is a plinth with space for a brass bowl or sphere which is missing.

15. **Long East Wing Corridor.** Wide and sunlit with windows looking over the central courtyard. There are always 4 lepers here keeping the lookout. The arch in the SW leading to room 18 is always blockaded with whatever the lepers have scavenged from the local area and guarded by at least 2 men, as is the arch in the S which leads to the outside world.

16. **Outlaw “Safe” Room.** A place the outlaws sleep and spend leisure time. Was at one time used as a prison and has manacles attached to the walls. Contains 3 outlaws at any one time.

17. The Long Room. The outlaws' headquarters and what was once a meeting hall for a religious group – statues to two deities stand at the W end. These are Keleleku, a monkey god of oceans, rivers and love, and Faluha, a dragon god of magic. The outlaws pay them a kind of tribute for permitting them to stay and offering protection: gifts of perfume (three vials each, each worth 20 gp) and silver medallions, chains, etc. worth 100 gp total. 6 outlaws, plus the leader, Bá Jé the Fat.

18. Pulley Room. An open chamber with a shaft up to Level Two (room 15 in that level). Once contained pulleys for carrying supplies upstairs; these are long gone except for holes and pieces of metal jutting from the wall. It is possible, though difficult, to climb up, but the shaft is home to a Green Orb Spider. [Green Orb Spider: HD 2, AC 6, Move 120, #ATT 1, DMG d3/poison (paralysis, instant onset). Can squirt silk which binds target on a successful 'to hit' roll.]

19. Tamasic Men's Treasure Hoard. Cubby hole in the NE corner contains the tamasic men's treasure: 6,000 cp in 6 sacks, and four large glass jars containing 2,000 gp between them. Just inside the

room in front of the archway is a 10' deep pit trap with spikes – causes d6+3 DMG on falling. It is covered by a blanket the same colour as the floor.

20. Crown Chamber. S door is locked and rusted shut. Chamber itself is coated in dust; has not been entered for centuries. In SW corner a face is embossed on the wall: its eyes and mouth are open holes, just large enough for somebody to insert hands. Close inspection reveals splinters of bone. If one individual inserts a hand into the mouth and left eye simultaneously the wall shifts to allow entry in secret chamber. If an individual inserts both hands in any other combination of holes the holes snap shut and sever both hands. In the secret chamber is the dried husk of a slug-man, incredibly ancient, wearing a silver crown studded with amethyst. It is worth 3,000 gp as an item of jewellery; it also acts as a *Crown of Arthropod Control*.

21. Spider's Larder. d6 silk cocooned victims of the spider in room 18. Half are alive but permanently paralysed. Generate using the 'Yellow City Personages' table in the Yoon-Suin main book.

22. Tamasic Men's Sleeping Chamber. Stinking, dirty, unkempt room where the lazy and feckless tamasic men sleep. Contains 1d6+3 of them at any one time, napping. Doors to N and W are usually barred, but there is a 1 in 6 chance the tamasic men have forgotten to do it. TT: P

23. Small Box Room. A Grey Ooze leaks from a crack in the ground; this is very narrow but if widened could be used to access whatever tunnel system exists below **49**.

24. Tamasic Men's Living Area. As equally stinking and unkempt as the sleeping chamber, without bedding but with piles of half-eaten food. Contains 7 tamasic men, which includes 2 HD leader. Doors usually barred, but 1 in 6 chance this has been forgotten.

25. Tamasic Men's Latrine. An unspeakable mess. Anyone entering must save vs poison or be stricken as if by a *stinking cloud* spell. On the E wall, towards the S, is a single hand-shaped indentation. Placing a hand within it opens the door to the summoning chamber in **41**.

26. Tamasic Men's Larder. Contains 3 guards, 8 bags of rice and 3 bags of crickets (dead).

27. Small Archway. An arched opening to the main courtyard. There is a 1 in 6 chance the tamasic men have remembered to post a guard here.

28. Old Servants' Entrance. Narrow corridor to the outside world.

29. Outsider Moth's Lair. An Outsider Moth, summoned somehow to guard the abandoned temple to **Féléjá** in room **31**. It spins the air in both rooms into silk, sucking them of oxygen. Anyone entering into these chambers move at half rate and the moth always wins initiative. [Outsider Moth: HD 4, AC 5, Move 120 (Fly 150), #ATT 1, DMG Special. Only harmed by magical weapons. Attacks to drain energy levels by grasping victim and thrusting tongue down the throat.]

30. Cloisters. Big open space, two central pillars and cloisters on the N side. The lair of 3 evil spirits, all brothers, with ivory white skin, sharp teeth, and black eyes. They lair in the Halls and go out at night

to cause mischief and mayhem. HD 3, AC 6, #ATT 2, DMG by weapon/bite for 1d2, can cast *blink* and *darkness*, 15' radius each 1/day: one has a machete, the other a spear, the final a blowgun. Their treasure is 3,000 gps of an ancient hexagonal type contained in a chest, a scroll of *protection from magic* and a scroll of *protection against undead*, and a sentient blowgun+1 of INT 10, with the powers to *detect evil* and *detect magic*. All treasures are hidden under a slab in the floor.

31. The Shrine to Féléjá of His Many Pathways. Big, grand, largely undisturbed. The shrine itself is on the N wall and features a stone statue of a turtle-headed man. Féléjá of His Many Pathways remains, in diminished form, in the shrine itself; he will gladly answer questions regarding routes, secret entrances and destinations in the Yellow City. There is a 1 in 6 chance he will not know the answer to such a question, but if so he will simply make up a lie. In return he expects appropriate living sacrifices of sentient beings. If he obtains a thirteen such sacrifices he will gain enough power to instantiate himself in the physical world once more.

32. Cloister Room. Contains four large pillars, stairs up to Level Two, and cloisters looking out over the central courtyard. There is a 2 in 6 chance the preta from room 37 are in this chamber.

33. Priests' Chamber. What was at one time the private bed chamber of the priests of the Féléjá temple. Now long gone; nothing remains except images of the deity scrawled crudely on the walls, covering what remains of the original decorations. One flagstone is loose and is a cubby hole containing a single silver ring with an onyx gem, worth 300 gp.

34. Arched Entrance. A large, open arch allowing entry to and from the courtyard. The W arch leading to 36 is blocked with mucus by the golden wormlings; this can be cleared away but it dissolves metals as per golden wormling spit rules.

35. Wormling Victims. Another chamber which was once occupied by worshippers of Féléjá; images daubed on walls as in 33. Contains skeletons of various outlaws, beggars, exiles, etc., who the golden wormlings have killed and dumped in the

room. Also a small wooden chest containing 3,000 sp which the wormlings have no use for or interest in.

36. North West Hall. Contains a grand spiral staircase leading up to Level Two. Floor is sticky with wormling mucus, and door W is blocked shut as with the arch leading in from **34**.

37. Preta Room. There is a 4 in 6 chance the preta are in this chamber; they number 1d6+3 and their hunger is for faeces. An ancient treasure is hidden here, which the preta know of: it is a *wand of illusion* with 11 charges, hidden on top of a ledge near the top of one of the central pillars in the room, not visible from below.

38. Wormling Nest. Contains 1d6 golden wormlings at any one time, plus 2d6 egg clusters which the wormlings protect to the death.

39. Long West Wing Corridor. Contains 1d6 golden wormling guards; the arch to room **40** is mucus-sealed.

40. Western Staircase. Two staircases leading up to Level Two, with a central space between them which once housed a large statue; only the stand remains.

41. The Summoning Chamber. Door is unopenable except by the mechanism in **25**. Room contains a large circle carved into the floor, with a short poem in its centre (an old language of the city no longer spoken). Reading the words summons Zadeh the Old, a major rakhosh, from the spirit realm. If the circle has been entirely filled with a paste mixture of blood and chalk, Zadeh cannot leave it and will perform a task in return for his release. Otherwise he will simply kill his summoner(s) and run amok in the city.

42. North West Spiral. Another spiral staircase leading up to Level 2. Structurally weak, with a 1 in 6 chance of collapsed each time it is climbed.

43. Golden Wormling Dominant Pair. The lair of a male and female golden wormling who are the dominant breeding pair of the colony. Each has 2 HD and is of the spitting type; the female is psionic with 10 psionic points. Also 1d6 guards.

44. Stowed Treasure Room. A local criminal band (generate using the table on page 92 of the Yoon-Suin book) use this chamber to stow their treasure, clambering in through windows in the W wall. The treasure is 2,000 gp in a big pot; an assassin worm lurks inside, biting for death/10 poison anybody who puts their hand inside.

45. Golden Wormling Guards. 1d3 golden wormling guards, plus a conjoined twin: 2 spitting heads, 2 HD, two attacks.

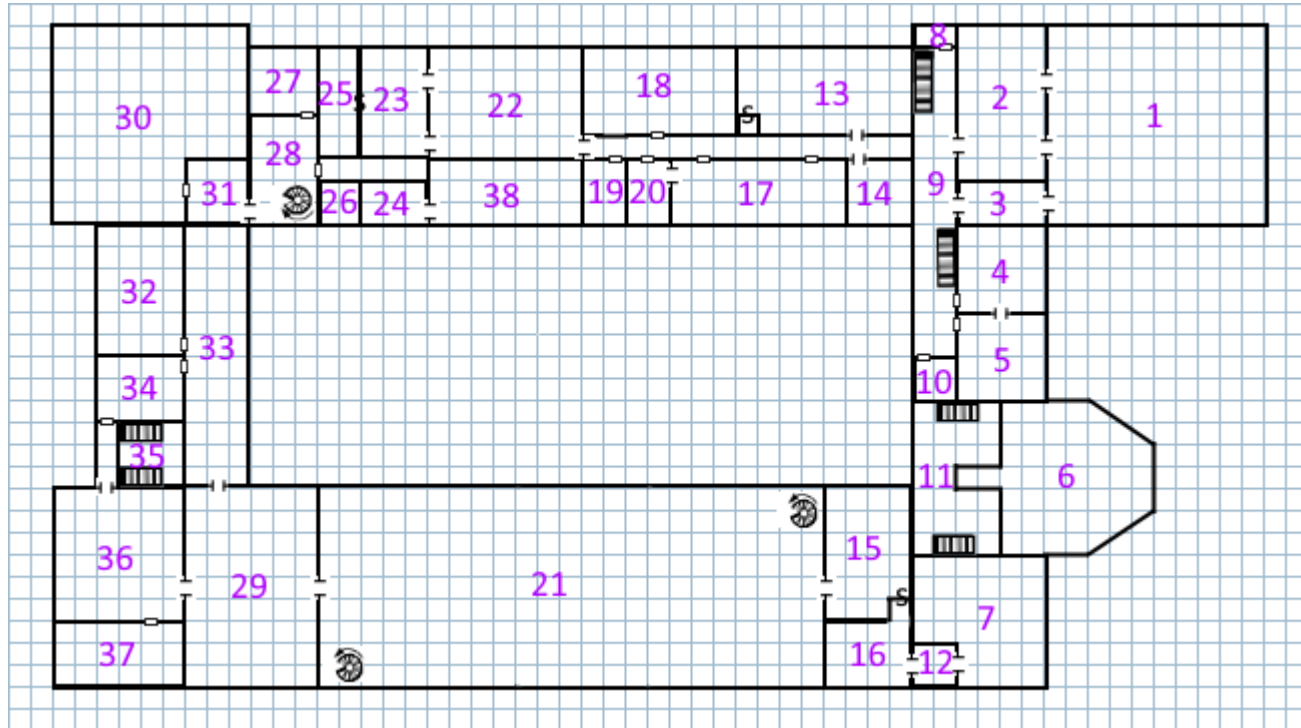
46. Yellow Mould Room. Door is barred and locked – for a reason. The room behind is entirely covered in yellow mould. Underneath it all, if it is cleared away, is a single copper amulet of antique heritage worth 150 gp to the right buyer.

47. Caretaker Closets. Two cubby holes, with entrances 3' high, where a long-forgotten caretaker would have kept cleaning materials. Now the lair of 1d6+3 bombardier snails.

48. The Main Entrance. Large, open, pillared entrance hall. Contains a dried out fountain. This is haunted by a female spirit, who resembles a beautiful maiden with the hindquarters of a frog. She appears 1 time in 6 whenever the room is entered; in return for refilling her fountain with water she will give information about the contents of the Halls to the best of her knowledge.

49. Central Pavilion and Well. The central pavilion is a gazebo-like structure, covered in graffiti, laired by hand-sized crane flies which are harmless but follow visitors everywhere from that point onwards, causing all dice rolls to be at -1 from their distracting, bumbling flight. The well leads to a submerged tunnel system, which requires water-breathing to reach and explore. *(It is recommended the tunnel system leads to hidden entrances in locations of interest elsewhere in the Yellow City or its Old Town.)*

Level Two



Level Two Factions

The Philosophers. A group of stoics who believe there is a vast conspiracy against them and are hiding in the Halls, chiefly in the area around rooms **25** and **26**.

Leaders: *Ha yám*, 4th level magician and golemologist (usually memorised spells: *sleep*, *shocking grasp*, *mirror image*, *web*), *Ra u nek*, 3rd level magician (usually memorised spells: *dancing lights*, *magic missile*, *invisibility*), *Om swar óp*, 3rd level magician (usually memorised spells: *charm person*, *burning hands*, *ESP*).

Ordinary members: 4 1st level magicians and holy-men (randomly determine spells memorised) and 4 0-level sages.

The Figments. A group of figments summoned by a long-dead arch-mage to guard his treasure in room **21**. Have power to *Fly*, *Cause Fear* 3/day, and *Grease* 3/day. Appear as diminutive female baboons with human heads.

The Pishacha. A band of evil spirits who lair in the area around rooms **13**, **14**, **17** and **18**. They raid the city proper to kidnap unfortunates, who they bring back to their lair for torture and feeding. They are led by *Bogyoke*, a 3 HD pishacha. Other stats are as provided in the Yoon-Suin book.

The Phase Mantids. A group of mantids who have somehow gained the ability to phase in and out of this reality, in precisely the same fashion as a phase spider. They nest in **30** and **31**. Stats are as provided in the Yoon-Suin book, with the additional capacity to phase.

Level Two Random Encounters

Dice Encounter

- 2 **Researcher.** A 3rd level magician exploring the Halls searching for: 1 – magical items, 2 – ancient tomes, 3 – an *ancient artefact*, 4 – something his order has lost. Carries a Wand of Magic Missile with 8 charges, and a spell-book containing *read languages*, *magic missile*, *sleep*, *detect magic*, *analyse*, *read magic*, *locate object*, *ESP*, and *knock*. Is accompanied by two 2nd level warriors who act as bodyguards. Each is armed with a club and spear and wearing banded mail (AC 5). TT: V
- 3 **Giant Vinegaroon.** Ever-hungry, ever-searching. Stats as the bestiary entry.
- 4 **Green Slime.**
- 5 **Pishacha.** 1d6 in number – a patrol from the group lairing in and around room 13. TT: Px2, Qx3, R, U.
- 6 **Millipede Swarm.** HD 4, AC 9, Move 60, #ATT 1, DMG 2hp/4hp. Swarm is 10'/10' in size; anyone within the swarm takes 2hp in damage automatically if armoured; 4hp otherwise. Swarm is unharmed by normal weapons, but frightened away by fire and easily outrun.
- 7 **Giant Insect.** 1 – Cave cricket, 2 – Crab spider, 3 – Giant mantis, 4 – Fire beetles, 5 – Giant centipede, 6 – Giant scorpion. Stats as the relevant standard monster manual dictates.
- 8 **Grey Ooze.**
- 9 **Phase Mantids.** 1d3 in number – a patrol from the group lairing in and around room 30. HD 1+1, AC 5, Move 120, #ATT 1, DMG 1d6. Can *blink* at will. Attacks to grasp and bite.
- 10 **Hunting Worm.** An escapee from a local breeding pit. Stats as per the bestiary entry.
- 11 **Pajikots.** 1d3 in number – a patrol from the group lairing in and around room 7.
- 12 **NPC Party.** Exploring the Halls for reasons similar to the PCs. 3rd level warrior, 2nd level warrior, 3rd level magician, and 2nd level holy-man. TT: Px2, Qx2, Rx2, U

Level Two Room Descriptions

1. The Sun Room. Big chamber, with windows on all sides except the W, where there are three archways leading to **2** and **3**. Now thickly overgrown with large plants, wall creepers, ferns etc. Contains 5d4 Rot Grubs in and amongst the plants; these are very difficult to see in the undergrowth and achieve surprise 5 times out of 6. [Rot Grub: Large maggot squirming about in an endless search for living flesh. 1hp, AC 9, Move 60. On a successful hit begins burrowing through the body towards the heart, which it will do within d6 turns, causing 1hp damage per turn. Once the burrowing process has begun the grub must be cut out, causing 1hp damage.]

2. Overgrown Room. More plants, ferns, vines, etc. Also contains yellowish mushrooms which cause hallucinogenic effects with their spores if closely inspected; use the relevant section of the Opiates table in the main Yoon Suin book.

3. Overgrown passage. Plant growth is particularly thick and must be hacked away; roll for random encounters due to the noise.

4. and 5. Linked chambers. Apparently once some sort of alchemical laboratory – but anything wooden has largely been rotten away. Bits of broken glass, brass bowls, lumps of lead etc. remain. Ivy has crept through the wall between **3** and **4** and coats the walls. Various large fungoid growths dot the walls. In **5**, there are three Oblivix, distinguished by their pale red colour. A stone chest in the SE corner contains potions of *gaseous form*, *antidote*, *fire resistance*, *sight*, *growth*.

6. Upper Auditorium. An open space looking down to the equivalent chamber in Level One.

7. Pajikot Lair. 10 pajikots, in a big nest of silk. They will eat anything alive that they can get their hands/legs on, but they are also mutely and futilely avaricious: they have 3,000 gp wrapped up in a big bundle of dried silk, a platinum collar decorated with a huge amethyst, worth 10,000 gp, a large gold cameo decorated with opal, worth 2,500 gp, and a jade necklace worth 4,000 gp. These are heirlooms belonging to a Noble House (generate as

appropriate, or use one already in existence); a member who entered the Halls in search of adventure was wearing them when the pajikots came across it.

8. Cubby Hole. A small crawlspace hidden behind the stairs, containing the skeleton of a child who hid inside and starved to death.

9. Upper Eastern Corridor. Contains staircases leading up to Level Three and down to Level One. There is usually a single pishacha guard in this corridor (5 times out of 6) who will immediately raise the alarm if seeing or hearing intruders.

10. Collapsed Room. The ceiling of the room above, in Level Three, has collapsed inwards, and it is possible to clamber up.

11. Auditorium Landing. Upper landing for the auditorium. Architecturally unsafe – there is a 1 in 10 chance of collapse every time any single person walks across it.

12. Pajikot ‘Vestibule’. A small antechamber; the pajikots can immediately sense vibrations within it and are never surprised if this happens.

13. Pishacha Lair. 8 pishacha plus the 3 HD leader. Their treasure is contained in the cubby hole in the SW corner; this can only be reached through a 6” hole near the ceiling which the pishacha can polymorph themselves to enter. Treasure is 12 sticks of rare incense worth 25 gp each, 3,000 sp, and an opal worth 1,000 gp, all in sacks.

14. Pishacha dump. Where the pishacha dump corpses – mostly half-eaten and rotting. Contains a single randomly determined item from the ‘special’ treasure list hidden amongst the viscera.

15. Preparation Chamber. Where grandees would prepare for events in the grand hall in **21**. Now an empty ‘safe zone’ overlooking courtyard. Secret door in SE is a simple one-way revolving mechanism which can only be opened from the N.

16. Ghost of Rú Shék. The ghost of a lone adventurer who starved to death in the chamber after being

unable to escape. Walls scratched and a desiccated corpse. The ghost is completely mad but harmless, and wants to return to the city to regain a former life which no longer exists.

17. Pishacha Lookout Chamber. 4 pishacha use this room to look down over the courtyard and spot intruders. There is a 1 in 2 chance they are in room **20** instead. The pishacha have daubed the walls with graffiti – angry, outsider art, that would undoubtedly be of interest to some scholars in the city.

18. Pishacha Torture Chamber. 6 pishacha guards, plus 1d6 victims in various states of (still living) dismemberment. Randomly generate using the Yellow City Personages table.

19. Vines Chamber. Vines hang down from the roof to the window of this small room: these can be used to climb up to Level 3.

20. Pishacha Lookout Chamber (small). 1 in 2 chance the lookouts from **17** are in this room.

21. The Grand Hall. Vast sunlit chamber with a sweeping expanse of ceiling like a twilight night of

stars. Spiral staircases lead up to Level 3 (not down to Level One). 13 Figments. Are guarding the treasure trove of the archmage who summoned them – though he has not been seen for centuries. Trove is the skin of a belu (100 gp, 400 cn), a fur cape (400gp, 100 cn) (aquamarine starstone (1,000gp), a jasper (50gp), a ruby (2,500gp), an opal (750gp), potions of *swimming*, *clairaudience*, *fortitude*, *freedom* and *polymorph self*, plus an ancient artefact: a stone star of complexity 5, with the power to *flame strike* 1/week.

22. Checked Hall. Floor is black and white tiles, in a check-board pattern. The window sills, overgrown with ivy hanging down the wall of the palace, are home to a colony of red and yellow butterflies which flutter to life and fill the room and surroundings in a cloud of wings, causing -2 to hit rolls due to distraction.

23. The Philosophers' Guards. Two lesser automata, which attack all intruders entering **room 22** who are not wearing the requisite symbol. (See **room 25** for details). They resemble large, bronze statues with much of the clockwork exposed, and are typically

standing on plinths by the W wall. They can stand on the plinths and instantly rotate their position so they end up in **room 25** – they will do this if any of the philosophers is able to shout a command word. Each automaton contains a living brain in the skull, implanted with a chunk of jade worth 1,000 gp.

24. The Barricade. The philosophers have erected a barricade across the arch entering this chamber to prevent the pishacha attacking them; they will hear the noise of its dismantlement. The door is always locked and barred from the outside.

25. The Philosophers. 4 ordinary members (1 HD) plus two of the leaders; the other 4 ordinary members and one leader are in **room 26** at any given time. Treasure is 3,000 gp, in a sack hidden behind a brick in the upper NE corner by the ceiling, together with scrolls of *curse*, *protection from elementals*, and a scroll of a randomly determined 6th-level spell from the magic-user list.

26. Lookout Point. Usually 4 members of the philosophers' guild are here guarding a second treasure trove – 2,000gp, square shaped. They are

contained in a sack which is coated in contact poison, which is death/10 with 1d6 minute onset.

27. The Clear Hound. The philosophers have imprisoned a clear hound in this room in an effort to train it. [Clear Hound: Ac 5, HD 2+2, Move 180, #ATT 3, DMG d4/d4/d4. Invisible to the naked eye]

28. Spiral staircase. Leads up and down.

29. The Dark Room. Pitch black despite windows looking to the outside world. The blackness itself calls to the melancholic within those entering; they must succeed in a *save vs magic* or refuse to leave the all-encompassing darkness even on pain of death.

30. The Phase Mantids' Nest. 8 in number. Walls and floor are coated in sticky silk which causes movement for intruders to be at half rate. Their collected treasures are many glittering copper amulets, bracelets, rings, etc. which they have garnered, worth 500gp total, weighing 2000 cn.

31. Mantis Guard. The phase mantids' pet mantis (see Appendix J of the main Yoon-Suin book for details). Attacks all intruders it detects.

32. The Dead Holy Man. Some would-be saint, fakir or warrior-monk recently died in this chamber– his skin is blackened by poison. His treasure is a *Returning Spear* +1, and four heirlooms of his sect: a buckle (2,500gp), a ring (20,000gp), and a collar (3,000gp). Each is made of platinum and decorated with the aspect(s) of the demigod which the order worships: generate the order using the deity generator in Appendix M and the Shrine table on p.83 of the Yoon-Suin book.

33. Second Floor Western Corridor. Haunted by a harmless phantom-like spirit who whispers in an unknown tongue. This is an old dialect which an expert linguist would recognise as Early Middle Period Fulepalu Dynastic. The whispers issue warnings about the contents of a room on the 3rd floor.

34. The Ochre Jelly. An ochre jelly lying dormant. It appears as a large area of yellowish lichen or moss. It awakens within 3 rounds as soon as the room is

entered by a warm-blooded thing. The treasure of a previous victim lies undigested on the floor. This is an electrum anklet worth 1,000gp.

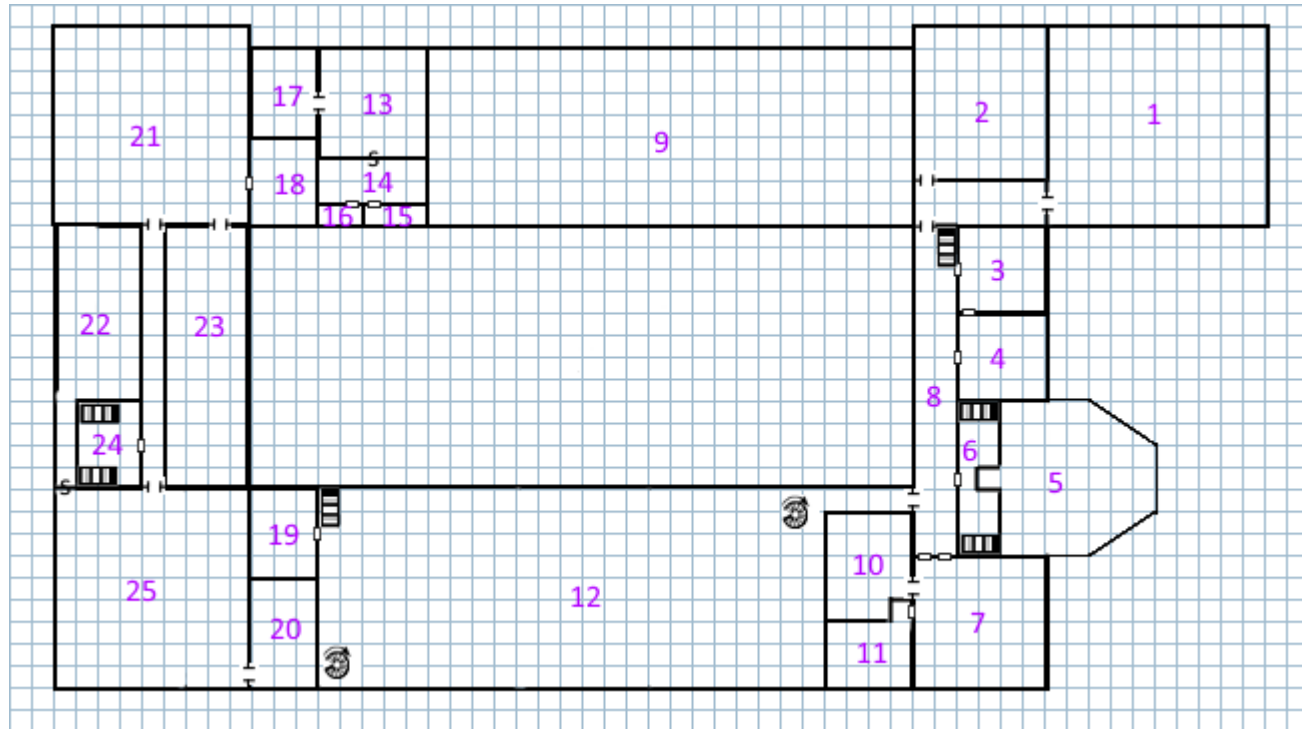
35. Second Level Staircase. The second level landing for this staircase.

36. The Lichen Room. Both this room and 37 are covered in lichens of various colours. These are harmless; a specialist will know they can be brewed into a tea which functions as a love potion.

37. Second Lichen Room. See above.

38. Statue Chamber. Three statues of human women at E wall, in a see-no-evil, speak-no-evil, hear-no-evil set of poses. Their features are extremely lifelike. They are being punished for some crime and have been in this state for centuries; they can be returned to life by a *stone to flesh* spell.

Level Three



Level Three Factions

The Bhoot. A restless ghost (stats as for a bhoot in the Yoon-Suin manual) which is tied to this large chamber (12) and can never leave. Was killed by a family member long ago and desires revenge on his or her descendants. Intruders' bodies are stolen through use of a *magic jar* spell for the bhoot's purposes, but usually drained quickly and left as undead husks when the ghost realises it has no way of knowing where the targets for revenge are. Their remains exist as tantric ro-langs.

The Dwarf Exiles. A band of dwarfs, all related, who have found their way to the Yellow City from the distant mountains, and guard their family heirlooms in the area around rooms 21, 17, 13 and 14.

Leaders: *The Twins*. Of indeterminate sex. 4+1 HD, AC 3, lamellar armour and shields. Both have special heirlooms; a *kukri* +1, +4 *against spellcasters* and a *kukri* +2, *of draining*. One is a holy-man of 4th level with according abilities.

Typical dwarf: 2+1 HD, AC 4, lamellar armour and shields, with spears, kukris, or bolas.

The Asura and His Slaves. Dakssh, an asura from the North, who has wandered to the Yellow City with his lover, Neeru. Dakssh is a six-armed asura; Neeru is four-armed. Dakssh also has concubines and a number of disciples – ordinary men who have been swayed by his indomitable will - and holds court in room 25.

Typical disciple: 2 HD, AC 5, banded mail and shields, with machetes, spears and blowguns. Blowgun darts are typically dipped in paralysing poison (see Appendix A of the Yoon-Suin book).

Level Three Random Encounters

Dice Encounter

- 2 **Researcher.** A 4th level magician exploring the Halls searching for: 1 – magical items, 2 – ancient tomes, 3 – an *ancient artefact*, 4 – something his order has lost. Carries a Wand of Sleep with 8 charges, and a spell-book containing *read languages*, *magic missile*, *sleep*, *detect magic*, *analyse*, *read magic*, *locate object*, *ESP*, *knock*, *invisibility*, and *web*. Is accompanied by two 3rd level warriors who act as bodyguards. Each is armed with a club and spear and wearing banded mail (AC 5). TT: V
- 3 **Grey Ooze.**
- 4 **Giant Brown Velvet Worm.** See bestiary entry in main Yoon-Suin book for details.
- 5 **Dwarf Patrol.** 1d3+2 dwarf warriors, 2+1 HD, AC 4, lamellar armour, shields, spears. Half with bolas.
- 6 **Giant Solifuge.** Stats as main Yoon-Suin book.
- 7 **Dwellers From Below.** A patrol of 1d3+1 lepers, tamasic men, pishacha, phase mantids, or other dwellers from lower levels looking for food or otherwise.
- 8 **Giant hunting spider.** Hairy, quick, and looking for prey. AC 6, HD 2+2, Move 150, #ATT 1, DMG d6+death/quick sickness poison with d6 minute onset.
- 9 **Tantric Ro-Langs.** 1d6+1 appearing. See Yoon-Suin book for details.
- 10 **Giant Firefly.** 1d4 appearing. 1+4 HD, AC 4, Fly 180, #ATT 1, DMG 1d3. Hit causes flammable objects in direct contact or within 6 inches to ignite.
- 11 **Asura.** One of the Asura brothers, stalking the corridors.
- 12 **NPC Party.** Exploring the Halls for reasons similar to the PCs. 4th level warrior, 3rd level warrior, 4th level magician, and 3rd level holy-man. TT: Px2, Qx2, Rx2, U

Level Three Room Descriptions

1. Upper North East Sun Room. A large empty space filled with plant life and fungus. There are d6 varieties of fungus, each with a randomly determined opiate-like effect (refer to Appendix B in the Yoon-Suin book).

2. The Larvae. The nest of some large, but dead insect, whose half-eaten corpse almost fills the room. It has 3d6 larvae, ravenous creatures with poisonous hairs which cause paralysis/slow poison on contact with the skin (1 in 3 chance of happening during each round of melee), with 1d6 minutes onset. [Larvae: 1 HD, AC 7, Move 90, #ATT 1, DMG 1d4+1]

3. Empty Room. Both entrances locked and rusted shut.

4. The Ant Nest. An infestation of large leaf-cutter ants who roam the local area travelling in and out through the windows facing E. They spray formic acid which is pungent but not harmful; it coats skin and clothes and can be smelled from a distance –

monsters are never surprised until the smell is washed off.

5. Uppermost Auditorium. Gulf of space looking down to the leper colony below. In the middle (20' from the landing) hangs a chandelier made from solid gold, though the decorations have been removed. It is worth 5,000gp if it can be melted down.

6. Upper Landing. The doorway to the corridor in **8** is sentient and steals magic. Magic users passing through forget all spells they have memorised. This was a precaution used by whoever used to speak in the auditorium to prevent assassination attempts.

7. The Bats. A huge bat colony with hundreds of individuals festooning the ceiling and defecating constantly. They scatter as soon as the doors are opened, flying out into the open and alerting everything in rooms **1-8**, **10-12**, and **19**, **20** and **25** that there are intruders, as well as anyone watching from outside.

8. Third Floor Eastern Corridor. In the NE corner on the ceiling are two olive slimes ready to drop on passers-by.

9. The Sanctuary. Dusty hall with high ceilings and cobwebbed corners. Undisturbed and can only entered by climbing in through windows.

10. The Ro-Langs. 8 tantric ro-langs, husks of unfortunates created by the bhoot in room **12**. Lying scattered like corpses unless awakened or touched.

11. Treasure Stash. A big pottery statue of a slug-man sitting cross-legged, with a small hole in the nape of the neck, just big enough for coins. Contains 4,000gps.

12. The Bhoot. The chamber which the bhoot is tied to. Also contains the bhoot's treasure, a platinum anklet decorated with amethyst which is worth 25,000 gp, left with the dried bones of its body in a corner. The anklet is cursed; anyone wearing it suffers the effects of a *curse* spell and it cannot be removed except through a *remove curse* or *limited wish* spell – or at the bhoot's behest.

13. Dwarf Guards. Typically four exiles are here to guard the group's second treasure hoard in room **14**. Two armed with spears, shields and sabres, one with shield and kukri; the last has an *ancient artefact* of dwarven make which is a hollow ceramic cone of complexity 10, which can be used for *flame strike* 1/week. The doorway to **14** is a revolving mechanism which can only be opened by a member of the family putting his or her hand to a certain stone in combination with the utterance of a password.

14. Secondary Treasure. Contains the dwarves' monetary hoard. 2,000 pp, of rectangular shape, and 20,000 gp-worth of gold in 50 bars, each worth 400 gp and weighing 400 cn. The platinum pieces are in a locked steel chest whose key the leader of the exiles carries at all times. Door leading to **15** and **16** are usually locked and barred.

15 and 16. Lookout Points. A place where the dwarves can look down to the courtyard below and spot intruders. The windows are bricked-up except for slots to peek out from. There is always one dwarf guard in either one room or the other.

17. The Gejigeji. A pair of gejigeji the dwarves have domesticated. The windows are bricked up to prevent escape; the gejigeji are conditioned by hormones not to attack their owners, but to scent and home in on intruders. Openings wide enough for the gejigeji to enter lead to **18** and **21**.

18. The Staircase. Leads down. Strung across the top is a trip wire linked to a simple bell.

19. Dakssh's Disciples. Five of Dakssh's followers, armed with blowguns and machetes. They keep watch on the bhoot's chamber in **12** (never entering) and look after Dakssh's treasures. These are a brilliant orange trystal worth 18,000gp, and five opals worth 1,000 gp each, together with a black panther skin worth 20 gp (enc. 16 cn) and a potion of *giant strength* and a scroll of *truth*. The coins, potion and scroll are wrapped in the panther skin, which is hidden in an L-shaped hole in the ceiling, out of reach.

20. Dakssh's Lover. Neeru, a 4-armed asura, and her four companions (Dakssh's followers) who must obey her every whim.

21. Dwarf Living Chamber. Contains weapon racks and a rope ladder which is folded up and used to climb down to ground level. Also a spout to the roof which collects rainwater and delivers to a stone vat. 8 of the dwarves present at any one time, including the Twins. Just outside the S arch is a 10' pit trap with spikes at the bottom, coated in death/10 poison with 1d6 minute onset. Weight of 100lbs sets the trap. Falling does 1d6+2 DMG; a DEX check at -2 prevents falling.

22. Hidden Chamber. Dusty, cobwebbed, frequented by birds and bats. Contains a complicated set of symbols carved into the floor. Each is the first letter of the first line of an ancient poem. Tapping them in the correct order allows some of the magic which imbues them to be activated; this invigorates the sick (heals non-magical illness) and 'refreshes' a magician's memory, allowing him/her to recast any spells used that day.

23. Dwarf Side Chamber. Contains mechanism for resetting the dwarves' pit trap in the corridor leading from **21** to **25**. Typically 3 dwarves, with killing clubs and darts coated with quick sickness poison,

1d6 minute onset. In the centre of the room there is a hole in the ceiling leading to the roof, with a rope ladder. The ladder is usually folded and placed on the roof, and brought down with a long hook which is hidden at the foot of the E wall.

24. Staircase. Leads down. The door is barricaded by Dakssh's followers, who use ropes to go to-and-from ground level.

25. Dakssh's Audience Chamber. Dakssh usually sits here, amongst cushions and opium tables, with his three slave girls and 6 of his disciples, armed with kukris; three also have blowguns, with paralysing poison of instant onset. Also contains Dakssh's armour, a suit of *lamellar armour* +2. This is too large for a human and of special design for a six-armed humanoid frame. A secret doorway leads to **22**; this is a force barrier which resembles the actual wall perfectly. It cannot be passed through by anybody wearing any item of clothing, armour, or jewellery.