

The Forsaken Sepulcher

The ancient and fragile map found in the party's latest treasure tells of a pocket dimension, of the blasted and barren planetoid within, and of the spectacular mausoleum upon the forbidding rock. The treasure was hard won and the map obviously kept with some care, but could such be true? What type of creature would build a tomb complex so far from the very eyes such things are typically meant to impress?

Regardless the how and why of the place, the forsaken sepulcher lies out there beyond the realms of normal adventurers, waiting for brave or foolhardy explorers to step through a special gate and view it in the flesh.

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Advanced Adventures

The Forsaken Sepulcher

By Alphonso Warden



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Printed in the USA



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An OSRIC™ module designed for 4-6 adventurers of levels 10-14

Expeditious Retreat Press

ADVANCED ADVENTURES MODULE #18

The Forsaken Sepulcher

by Alphonso Warden

AN ADVENTURE FOR CHARACTER LEVELS 10-15



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THE FORSAKEN SEPULCHER

Well over 1,000 years ago, two retired, high-level adventurers—Caleb, a magic-user, and Trenton, a cleric—concocted an ingenious plan that would allow them to comfortably live out the remainder of their lives. They felt that the powerful and wealthy, especially royalty, would be most interested in securing their physical remains along with their worldly possessions upon death. To this end, the two adventurers set out to discover another world or even dimension so barren, so harsh, and so remote that no living thing could possibly eke out an existence thereon. Several years later, after consulting various and sundry sages and even petitioning the occasional deity or two, Caleb and Trenton discovered a planetoid of less than a 1000 miles in diameter, whose entire surface was nothing more than a rock-strewn wasteland totally destitute of life. And so they spent the next decade constructing a cyclopean, hopefully impregnable mausoleum on this newly-discovered world able to accommodate several custom-built tombs for their wealthy customers.

After advertising their services to the elite of several worlds, Caleb and Trenton soon found themselves with a long line of clients, mostly kings and queens of this or that nation fearful of thieves desecrating their tombs after they had passed on. As part of their services, the two adventurers employed a large workforce of dwarf and gnome engineers able to construct almost any kind of tomb imaginable. Unfortunately, even after having artificially prolonged their lives for several decades via alien technologies and eldritch magicks, Caleb and Trenton eventually succumbed to death themselves whilst scouting a remote world for new clients, which happened to be inhabited primarily by highly-intelligent amoeboid entities. Ironically enough, their own bodies were consumed by the secreted digestive juices of one of the slimy creatures, leaving no monument of their own for posterity.

The last body was interred in Caleb and Trenton's public sepulcher well over 800 years ago, and the massive monument eventually fell into disrepair and was forgotten by all save the most learned of sages and dweomercrefters. Until now...

STOP! If you plan to participate as a player in this adventure, then you should stop reading here. Further knowledge of this module's contents will only spoil your game play.

Notes for the Game Master: The Forsaken Sepulcher is an OSRIC adventure designed for four to six player characters of levels 10 through 15. The party should include at least one thief or assassin (PC or NPC) due to the high number of traps encountered.

The mausoleum built by Caleb and Trenton, in the end, interred only seven clients during its 160 years of operation. What the two entrepreneurs had failed to fully account for in their original plan was the great length of time needed to carve out even one of the elaborate tombs for their extremely demanding customers. To wit, two of the tombs in the mausoleum took well over thirty years alone to complete.

None of the individual tombs comprising the mausoleum have ever been fully-looted, even though a handful of powerful adventurers over the 830 years since its closure have tried. As it happens, those who employed the services of Caleb and Trenton over the years often times would brag about their proposed tombs to their wealthy friends, who in turn would inform their own friends, and so on. It was inevitable that these conversations would occasionally be overheard by those in the employ of Caleb and Trenton's patrons, such persons and their associates occasionally outfitting plundering expeditions to the mausoleum. A few maps with extra-planar directions to Caleb and Trenton's world were even drafted over the years, and some of these maps exist to this day, which usually turn up in this or that treasure horde. Thankfully for the descendants of Caleb and Trenton's clients, most of these maps require an intimate knowledge of magic and the planes to be of any use to their discoverer, for the two adventurers' planet of the dead can only be reached via complicated magical gates and suchlike. Unfortunately, many of these gates exist to this very

day, their builders having failed to tear them down after their failed expeditions to the planet of the dead. The location of these gates was occasionally handed down over the years in the form of ordinary maps, which is how the PCs, especially those of mid-level, are most likely drawn into the adventure.

This adventure is rather unique in that it can be reused as the GM's players advance in level, for it features challenges for adventurers as low as 10th level and as high as 15th level. Such a design allows the individual tombs in the module to be easily utilized as short interludes in the GM's long-running home campaign. The two fully-keyed tombs herein (areas A and B) are designed for 4-6 PCs of the following levels: 10-12 and 13-15. In addition, the GM will find suggestions on how to flesh-out the remaining five occupied tombs in the adventure (areas C-G). For those GM's wishing to only use one of the full-keyed tombs, he can declare the other tomb to be either destroyed/plundered or sealed with a spell or magic item beyond his characters' ability to overcome.

Player Background: The PCs are brought into the adventure when they discover a map to Caleb and Trenton's public mausoleum as part of the treasure haul in their last adventure. If the PCs are of high level, then the GM should make the map only provide instructions on how to construct an extra-planar gate to the mausoleum. That way, the GM can force his PCs to rid themselves of a little unwanted, unbalancing treasure and magic items, for a gate's construction requires the consultation of several expensive sages and several thousand gp' worth of raw materials. Lower-level PCs could happen upon a map leading them directly to an already-constructed gate whose activation could be as simple as depressing this or that gemstone button on its face. The map can contain as little or as much of the information contained in the "Adventure Background" as the GM feels is sufficient to entice his players to go on the adventure. Regardless, after stepping through the gate, the PCs will always arrive on one of the ten extra-planar receiving platforms in the mausoleum. Thankfully, the receiving platforms will allow the PCs to make short work of their return home, for they need only step back onto the platform after their exploration of the mausoleum is complete and then mentally picture the sending gate on their native plane, instantly whisking them thereto.

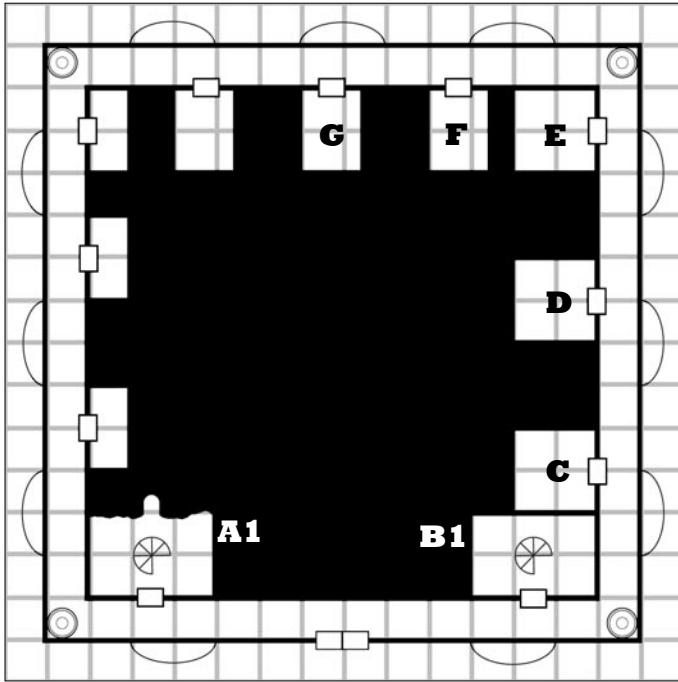
KEY TO THE MAUSOLEUM

The planetoid on which the mausoleum sits is a blasted wasteland of basalt, a dark, volcanic rock. There are several small mountains ringing the monumental building, but no source of water or vegetation of any kind is present. As is apparent, the planetoid is totally lifeless, and the temperature thereon remains at a constant 60 degrees Fahrenheit year round. Should the PCs leave the mausoleum to explore the planetoid, they will find no signs of industry other than the quarries and piles of rubble that surround the monument at a distance of 50 feet, such being the raw materials used to construct the mausoleum as well as the castoffs from the tombs tunneled beneath it. Should the PCs engage in a little mining, however, they will find a thick layer of high quality marble only a few feet beneath the surface of the planetoid.

The mausoleum is a square building composed of brilliantly polished marble, and is a good 140 feet long per side and 50 feet high. The roof is flat and unadorned, as are all of the outside walls. The north, west, and east sides of the building feature three convex glassteel windows apiece, each of which is 20 feet long and 40 feet tall. The windows are staggered every 20 feet along the sides of the monument. The south face of the mausoleum contains its only entrance, 20-foot tall double-doors of verdigris-encrusted bronze that are equally wide. The massive doors stand in the middle of said wall, and are flanked by two more of the 20-foot-wide convex windows. The bronze doors are triple-locked, and each has an electrical **glyph of warding** cast thereon that deals 36 hp of damage if activated. (Save vs. spells for half damage). Even when opened, it requires a combined Strength of 75 to pull the doors outward. 1-foot-square secret panels lie to either side of the

THE MAUSOLEUM

EACH SQUARE EQUALS 10 FEET



double-doors, and click open when depressed. Within the hollow beneath each panel lies a small gemstone button. Depressing one of the gemstone buttons will cause the door nearest it to swing outward but only after the lock on the door has been opened. Similar secret panels with corresponding buttons beneath them can be found on the interior walls of the building. However, depressing these buttons automatically unlocks the doors as well causing them to swing outward.

Most of the interior space of the monument is taken up by a massive square column of solid marble. A 10-foot-wide corridor surrounds the column, the inner wall of which is studded with several bronze doors, which open onto rooms of varying dimensions that serve as foyers for the individual tombs tunneled beneath them. All of the foyers serve primarily as entranceways to the individual crypts running beneath the mausoleum, which are accessed by either circular stairways, deep shafts with handholds, or even twisting ramps, dependent upon the whim of the one to be interred. The only foyers in use are those marked A-G. Those foyers not in use are absolutely bare of any inscriptions or other decorations, and feature polished walls of marble. The doors opening onto said foyers are all unlocked.

When the PCs are magically whisked into the mausoleum, via an existing **gate** or one of their own design, they will arrive on one of the four 7-foot-diameter receiving platforms (determined randomly) along the four corners of the central hallway. To exit the mausoleum the PCs (up to four at a time) need only step onto one of the receiving platforms and then mentally picture their home world. Said action will instantly send them through the gate constructed on their native plane.

A. THE MITHRAEUM OF ELISSA

A. THE MITHRAEUM OF ELISSA: This tomb is the third largest in the whole mausoleum, and has been designed for 4-6 PCs of levels 10-12. At least one +2 weapon should be available to the PCs. Interred herein is a powerful priestess calling herself Elissa. The priestess was the wealthy head of one of the many mystery cults dedicated to the deity Mithra. Mithra is a whose many titles include "the protector of truth and justice," "the source of the cosmic light," "the enemy of darkness and evil spirits," and "the redeemer."

The story of Elissa is a tragic one, for she was once a devout follower of the goodly Mithra but fell from grace when a handsome young vampire infiltrated her order. The vampire expressed a false desire to become an initiate into the mystery religion of Mithra. After gaining the trust and eventual love of Elissa, the vampire delivered a bite to the neck of the beautiful priestess, and she soon thereafter arose as a powerful and wicked vampire. Those in Elissa's order immediately noticed the change in their former leader, and took arms to bring both herself and her lover low. The two vampires put up a good fight, slaying dozens of the former followers of Elissa before being subdued. The male vampire was then quickly put to death with a stake to the heart, his body later left out in the scorching sun to disintegrate. The servants of Mithra were unwilling to slay their former spiritual leader, however, and instead opted to put her into a permanent weakened state by first bounding her with anti-magic wards and then depriving her of the blood of the living for several months. Said course of action put Elissa in a coma, after which she was interred in the former underground temple dedicated to her god.

After repeated attempts by greedy adventurers to plunder the makeshift tomb of Elissa, her former followers contacted the enterprising mortuary businessmen Caleb and Trenton. Via great magic and some say the direction intervention of Mithra himself, the entire mithraeum containing the slumbering Elissa was inserted beneath the mausoleum of Trenton and Caleb. The mithraeum has remained thereunder for almost 880 years. Before magically transporting the mithraeum, Elissa's followers set therein several deadly traps and further protected it with many fell guardians. The most inventive of these traps involves the tomb proper of Elissa, which is sure to take many a greedy plunderer by surprise when it is violated.

Dungeon Features: All of the rooms and corridors in the tomb are carved out of a dark grey rock (granite) not native to this planetoid but rather to that of Elissa's home world. The walls of all of the passages and chambers in the mithraeum, unless noted otherwise, are rough and unfinished, giving it the appearance of a cave system. Except where noted otherwise, they all feature 15-foot-high barrel ceilings. All doors are nothing more than roughly disc-shaped, 6-foot-diameter boulders that must be rolled into deep channels cut into the side walls to access the rooms beyond them. They are magically barred with the spells **wizard lock** and **hold portal**. The only means of unlocking these doors is to cast either two **knock** spells, two **dispel magic** spells, or one of each on them. Even then, the heavy doors require a combined Strength score of 40 to roll open. For bashing attempts, the doors have 100 hp and are AC 2. Secret doors pivot about their centers when the correct wall stone is depressed. They must be pushed outward to open. All of the rooms and corridors in the mithraeum are pitch black, for such are a representation of the "great cave of the sky," the Mithraic equivalent of the Cosmos.

All of the inner and outer walls of the tomb are warded against any form of extra-dimensional travel such as that afforded by the spells **teleport**, **phase door**, and **passwall**. However, these restrictions, unless otherwise noted, do not apply to extra-dimensional travel within the confines of an individual corridor or room, just to the spaces between them.

Clerics attempting to turn undead and evil creatures from the lower planes suffer a -6 penalty to their die rolls. Such creatures that are normally automatically destroyed by the cleric are instead turned. A cleric that can ordinarily automatically turn one type of undead/lower planar creature now needs to roll a 6 or higher to do so. This is on account of the intense and palpable aura of evil that pervades the entire tomb, emanating from the body of the vampire Elissa. The vampire herself cannot be turned, such is her power, which may surprise the PCs.

1. SPELAEUM: In contrast to the other foyers in Caleb and Trenton's public mausoleum, this area features rough-hewn walls, and has the appearance of a rectangular cavern averaging 30 feet east to west and 20 feet north to south. In the middle of the north wall is an additional feature not found in the other foyers:

THE MITHRAEM OF ELISSA

EACH SQUARE EQUALS 10 FEET

a 5-foot-square niche, inside of which is a 3-foot-wide, 2-foot-deep, and 3-foot-high altar. Resting atop the altar is a golden chalice with various representations of the god Mithra carved into its surface. Mithra is depicted as an energetic young man wearing a conical headwear with the top pulled forward, a short tunic with a flare at the hem, pants, and a cloak which furls out behind him. Within the chalice, which is valued at 2,000 gp owing to its superior craftsmanship, are two bull testicles floating in blood. Both the blood and the testicles were taken from a ritually sacrificed bull, and the testicles are still infused with a small part of the deity Mithra's divine essence. Consuming both testicles permanently increases the Strength of any good-aligned PC by 1 point. Those with a Strength score of 18 or higher derive no benefit from the testicles, however. Consuming just one of the testicles has no effect on good-aligned PCs. Those PCs of any of the evil alignment combinations experience a Strength loss of 1 point should they consume even a single testicle. Neutral-aligned individuals derive no benefit from the testicles, whatsoever.

Along the west and east walls are stone benches used for ritual meals and in the center of the floor is a descending staircase whose spiraling steps are carved out of the living rock. The benches are occupied by three spectres, two apparitions, and three wraiths, former followers of Elissa who were murdered by the corrupted priestess and her vampire lover. Their cruel method of death by slow evisceration prevented their spirits' journey to Elysium, and they began their haunting of this mithraeum even before it was magically transported from its native plane to this desolate world. As can be expected, the tortured souls of these former adherents of Mithra enjoy nothing more than to unleash their fury on the living—the PCs should suffice.

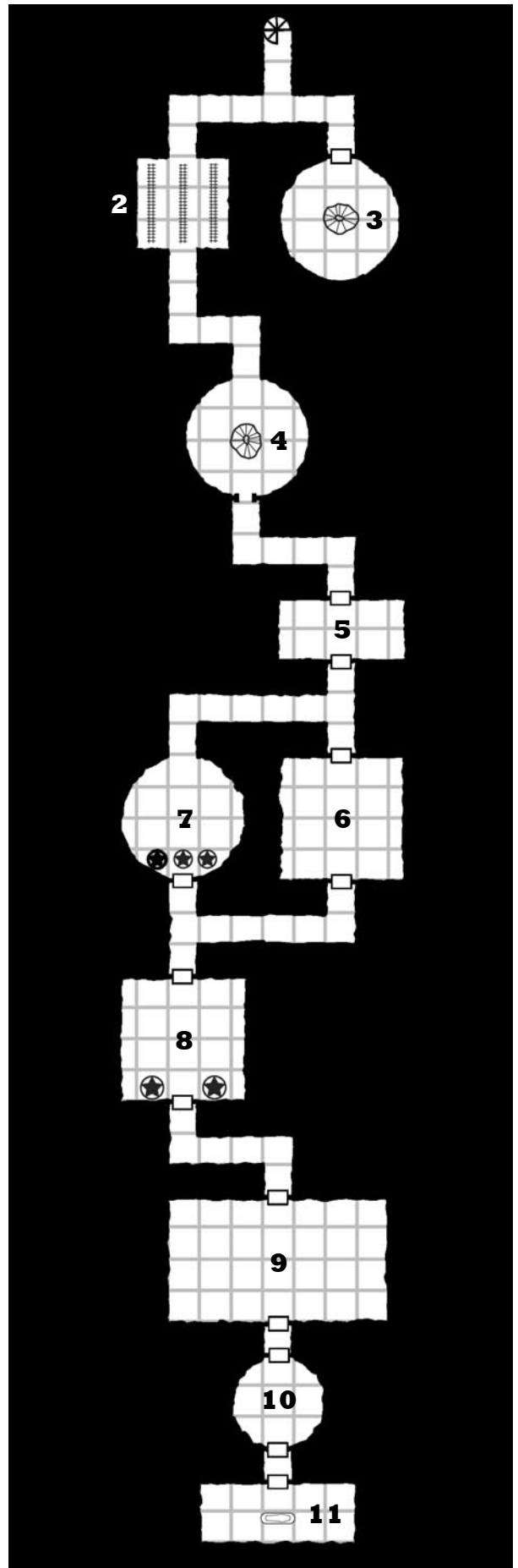
Spectres (3) (AC 2; MV 150 ft./300 ft.; HD 7+3; hp 25 each; #AT 1; Dmg 1-8 plus special; SA Touch drains 2 levels; SD +1 or better weapon to hit; AL LE).

Apparitions (2) (AC 0; MV 240 ft.; HD 8; hp 50 each; #AT 1; Dmg Special; SA Surprises 5 in 6; SD Silver or magic weapons to hit; AL CE).

Wraiths (3) (AC 4; MV 120 ft./240 ft.; HD 5+3; hp 28, 30, and 40; #AT 1; Dmg 1-6 plus special; SA Touch drains 1 level; SD Silver or magic weapons to hit; AL LE).

2. **BULL JUMPING:** This cavern averages 30 feet in both width and length, with an open doorway located in the middle of the south wall. The most noticeable features of this room are the three 10-foot-wide steel tracks that run the full length of the floor. As soon as the PCs step more than 10 feet into the room, life-sized iron constructs in the shape of charging bulls with wheels in place of feet suddenly materialize at the south end of each of the three tracks. At the same time, the entrance door rolls shut and wizard locks. One second later, the three bulls begin rolling towards the north wall at a movement rate of 300 feet per round. They come in full contact with the north wall before magically reappearing on the south end of the track, beginning their mad rush down the tracks anew. The goal of this chamber is to force the violators of the mithraeum to partake in the sacred pastime of the ancient citizens, bull jumping. The PCs are able to successfully grab onto the horns of the bulls and jump over them by making a successful attack roll against AC -1. On account of the bulls' high rate of speed, the PCs are forced to make two successful jumps to clear the exit out of the room. Those failing to make their attacks rolls suffer 3-24 hp of trampling/goring damage and must make a successful Dexterity check at a -2 penalty to remain standing. If the PCs choose to attack the bull constructs, they should be treated as having AC -1, 10 HD, and 40 hp. They are impervious to all spells save those involving electricity, as per an iron golem.

3. **A LEGEND MADE FLESH:** This globular chamber is roughly 40 feet in diameter. Along the south wall stands what appears to be another of the rolling doors, and in the center of the floor is a 10-foot-diameter pit whose bottom cannot be seen. As soon as the PCs make any attempt to open the south door, which is false, the entrance door rolls shut and **wizard locks**. At the same time, a deep rumbling sound starts issuing from the open pit. Three rounds later, a platform starts rising up from the depths of the orifice, and comes flush with the floor of the room 2



rounds later. Standing thereon is a horrid creature straight out of Greek mythology: an abnormally large **gorgon**, which looks like an overgrown bull. It immediately breathes on the PCs and then rushes forward to trample any who survived the petrifying gas. Should the gorgon eliminate all of the PCs or if they manage to escape the room, it walks back over to the circular platform, which descends back down to the bottom of the pit 80 feet below.

Gorgon, Gargantuan (AC 2; MV 120 ft.; HD 13; hp 90; #AT 1; Dmg 3-24; SA Breath turns to stone; AL N).

- HELL AWAITS: This circular room is identical in appearance to area 3, right down to the massive pit in the center of the floor. The only difference is the door-sized opening along the south wall. PCs entering the room immediately open a powerful **gate** to Hades, which manifests as a powerful force that tries to pull all within a 50-foot-radius towards the pit in the center of room. (Such affects even those PCs standing outside of the room in the adjoining hallway). For every 5 feet of movement made by the PCs, they must make a successful Strength check at a -2 penalty or be pulled an equal distance towards the pit. Those touching the edge of the pit are instantly sucked through the gate, and are shot out of a similar pit-like gate in Hades 1 round later, suffering 2-12 hp of falling damage as they crash onto the rocky floor. PCs sent to Hades are doomed unless they have access to extremely high-level magic, for the gate thereon can only receive visitors.
- THE HAUNTED ORACLE: The door opens onto a 50-foot-wide by 20-foot-long chamber with a 6-foot-diameter hole in the middle of the floor, from which are issuing mephitic vapors. Any PC coming within 5 feet of the open shaft must save vs. spells or become **confused** as the spell or die from the poisonous fumes (50% chance for either). Seated just south of the shaft on a tripod is the ethereal form of a beautiful woman in a long gown. The insubstantial woman is the **ghost** of the oracle of Mithra, who in life was consulted by rulers wide and far. The living oracle had worked out of this mithraeum before it was magically transported to this dead planet, and she still serves this function in death.

As soon as the PCs step more than 5 feet into the room, the entrance door rolls shut and **wizard locks**. At the same time, the oracle poses a question to the PCs in their own language: *"If you are to penetrate the deeper mysteries of Mithra, then you must answer the following question: What flies like the bat, pounces like the lion, and schemes like a man?"* The correct answer to the question is "manticore," which is a creature with the wings of a bat, the body of a lion, and the head of a man. If the correct answer to question is offered up by any of the PCs within 3 rounds, then a 10-foot-wide section of the south wall rises up into the ceiling, allowing the PCs to exit the chamber. Those answering incorrectly or failing to answer the question at all greatly anger the ghostly oracle, setting into motion a terrible trap: a bolt of **chain lightning**, as the spell, shoots off from the tripod upon which the ghost sits. The spell initially affects one of the armored PCs. Said PC automatically suffers 12d6 hp of damage. (Save vs. spells for half damage). The bolt then arcs to the next closest PC, who must save vs. spell or suffer 11d6 hp of damage. Should this PC make his saving throw, then he suffers no damage and the bolt of lightning is grounded. If the save is failed, then the bolt arcs to the next closest PC who must save as the previous victim, the bolt affecting up to 12 opponents in total before dissipating. For each victim after the first, the bolt does 1d6 less hp of damage. Being as the ghost of the oracle is incorporeal, it is unaffected by the chain lightning, and attacks the PCs after the spell has run its course. Should the PCs then defeat the ghost, said action will cause the panel along the south wall to rise into the ceiling.

Oracle of Mithra, Ghost (AC 0, or 8 when semi-material; MV 90 ft.; HD 10; hp 60; #AT 1; D age 10-40 years; SA Magic Jar; SD Silver or magical weapons to hit; AL LE).

- THE DISCUS THROWERS: This 40-foot-square chamber is quite different from those explored thus far, for all of its walls are finished and painted with vibrant colors. The paintings depict athletes competing in the discus throw event of the Olympic Games. Each of the four walls of the room features two athletes apiece, their discuses being abnormally large relative to their bodies. Should the PCs closely examine the paintings, they will notice that the discuses are quite real, being razor-sharp, 4-foot-diameter discs embedded into the walls. One round after the PCs enter this chamber, the entrance door rolls shut and **wizard locks**. At the same time, as many discs as there are PCs detach themselves from the walls. Each disc targets a single PC with its attacks, and fights until defeated, at which time another disc, if available, detaches from the wall and targets the victorious PC. Each disc has a movement rate of 300 feet per round, has an armor class of -4, attacks as a 12 HD monster, has 30 hp, and deals 3-18 hp of damage per hit. Furthermore, on an attack roll of 20, the disc decapitates the PC, killing him instantly. Once all of the discs have been defeated, the doors along the north and south walls roll open.
- BY THESE AXES WE RULE: This cavern is roughly 40 feet in diameter. Surrounding the door along the south wall are three quiescent, 15-foot-tall minotaur statues standing in a semi-circle formation, their battle axes raised high and linked in a chain. Should the PCs come within 15 feet of the three statues, they animate into actual minotaurs, albeit monstrously overgrown variants, and attack. At the same time, the entrance door rolls shut and **wizard locks**. Bronze caps are fitted over the tips of the minotaurs' horns, which are infused with dweomer. Via these queer magic items, the minotaurs are able to cast a maze spell at their victims once per day, which they proceed to do after being reduced to ½ hp. Worse yet, the battle axes +2 wielded by the fearsome guardians are vorpal weapons.

Minotaurs, Gargantuan (3) (AC 6; MV 120 ft.; HD 12+3; hp 78, 80, 90; #AT 2; Dmg 2-8 or 1-4/by weapon; SA Magical horn caps; SD Surprised only 1 time in 6; AL CE). Possessions: **+2 vorpal battleaxe** (This weapon deals 5-14 hp of damage and may decapitate enemy as the sword of the same name).

- THE TORCHBEARERS: The east and west walls of this 40-foot-wide by 30-foot-long chamber are of finished granite, their surfaces covered with bright murals depicting the Mithraic tauroctony ritual. The remaining walls are rough-hewn. Mithra, clothed as described in area 1, is shown forcing back the head of a bull with one hand as he uses his other hand to stab the bull in the neck with a gladius. To keep the bull from moving, the god is jabbing his knee into its back. A serpent is shown drinking the blood from the bull's neck wound while a scorpion snaps at the bull's testicles, thereby sapping its strength. Standing to either side of Mithra with legs crossed are his torchbearers, Cautes and Cautopates, the celestial twins of light and darkness, respectively. Both appear as muscular young men, Cautes holding his torch in the upward position and Cautopates pointing his torch down. Above Mithras is an image of the sun and the moon. The meaning behind the tauroctony ritual is not fully understood, but it is generally assumed that such represents Mithra, via his slaying of the sacred bull, bringing about the movement of the spring and autumn equinoxes—represented by Cautes and Cautopates, respectively—out of the constellation Taurus.

Standing to either side of the south door are two **stone golems** in the shape of Cautes and Cautopates. In their right hand, both golems hold a burning torch in the positions depicted in the tauroctony ritual. The torch of the Cautes golem, which burns with a green flame, allows it to cast the spell **continual**

light at will. That of the Cautopates golem, which burns with a black flame, allows it to cast the spell **darkness 15-foot radius** at will. As soon as the PCs come within 5 feet of the south door, the two golems animate. For their first attack, the golems attempt to blind the PCs with their spell-like effects. Afterwards, the golems toss away their torches and try to bash the PCs to death with their fists. The golems will not follow the PCs out of the room, however. It should be noted that the magical torches only function in the hands of the two golems.

Cautes and Cautopates, Stone Golems, Modified (2) (AC 5; MV 60 ft.; HD 13; hp 60 each; #AT 1; D 3-24; SA Slow spell, Cautes - **continual light** at will, Cautopates - **darkness 15-foot radius** at will; SD +2 or better weapons to hit, immune to all spells save rock to mud and stone to flesh; AL N).

9. **THE TWO SENTINELS:** This rectangular cavern is immense, being well over 70 feet wide and almost 40 feet long. Built into the west, east, and south walls at varying heights are several 10-foot-deep and wide niches. At the back of each niche is a supply of four boulders, each of which deals 2-20 hp of damage if hurled at the PCs below. The niches are grouped according to their height above the floor as follows:

- 10 feet: A single niche is built into the middle of the west, east, and south walls.
- 20 feet: Two niches are located 10 feet away from either end of the south wall. Niches also lie in the middle of the east and west walls.
- 30 feet: The orientation of these three niches is the same as for those located 10 feet up the wall.

As soon as the PCs step more than 10 feet into the room, the entrance door rolls shut and **wizard locks**. At the same time, an **avmar** and a **hephaestan** (see *new monsters*) emerge from the back of two of the niches on the walls, said niches chosen at random. The avmar appears as a 12-foot-tall beast made of black stone with a massive horn protruding from its forehead. The hephaestan is 30-foot-tall and vaguely humanoid, its stony surface having the appearance of glowing coals. The elemental creature wields a massive iron hammer with both hands. Both creatures immediately attack by hurling boulders at the PCs. To confuse the PCs, the two creatures enjoy teleporting without error from niche to niche and even down to the floor. This at will magical ability was bestowed on the two guardians by none other than Mithra himself. They will not leave this room under any circumstances, their orders being to prevent plunderers from getting through the door in the middle of the south wall, which leads to the remaining areas of the mithraeum.



Avmar, Modified (AC 0; MV 120 ft.; HD 12; hp 80; #AT 2; Dmg 1-10/-1-10; SA Charge, ethereal wave of weakness, stunning slam, teleport without error at will; SD +1 or better weapons to hit; MR 40%; AL N).

Hephaestan, Modified (AC 2; MV 60 ft.; HD 12; hp 80; #AT 1; Dmg 4-32; SA Teleport without error at will; SD Heat, damages normal weapons, immune to fire, sleep, paralysis, poison, drowning, and disease; AL NE).

10. **SOL INVICTUS:** This 30-foot-diameter cavern is bare save for the 10-foot-diameter glowing orb hovering 20 feet above the floor. A door leads out of the room to the south. As soon as the PCs step 5 feet into the room, the entrance door rolls shut and **wizard locks**. At the same time, the glowing orb, a partial avatar of the sun god Helios, or Sol Invictus ("Unconquered Sun") as he is commonly referred to as, shoots towards the floor and attacks the PCs, fighting until slain or the PCs leave the room. In game terms, the glowing orb functions like an overgrown **will-o-the-wisp**.

Sol Invictus, Will-O-The-Wisp, Modified (AC -8; MV 180 ft.; HD 12; hp 90; #AT 1; Dmg 3-24; SD Dimming, immune to all spells save protection from evil, magic missile, and maze; AL CE).

11. **THE SEPULCHRUM OF ELISSA:** This cavern is roughly 50 feet wide and 20 feet deep. Situated in the exact center of the rough-hewn floor is a marble bier, upon which rests the sleeping vampire, **Elissa**. The beautiful, raven-haired vampire is bedecked in a simple linen robe, clutching a **wand of paralyzation** in her right hand. Suspended 20 feet directly above the bier is a massive bull lying in temporal stasis. It is trussed to the roof via long chains of gold links. As soon as the PCs step 5 feet into the room, the entrance door rolls shut and **wizard locks**. At the same time, four scything blades swing down from the four corners of the room, which slit open the belly of the bull, spilling its viscera and several pints of blood directly onto the sleeping vampire. The blood and gore makes the floor extremely slippery, thereby slowing movement by 50% and making it 50% likely that the PCs will slip and fall when trying to move. The infusion of fresh blood instantly awakens the slumbering vampire, who rises from her bier to attack the PCs. She unleashes all of the destructive spells in her formidable magical arsenal before entering into melee with the PCs. Being as the PCs will most likely be distracted by the bull's gruesome evisceration, they are surprised by the vampire 4 times in 6. The vampire continues to battle the PCs until either she or her opponents are slain. She even pursues fleeing PCs to other areas of the mithraeum.

A successful search for secret doors reveals the hidden panel on the south face of the bier. The panel is trapped with a glyph of warding that deals 36 hp of electrical damage if triggered. (Save vs. spells for half damage). Within the 4 foot x 3 foot x 3 foot compartment in the bier lies the Treasure of the mithraeum: 6,000 gp in assorted coins, 4,000 gp worth of assorted jewelry, a block of **incense of meditation and obsession**, **scrolls of divination, augury, exorcise, and gate**, a **figurine of wondrous power** (golden lions), and a **tome of understanding**.

Elissa, Vampire (AC 1; MV 120 ft./180 ft.; HD 8+3; hp 52; #AT 1; D 5-10; SA Energy drain; SD +1 or better weapon to hit, cannot be turned; AL CE). Possessions: **wand of paralyzation** (17 charges), **scroll of word of recall** and **scroll of healing**. She retains the spellcasting ability she possessed in life as a 13th level cleric, and has been granted the following spells:

- First: **command** (x2), **curse**, **light**, **protection from good**, **sanctuary**
- Second: **hold person** (x3), **silence 15-foot radius** (x2), **spiritual hammer**
- Third: **cause blindness** (x2), **cause disease**, **dispel magic** (x2), **glyph of warding**

Fourth: **cause critical wounds** (x2), **cure serious wounds**, **poison**

Fifth: **flame strike**, **true seeing**

Sixth: **harm** (x2)

B. THE CRYPT OF THE SLIME MAGE

B. CRYPT OF THE SLIME MAGE: This tomb is the largest in the whole mausoleum, and has been designed for 4-6 PCs of levels 13-15. At least one +3 weapon should be available to the PCs. The occupant of this crypt, Kaal'naar, hails from a jungle planet populated primarily by oozes, many of which are vaguely humanoid and highly intelligent. Kaal'naar was the king of a vast nation of such humanoid ooze creatures. He came to power primarily because of his great skill as a magic-user, and had achieved the 20th level of ability before stepping down as king to privately pursue his study of the necromantic arts, allowing his first-born son to rule in his place. In his studies, Kaal'naar learned the darksome secrets needed to become a slime-lich, thereby artificially extending his lifespan by several centuries and avoiding the constant worry of high-level divines. After achieving his goal of slime-lichdom, Kaal'naar used his magic to travel the interstellar pathways linking together the disparate worlds of the Multiverse. After many centuries of exploration, he eventually tired of such pursuits and decided it was time to retire to the grave. Thankfully, Caleb and Trenton, the builders of this mausoleum, learned of Kaal'naar's desire for eternal rest and agreed to carve out a vast tomb to his exacting specifications, filling it with many powerful guardians and deadly traps. When the tomb was complete, Kaal'naar magically placed his body in **temporal stasis** after lying down in his great sarcophagus. He has remained therein for the past 900 or so years. Woe be to those who would awaken the slumbering slime-lich.

Dungeon Features: All of the rooms and corridors in the tomb are extremely austere, being merely polished blocks of cyclopean basalt devoid of virtually any decoration. Except where noted otherwise, they all feature 15-foot-high barrel ceilings. All doors are constructed of bronze and sealed with the spells **wizard lock** and **hold portal**. The only means of opening these doors, short of breaking them down with brute force, is to cast either two **knock** spells, two **dispel magic** spells, or one of each on them. Secret doors are hidden on both sides. Unless noted otherwise, secret doors pivot about their centers when the correct wall stone is depressed. They must be pushed outward to open. Affixed to the ceiling of each and every corridor and chamber in the tomb is a 1-foot-diameter globe of crystal with a **continual light** spell cast thereon, which bathes its space in a warm green glow.

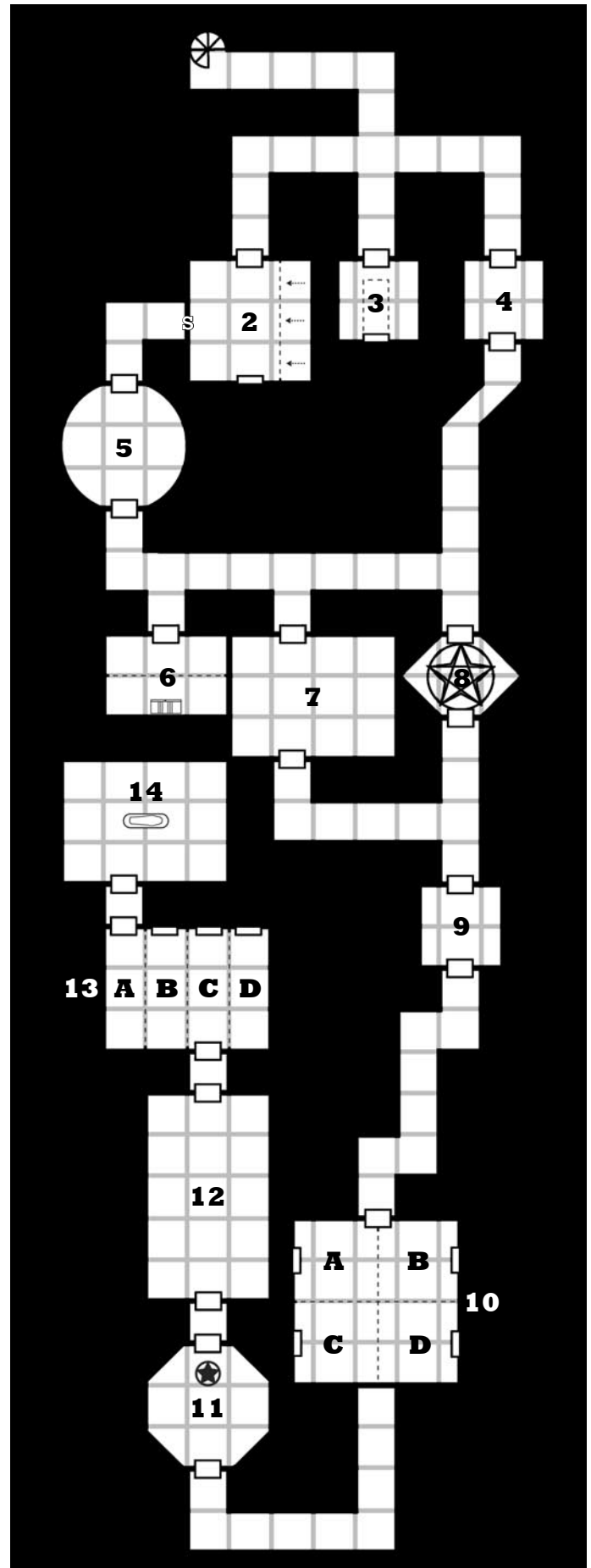
All of the inner and outer walls of the tomb are warded against any form of extra-dimensional travel such as that afforded by the spells **teleport**, **phase door**, and **passwall**. However, these restrictions, unless otherwise noted, do not apply to extra-dimensional travel within the confines of an individual corridor or room, just to the spaces between them.

1. **FOYER:** The bronze door opening onto this room is protected with a trap, which activates if any living creature so much as touches it before speaking aloud a special password in the nearly unpronounceable (to (demi)-humans) tongue of the slime mage's people. All within a 20-foot-radius of the door when the trap is set off are coated in a spray of acidic slime that deals 36 hp of damage. (Save vs. poison at a -4 penalty for half damage). The caustic slime shoots out of a horizontal line of tiny, **illusion**-covered holes located midway up the 6-foot-tall door. Worse yet, the acid destroys armor as does black pudding.

The door opens onto a 30-foot-wide by 20-foot-long room with intricate bas-reliefs carved onto all four walls. The reliefs on the west and east walls depict the slime mage and several other slime-covered humanoids, his elite guard, attacking a group of creatures resembling nothing so much as humanoid toadstool mushrooms. The relief on the north walls shows the slime mage in his laboratory concocting this and that magical potion. Lastly,

THE CRYPT OF THE SLIME MAGE

EACH SQUARE EQUALS 10 FEET



the relief on the south wall depicts the slime mage yet again, this time tending to the monstrous, man-eating plants in his garden.

A 5-foot-wide, slightly concave ramp in the middle of the floor corkscrews 60 feet below the mausoleum to the tomb proper at a 30 degree angle, and terminates at the 20-foot-long hallway preceding area 2. On the map, the ramp is represented by a spiral staircase. 10 feet down the ramp there is a pressure plate that spans the entire width of the ramp and is 3 feet long. (It can be detected normally as a trap by thieves and assassins). Placing 100 pounds or more of weight on the pressure plate causes a 1-foot-square panel at the top of the ramp to slide open, from which pumps several gallons of **oil of slipperiness**. The oil immediately starts sliding down the concave ramp, and coats the entire length of such a mere 1 round later. PCs still on the ramp at this time automatically slip and slide down to the bottom, suffering 2-12 hp of bashing/tumbling damage in the process. (A save vs. death magic at a -3 penalty reduces this damage in half).

A 6-foot-diameter, 2-foot-deep cuplike depression has been carved into the floor just south of the descending ramp. Along its lip lies a ring of four different-colored gemstone buttons—red, green, yellow, and black. The depression serves as both a sending and receiving **gate** to the oppressively hot jungle world of the slime mage. On occasion, distant relatives of the slime mage employ the gate to pay their respects at the tomb of their former leader. The gate can be activated from this side by depressing the four gemstone buttons in the following order: yellow, red, green, and black. Such action causes a greenish column of light to shoot up from the depression all the way to the ceiling 30 feet overhead. PCs stepping into the light are instantly sent to the slime mage's home world, which will have to be developed by the GM should he wish to stage any encounters thereon. PCs depressing the gemstone buttons out of sequence trigger the **power word kill** spell cast on the gate. Victims with 60 or fewer hit points are slain, no save.

2. **HOMEMADE JELLY:** This 30-foot-square room is bare save for the false door standing in the middle of the west wall. Turning the handle on said door causes the entire east wall to slowly start moving towards the west wall. At the same time, the entrance door to the north slams shut and **wizard locks**. The wall moves at a rate of 10 feet/round, meaning that the PCs have 3 rounds to make good their escape from the room before becoming a smear of jelly on the west wall, dying instantly. The secret door out of the room stands in the middle of said wall. (Remember that each search attempt for secret doors takes a full round).
3. **CLOUD KILL:** This 20-foot-square room is bare save for the 8-foot-wide patch of yellow mold that runs 5-feet past the entrance all the way to the false door along the south wall. The yellow mold is contained in a 2-inch-deep channel, and upon initial inspection appears to be nothing more than a dirty carpet. The false door is attached to a thick panel of basalt that runs from the top of the door all the way to the roof 20 feet overhead. Turning the door's handle causes the door and attached panel to fall into the trench of yellow mold, releasing a massive cloud of spores into the air. All of the PCs in the room at this time must make immediate saves vs. poison at a -3 penalty or die. (The door-panel fills the entire length of the yellow mold trench, and is half as wide). The air in this room will remain lethal for a good three hours after the yellow mold is disturbed. Should the PC be standing directly in front of the door-panel when it falls into the room, then he must make a Dexterity check at a -2 penalty to avoid being crushed to death.

Yellow Mold (AC 9; MV 0 ft.; HD -; hp -; #AT 1; Dmg 1-8; SA Poison spores; SD Affected only by fire based attacks; AL N).

4. **NOT-SO-CLASSIC SPEAR TRAP:** The east and west walls, not to mention the floor and ceiling, of this 20-foot-square room are festooned with 1-inch-diameter holes. The holes drilled into the west wall are 3 inches apart from each other while those in the east wall are 2 inches apart. Those holes in the ceiling are 2 inches apart from each other, the ones in the floor 3 inches apart. Lastly, a **wizard locked** door stands in the middle of the south wall. As soon as the PCs step more than 5 feet into the room, the entrance door slams shut and **wizard locks**. At this time roll a 4-sided die. This and subsequent die rolls correspond to which of the four walls come into play this segment and every segment thereafter for the next full turn. Dozens of 20-foot-long spears erupt from the two side walls, ceiling, or floor in question each segment, forcing all of the PCs in the room to make a Dexterity check at a -4 penalty to avoid being hit by 1-4 such spears, which retract back into the wall at the end of the segment. Each spear deals 1-8 hp of damage. If a PC is hit by three or more spears in a given segment, then he must make a save vs. death magic* to avoid one of the following effects, as appropriate:

- If the ceiling spears are in play, then the PC's head is pierced through, resulting in his immediate death.
- If the floor spears are in play, then the PC is hobbled. He cannot walk until a restoration spell is cast on his person.
- If either the west or east wall is in play, then one or more of the PC's vital organs are punctured by the spears, resulting in his immediate death.

*If the saving throw is successful, then the PC only suffers an additional 4-16 hp of damage.

5. **RINSE CYCLE:** This room is a perfect sphere with a diameter of 30 feet. The entrance door lies a good 15 feet from the bottom of the room, with an exit door at the same height directly opposite to the south. The exit door is painted a dull black color, and has a large handle protruding from its mid section. Every surface of the room with the exception of the two doors is studded with hundreds of 1-foot-long, extremely sharp spikes, which are spaced 2 feet apart from each other. The curving walls of the room have a rather rough surface, meaning that the PCs can make their way to the bottom from the entrance so long as they make no sudden movements. Unfortunately, however, the moment a PC moves 10 feet down into the room, the entrance door slams shut and **wizard locks**. At the same time, the whole room starts rotating in every possible direction, tumbling the PCs about. It takes 3 rounds for the room to reach its maximum speed of rotation. The damage taken by the PCs during this time is as follows:

- 1st Round: Unless the PCs make a successful Dexterity check, they are impaled on 1-2 spikes that deal 1-8 hp of damage apiece. The PCs must also make a successful save vs. spells to avoid **confusion** as the spell.
- 2nd Round: Unless the PCs make a successful Dexterity check at a -2 penalty, they are impaled on 1-4 spikes that deal 1-8 hp of damage apiece. The PCs must also make a successful save vs. spells at a -2 penalty to avoid **confusion** as the spell.
- 3rd Round: Unless the PCs make a successful Dexterity check at a -4 penalty, they are impaled on 1-6 spikes that deal 1-8 hp of damage apiece. The PCs must also make a successful save vs. spells at a -4 penalty to avoid **confusion** as the spell.

The PCs will most likely wish to gain access to the black door to exit the room as they are madly tumbling about. For every round they attempt to reach said door, roll a 10-sided die. The result corresponds to which of the ten possible directions the door faces during the round in question, as follows:

1. Directly above the PCs' heads and out of reach.
2. Directly below the PCs' feet.
3. Directly across from the PCs but out of reach.
4. Directly across from the PCs and in reach.
5. To the far right of the PCs but out of reach.
6. To the far right of the PCs and in reach.
7. To the far left of the PCs but out of reach.
8. To the far left of the PCs and in reach.
9. Directly behind the PCs but out of reach.
10. Directly behind the PCs and in reach.

PCs making an attempt to grab onto the handle of the black door can only do so during a round in which it is in reach as per the above table. Assuming such is the case, they can accomplish this feat by making a successful Dexterity check with a -1 penalty on the first round, a -2 penalty on the second round, and a -3 penalty on the third round and beyond. Thankfully, the door handle turns easily once a PC grabs onto it. Unfortunately, there is only a 1-in-10 chance that the open door is aligned with the corridor to the south, thereby allowing the PCs to exit the room, during any given round that the PCs are hanging onto its handle. Should such be the case, then the PC can leap out of the room with a successful Dexterity check at a -1 penalty. The door handle is aligned with the horizontal and is almost 2 feet long, meaning that up to three PCs can hang onto it at one time.

PCs returning to this room from the south needn't worry about being tossed about again, as the trap is only activated by pulling on the outside handle of the north door. When the PCs return to this room, they find both doors open and aligned with the north and south access corridors. As soon as the PCs exit via the north hallway, both doors slam shut and the trap resets.

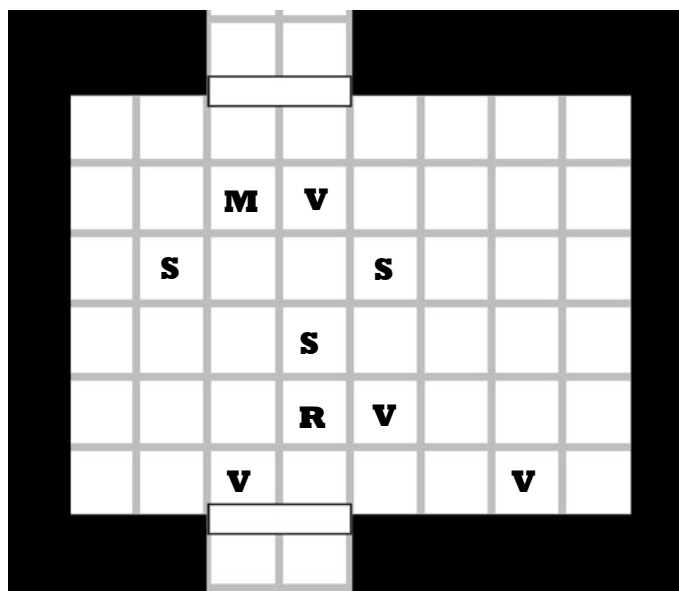
6. **DEATH LURKS BELOW:** The only feature of this 30-foot-wide by 20-foot-long room is the massive, ornate chest sitting in the middle of the south wall. The empty chest—ha, ha!—is double-locked and further protected with a glyph of warding that deals 36 hp of electrical damage if activated. (Save vs. spells for half damage). The moment the chest is opened, however, the entire floor of the room drops away beneath the feet of the PCs. The floor separates along an invisible seam down its middle, each massive section swinging towards the north and south walls. PCs standing within 5 feet of the entrance can jump out into the hallway to safety with a successful Dexterity check at a -4 penalty. Any other PCs in the room automatically fall 20 feet into the 30 foot x 20 foot room below, suffering 2-12 hp of falling damage. Worse yet, standing in the middle of the lower room is an **amalgam golem** (see *new monsters*), which immediately rushes to attack the nearest PC. The mindless golem achieves surprise 5 times in 6, and fights to the death. The floor trap resets in 1 turn, meaning that the PCs best vanquish their foe quickly lest they become imprisoned in the lower room.

Amalgam Golem (AC 1; MV 90 ft.; HD 22; hp 100; #AT 2; Dmg 3-24/3-24; SA Adhesive orb; SD Weapon adhesion, +3 or better weapon to hit, immune to all spells save fire-based ones, move earth, and passwall; AL N).

7. **BUNGLE IN THE JUNGLE:** PCs stepping foot into this 40-foot-wide by 30-foot-long room are in for a shock, for it is overgrown with all manner of jungle foliage. On account of the dense vegetation, movement through the room is reduced by 50%. Kaal'naar the slime mage magically transported part of the private garden from his home world to this room. If the PCs look up, they will see a bright orb 30 feet overhead resembling the sun. Such was created via the casting of a variation of the spell **sunray**, minus the damage and blinding effect, and provides the plants in the room with sunlight to facilitate photosynthesis. The soil, which averages 10 feet in depth, is nourished via a massive **decanter of endless water** mounted to the ceiling. Once a day, a wide spray of water is ejected from the decanter.

AREA 7 DETAILED MAP

EACH SQUARE EQUALS 5 FEET



Hidden amongst the massive jungle plants are the following horrors: one **marshlight ooze** (M) (see *new monsters*), three **shambling mounds** (S), four **violet fungi** (V), and one **fungal render** (R) (see *new monsters*). Their locations in the room are marked on the area 7 detail map. Any PC coming within 5 feet of one of the creatures is immediately attacked. On account of the dense foliage in the room, the man-eating plants surprise their victims 4 times in 6. The exit out of the room is covered by lianas growing on the walls, and should be treated as a concealed door.

Marshlight Ooze (AC 7; MV 10 ft.; HD 10; hp 60; #AT 1; Dmg 2-16; SA Corrodes metal, stinking cloud, exploding gas pockets (6/day)—3-18 hp damage in 30-foot radius (save vs. breath weapon for half damage); SD Immune to fire; AL N).



Shambling Mounds (3) (AC 0; MV 60 ft.; HD 11; hp 70 each; #AT 2; Dmg 2-16/2-16; SA Suffocation; SD Immune to fire, lightning causes it to grow, cold does ½ or no damage, weapons score ½ damage, immune to all spells save those that affect plants; AL N).

Violet Fungi (4) (AC 7; MV 10 ft.; HD 3; hp 18 each; #AT 1-4; Dmg Rots flesh; AL N).

Fungal Render (AC 9; MV 30 ft.; HD 12; hp 70; #AT 6; Dmg Special*; SA Crush; SD Heals 2 hp/turn; AL N). *If 2 or more tendrils hit, then each successful attack deals 1-4 hp/round. If less than 2 tendrils hit, then no damage is dealt that round.

8. **IMPRISONED DEMON:** The PCs find themselves in a diamond-shaped room with 10-foot-long walls. It is absolutely bare save for the bronze door to the south. In the exact middle of the room, a 15-foot-diameter magical circle has been drawn into the floor with loose powdered silver. The magical circle and the **balor demon** imprisoned inside are both invisible. Being as the binding circle is wide enough to touch all four walls of the room, the PCs automatically disturb the silver powder as they are making their way to the far door. Such action breaks the magical circle and renders it ineffective at trapping the demon inside.

The demon, which has been imprisoned in the room for over 900 years, unleashes its rage immediately upon the PCs, surprising them 5 times in 6. It attacks until reduced to one-quarter hp, at which time it attempts to gate in some of its allies from the Abyss. Unfortunately, being as the entire tomb is warded against any form of extra-dimensional travel beyond its walls, the demon's gating ability always fails. When this occurs, the demon becomes quite fearful, and rushes out the north door to escape the tomb on foot. Should the PCs forcefully prevent the demon from doing so, it grudgingly returns their attentions and battles to the death.

Balor (AC -7/-5; MV 120 ft.; HD 7+7; hp 45; #AT 7; D 2-8/1-8/1-8/1-8/1-8/1-8/1-8; SA at will—cause darkness, charm person, levitate, read languages, detect invisible object, cause pyrotechnics, polymorph self, project image, gate* in type I (30%), type II 25%), type III (15%), type IV (15%), type VI (10%), or one demon lord or prince (5%) (50% chance of success); SD +1 or better weapon to hit; MR 80%; AL CE). *Ineffective while in the tomb.

9. **GOING UP:** This 20-foot-square room is featureless save for the door-sized opening located in the middle of south wall, 20 feet above the floor, its top edge flush with the ceiling. As soon as the PCs step more than 5 feet into the room, the entrance door slams shut and **wizard locks**. At the same time, the entire floor of the room starts quickly rising towards the ceiling. PCs still in the room when the entrance door shuts can attempt to race over to the opening along the far wall as the floor rises, and can accomplish such with a successful Dexterity check at a -3 penalty. Those failing this check are crushed to death against the ceiling.
10. **A STICKY SITUATION:** The floor of this 40-foot-square room is divided into four equal-sized quadrants, each a different color. The northwest quadrant, marked A on the map, is a dead black color, and serves as a 3-foot-deep pool completely filled with **black pudding**. The northeast quadrant, marked B on the map, is a vibrant green color, and is filled with several patches of **green slime**. The southwest quadrant, marked C on the map, is a pale, almost pastel orange color, and is filled with several gallons of **ochre jelly**. Lastly, the southeast quadrant, marked D on the map, is a bright yellow color, and is filled with several globs of **mustard jelly**.

A magical, translucent field of force resembling shiny glass covers the entire floor, effectively containing the oozes. Being

as the oozes are flush against the field of force, the floor of the room appears to be composed of nothing more than different-colored slabs of marble, and should be described as such to the PCs when they arrive on the scene. Locked, false doors open onto all four quadrants as indicated on the map. Opening one of these doors dispels the field of force covering the respective quadrant, immersing the hapless PC into the pool of hungry oozes, all of which immediately attack. The true exit out of the room is the secret door located in the middle of the south wall.

Black Puddings (3) (AC 6; MV 60 ft.; HD 10; hp 60 each; #AT 1; Dmg 3-24; SA Dissolves wood and metal; SD Blows, cold, and lightning do not harm; AL N).

Green Slimes (10) (AC 9; MV 0 ft.; HD 2; hp 16 each; #AT 1; Dmg special; SA Turns flesh to slime in 1-4 rounds; AL N).

Ochre Jellies (4) (AC 8; MV 30 ft.; HD 6; hp 40 each; #AT 1; Dmg 3-12; SD Lightning bolt divides; AL N).

Mustard Jellies (3) (AC 4; MV 90 ft.; HD 7+14; hp 56 each; #AT 1 or 2; Dmg 5-20 or 2-8/2-8; SA Toxic vapor, can divide body in two; SD ½ damage from cold, impervious to electricity, magic missiles cause growth, lightning bolt divides; AL N).

11. **EBONY COLOSSUS:** A 20-foot-tall ebony statue stands along the far wall of this octagonal room with 10-foot-long walls. The eidolon is a depiction of one of Kal'naar's royal bodyguards, and takes shape as a towering humanoid covered in slime. The roof of the chamber is 20 feet above the head of the statue, giving it plenty of room to wield its 10-foot-long, two-handed sword. The moment the PCs step more than 10 feet into the room, the statue animates from the waist up and attacks. At the same time, the entrance door slams shut and **wizard locks**. The statue can reach anywhere in the room save for the 3-foot space separating its backside from the north wall. The statue attacks as an 18 HD monster and deals a massive 8-48 hp of damage per hit. The stone the statue is composed of is extremely resilient to blows, has 150 hp, and ignores



attacks dealing less than 6 hp of damage. For purposes of hit determination, the statue should be treated as having an armor class of 2, and is only affected by bashing weapons such as maces, flails, and hammers. It is absolutely impervious to any spells. The PCs' best of course of action is to run behind the statue and search the wall behind it, for such conceals the secret door out of the room.

12. **THE MAGIC FADES AWAY:** This 30-foot-wide by 50-foot-long room is bare save for the 15-foot-diameter blob of orange-colored protoplasm located seemingly right in front of the exit door along the far wall. In reality, the deadly creature, a monstrously overgrown **arcanoplasm** (see *new monsters*), is standing a mere 10 feet away from the entrance to the room. The illusion is created via a more powerful version of the spell **distance distortion**, which covers the entire room and was cast by none other than Kaal'naar himself several centuries past. Unless the PCs are somehow able to see through the magical effect via a **true seeing** spell or some such, they are automatically surprised by the arcanoplasm, which immediately attacks, assuming its 15-foot-tall humanoid shape. The arcanoplasm is particularly deadly being as it has the ability to automatically absorb any magic-user spell cast at it which is 4th level or below. Worse yet, it can cast the absorbed spell back at its enemies the following round.

Arcanoplasm, Gargantuan (AC 6; MV 90 ft.; HD 16; hp 100; #AT 1; Dmg 4-24; SA Can automatically detect magic-users in 100-foot-radius, magic-user spell absorption, can mimic 4th level or lower magic-user spells cast within 30 feet; SD Magic user spell absorption - heals 1 hp/3 hp damage spell would have dealt; AL N; SZ 15 feet tall).

13. **MARBLE MADNESS:** This area measures 40 feet from east to west and 30 feet from north to south. The floor is evenly divided into four 10-foot-wide by 30-foot-long strips of polished marble, each a different color. The strip labeled A on the map is a deep green color, the one marked B a brilliant yellow color, that marked C a bright crimson shade, and that labeled D a sickly orange hue. Along the north end of each strip of floor stands a bronze door, all of which are false save for the one marked A.

Opening door A causes the entire strip of green-colored marble to quickly tip forward to the north and then back to its default position. Victims are deposited in the 10-foot-square antechamber preceding area 14, which lies 20 feet below this room. A successful Dexterity check at a -3 penalty allows any PCs standing in front of the door to jump away to safety, thereby avoiding 2-12 hp of falling/tumbling damage. In the antechamber to the north of this room is a secret panel along the west wall, which opens to reveal a red gemstone button. Once depressed, the button causes floor panel A to swing back into the downward position. PCs can then climb the panel back up to this room. After this is done, the floor panel returns to its default position 5 rounds later.

Pulling on the handle to door B causes the accompanying panel of yellow marble to split down the middle, depositing any standing thereon into the pool of acid 20 feet below. PCs can jump away to safety by making a successful Dexterity check at a -3 penalty. The strip of marble returns to its default position 1 round later, trapping the PCs in the acid pool, which causes 10-60 hp of damage per round.

Pulling the handle of door C causes the accompanying panel of red marble to quickly rise up to the ceiling. PCs failing to jump away to safety, which can be accomplished with a successful Dexterity check at a -4 penalty, are crushed to death against the ceiling.

Door D features the most deadly trap in the room, for pulling on the golden handle of such **disintegrates**, as the spell, any PCs

standing on the accompanying strip of orange marble. (Save vs. spells negates).

14. **CRYPT OF KAAL'NAAR:** All of the walls of this 40 foot by 30 foot room are covered with colorful murals depicting the jungle world of Kaal'naar the slime mage. Cavorting about amongst the foliage in the murals are various and sundry horrid beasts vaguely akin to dinosaurs, lizards, and snakes. In the exact center of the floor sits the queer sarcophagus of **Kaal'naar**, which is constructed entirely of translucent **glassteel**. It is filled to the brim with green slime. Being as the body of slumbering slime-lich is the same color as the slime, thereby concealing it, the sarcophagus appears to be otherwise empty upon initial inspection. If the PCs peer closely into the sarcophagus, however, they can barely make out a vague humanoid form clutching a wand in one hand and a staff in the other.

The slime-lich will remain immobile so long as the PCs don't touch its sarcophagus. The second such occurs, Kaal'naar flings the lid of the sarcophagus wide open, splashing several globs of green slime on the PCs in the process. Any PCs within a 15-foot-radius of the sarcophagus at this time are subject to an automatic hit by one of the four patches of green slime filling its interior. Kaal'naar immediately lets loose with his most powerful, death-dealing spells on the PCs, employing his magical staff and wand as needed. The slime-lich even pursues PCs fleeing its tomb, and fights the interlopers to the death, for it is tired of its undead existence and wanted to sleep forever. Should the PCs emerge victorious, then they are free to examine the sarcophagus, which is not affixed to the floor of the crypt. PCs, up to four at a time, bringing a combined Strength of 60 into play can move the heavy sarcophagus, revealing a locked stone panel covering a 3 foot x 3 foot x 2 foot void cut into the floor of the crypt. A **symbol of death** has been magically painted onto the surface of the panel, which the PCs will have to overcome before getting at the Treasure below.

Kaal'naar, Slime-Lich (AC 0; MV 60 ft.; HD 11+; hp 85; #AT 1; D 1-10; SA Touch paralyzes, expectorate slime, creatures less than 5th level (or HD 5) flee in fear, spells as MU 20; SD +1 or better weapon to hit, immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, or death spells/symbols; AL N (E)). Possessions: **wand of lightning, staff of striking, brooch of shielding, potion of human control, potion of extra healing, potion of invulnerability, scroll of conjure elemental, duo-dimension, and maze**. He has memorized the following spells as a 20th level magic user:

- First Level: **comprehend languages, detect magic, jump, magic missile, sleep,**
Second Level: **darkness 15-foot radius, invisibility, mirror image, ray of enfeeblement, scare**
Third Level: **blink, dispel magic, fireball, fly, lightning bolt**
Fourth Level: **charm monster, ice storm, polymorph self, polymorph other, wall of ice**
Fifth Level: **cone of cold, cloudkill, hold monster, monster summoning III, teleport**
Sixth Level: **death spell, disintegrate, globe of invulnerability, transformation**
Seventh Level: **grasping hand, limited wish, power word stun**
Eighth Level: **incendiary cloud, mass charm, power word blind**
Ninth Level: **power word kill, wish**

Every other round, Kaal'naar can spit a massive glob of green slime to a distance of 15 feet in addition to his other attacks. The initial ranged attack by the green slime uses the "to hit" roll of the slime-lich. Kaal'naar can make a total of three such attacks per day, his body holding the excess equivalent of three normal patches of green slime. For every round following the initial attachment and subsequent damage, the green

slime attacks normally, using its own HD for these secondary attacks and not that of the slime-lich.

Green Slime (4 inside sarcophagus, 3 inside Kaal'naar's body) (AC 9; MV 0 ft.; HD 2; hp 16 each; #AT 1; Dmg special; SA Turns flesh to slime in 1-4 rounds; AL N).

The hollow beneath the sarcophagus contains the following: 10,000 gp in assorted coins, 5,000 gp worth of assorted jewelry, two rubies, a **tome of clear thought**, a **periapt of foul rotting**, a **libram of ineffable damnation**, a **scroll of gust of wind**, and a **scroll of confusion**. One of the rubies has no special properties and is valued at 2,000 gp. The other ruby is a **gem of seeing**.

THE OTHER TOMBS

C. CAIRN OF THE CAMBION: This tomb was one of the first dug below the mausoleum. Entombed herein is a half-demon/half-man, who was the beloved of a powerful demoness serving in the Abyssal court of the demon prince of undeath. When the demoness' beloved was slain while on a mission to the Nine Hells, she contracted the owners of this mausoleum to erect for the cambion an impregnable tomb filled with many lesser demon guardians in **temporal stasis**, pit traps containing lava, acids, and oozes, and other such things. In all, the tomb contains 14 rooms, the walls of such decorated with murals and bas-reliefs depicting the architecture of the cambion's home layer of the Abyss.

D. TOMB OF THE ALCHEMIST: This tomb was constructed roughly 80 years after the opening of Caleb and Trenton's public mausoleum, and houses the perfectly-preserved remains of a powerful alchemist and sage, who in life was often consulted by both kings and commoners alike for his great wisdom on the cosmology of the planes, the various schools of magic, and alchemy. The alchemist, even after prolonging his life via magic for several centuries, eventually succumbed to death. Before such occurred, he contacted Caleb and Trenton and commissioned a 13-room tomb to be built to his exacting specifications, which was to be protected primarily with traps involving magical and chemical concoctions.

E. SET'S BELOVED: Laying in wait in this 12-room tomb is the mummy of a wicked high priest of the god Set. The guardians of the tomb are mostly stone and iron golems with special powers modeled after those of the Egyptian pantheon of gods.

F. TOMB OF THE JAGUAR KING: Entombed herein is a powerful Mayan king who died while on campaign in a foreign land. His tomb contains 13 chambers, and its traps and guardians were inspired by the trials faced by a soul on its journey through the Mayan underworld known as Xibalba.

G. TOMB OF THE LAST EMPEROR: Interred herein is the last emperor of a vast Oriental nation. The 14-room tomb is protected primarily by clay golems modeled after the emperor's favorite generals and other military advisors. Much of the emperor's palace is replicated in the rooms and corridors of his tomb, complete with lakes filled with mercury to appear as if they are reflecting the morning sun and gardens and zoos filled with trees, treants, tigers, and elephants in **temporal stasis**.

HERE ENDS THE ADVENTURE INTO THE FORSAKEN SEPULCHER

APPENDIX A: NEW MONSTERS

ARCANOPLASM

SIZE: Medium (5 ft. tall)

MOVE: 90 ft.

ARMOR CLASS: 6

HIT DICE: 7

ATTACKS: 1

DAMAGE: 3-18

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: None

RARITY: Very rare

NO. ENCOUNTERED: 1

LAIR PROBABILITY: 90%

TREASURE: None

INTELLIGENCE: Semi

ALIGNMENT: Neutral

LEVEL/X.P.: 6 / 554 + 8/hp

General information: Arcanoplasms are thought to be the result of a failed magic experiment. Wizards and sages alike have tried for years to gather complete information on this odd creature, but thus far such information has eluded even the most resourceful of casters. Arcanoplasms are found in areas where the residual energies of arcane magic linger. Such areas include ruined wizard's towers, keeps, dungeons, and so forth. Here they feed and remain until disturbed. Most encounters with these monsters take place in such locations, as the arcanoplasm rarely travels far from its lair - and since it lairs in ruins and other such adventurer-attracting places, it rarely has to wait long between meals.

When forced to combat, arcanoplasms always locate arcane spellcasting creatures first. An arcanoplasm can automatically detect the location of any arcane spellcaster within a 100-foot radius and its detection is not blocked by stone, lead, or other material. Because of its ability to replicate spells cast near it, the arcanoplasm tries to stay within 30 feet of an arcane caster while physically attacking others with acid-laced pseudopodia for 2-12 points of damage, plus an additional 1-6 points of acid damage per hit. An arcanoplasm can mimic any arcane spell of 4th level or lower that is cast within 30 feet of it. The spell takes effect on the arcanoplasm's next round and does not require any components. Mimicked spells are cast at the foe deemed most threatening. Arcanoplasms only attack arcane casters once all other threats are removed.

Any arcane spell cast at an arcanoplasm is automatically absorbed. This cures 1 hit point of damage per 3 points of damage the spell would otherwise deal. (Non-damaging spells cure 1 hit point of damage per spell level of the spell.) Spells that affect an area are not absorbed, but neither do they affect the arcanoplasm. An arcanoplasm cannot absorb divine magic and is affected by it normally. Arcanoplasms are immune to poison.

Arcanoplasms do not value mundane treasure and view magical treasure as food. Any magical item less potent than an artifact or relic will be drained after one week of feeding. If recovered before then it will still be functional, but any charged items lose 1/7 of their charges per day of draining. There is a 10% chance that an encountered arcanoplasm will possess a magic item currently being drained.

Physical description: Arcanoplasms are amorphous blobs that often assume a sort of pseudo-bipedal form roughly 5 feet tall.

Variants: It is speculated that 10% of all arcanoplasms are actually divinoplasms that treat divine magic like normal arcanoplasms treat arcane. This ratio is uncertain due to the rarity of the monster, but such variants have been confirmed.

AMALGAM GOLEM

SIZE: Large (12 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 1
HIT DICE: 100 hit points
ATTACKS: 2
DAMAGE: 3-24, 3-24
SPECIAL ATTACKS: Adhesive orb
SPECIAL DEFENSES: Weapon adhesion
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: See below
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 10 / 16,300

General information: Considered by some as the pinnacle of golem creation, the amalgam golem is a fearsome guardian created from stone and natural tar coupled with a fiery elemental spirit. An amalgam golem is a dire foe who usually opens combat by throwing a flaming adhesive orb at the most heavily armored opponent. If it hits, an adhesive orb deals 2-12 hit points of damage, plus an additional 1-4 points of fire damage. Furthermore, the tar adheres to the target's armor, causing the target to be entangled for 2-12 rounds, -1 round for every point of strength and dexterity above 14 the target possesses. Every round spent entangled in an adhesive orb deals another 1-4 hit points of fire damage. An amalgam golem then targets other opponents with its powerful fists. In addition to striking, it will hurl another adhesive orb every 8 rounds, focusing foremost upon heavily armored opponents.

The thick tar that holds the golem together is a powerful adhesive, and it holds fast any items that touch it. A weapon striking an amalgam golem is stuck fast unless the wielder makes a successful open doors roll. Any stuck items are easily removed if the golem is somehow slain. This trait results in older golems accumulating large amounts of weaponry. The golems will typically move all adhered weapons to their core after a day on their surface. If slain, 2-20 differing weapons will be found in the center of an amalgam golem. The majority will be non-magical, but 1 out of every 5 of them will possess some magical ability of note.

After 5 rounds of combat, the fiery elemental spirit within the amalgam golem asserts its will and immolates the golem in a flaming inferno, causing 3-18 hit points of damage to any creature within 10 feet of the golem and 1-6 points of damage to any creature within 15 feet. An immolated amalgam golem is an awesome opponent, implacable and ruthless: all fist attacks are made at a +2 to hit and +5 to damage from the terrible spirit within the golem. Immolation only ends 5 rounds after all martial activities cease.

Only magical weapons of +3 or greater enchantment can harm an amalgam golem. The only spells which affect an amalgam golem are move earth, passwall, and fire-based magic. Move earth slows the golem 50% for 5 melee rounds, passwall causes 5-20 points of damage, and fire-based attacks repair the golem on a 1 to 1 hit point basis. Amalgam golems are twice as strong as flesh golems and they always detect invisible creatures.

Physical description: Amalgam golems are roughly humanoid in shape. They stand a full 12 feet tall and weigh over two tons. Globes of sticky black tar connect rocky appendages to their 7-foot-wide torso. Although largely humanoid in appearance, two curved stone horns protrude from their foreheads, just above two black eyes of smoldering tar. Unlike most golems, amalgam golems possess a fluid gait and are able to easily run, a byproduct of their adhesive tar joints.

An amalgam golem may be created through the use of a magical tome or through the efforts of an 18th or higher level magic user employing the following spells: *wish*, *polymorph any object*, *geas*, *conjure fire elemental*, *hold person*, and *web*. 1,000 gp per hit

point must be spent in materials and 4 months of time are required for construction of an amalgam golem.

An amalgam golem always remains under the control of its creator. It is capable of understanding simple commands and performing actions typical to the more powerful golems.

AVMAR

SIZE: Large (12 ft. tall)
MOVE: 120 ft.
ARMOR CLASS: 0
HIT DICE: 12
ATTACKS: 2
DAMAGE: 1-10, 1-10
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: +1 or better weapon to hit
MAGIC RESISTANCE: 40%
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 70%
TREASURE: None
INTELLIGENCE: Low
ALIGNMENT: Neutral
LEVEL/X.P.: 8 / 3550 + 16/hp

General information: The fearsome avmar serves as a guardian of some legendary treasure of the ancients. Its origins are shrouded in time, but it is known that only members of a certain bloodline are able to control the creature. Whether that bloodline created the avmar or simply discovered its secrets is also unknown.

Normal weapons cannot damage it. If within 60 feet of an opponent, the avmar emits an ethereal wave that causes all within range who fail a save against magic to weaken and endure a -4 to hit during combat. Its powerful arms can slam an opponent backward 5-10 feet if the PC is struck on an 18-20. A PC knocked back is stunned for 1-4 combat rounds.

Instead of fighting with its fists, the avmar may elect to charge an opponent with its horn if the victim is more than 20 feet away, dealing 1-12+5 hit points of damage. There is a 5% chance per 5 feet distance covered that the victim will be impaled on the horn for 1-6 hit points per round in addition to the normal damage. If impaled, the PC must make a successful bend bars roll in order to pull himself off the horn.

Physical description: The avmar appears as a 12-foot-tall, muscular, black stone beast, with slitted eyes and a large horn protruding from its forehead. It weighs more than 1,000 lbs.

FUNGAL RENDER

SIZE: Large (15 ft. tall)
MOVE: 30 ft.
ARMOR CLASS: 9
HIT DICE: 12
ATTACKS: 6
DAMAGE: See below
SPECIAL ATTACKS: Crush
SPECIAL DEFENSES: Fast healing
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 95%
TREASURE: In Lair: 3-24 cp, 3-18 sp, 2-12 ep, 2-8 gp, 1-6 pp, 1-4 gems (50%)
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 2,900 + 16/hp

General information: Fungal renders are extremely rare giant mushrooms possessing mobility and a predator's instincts. They

are typically only encountered in underground fungal forests, but have occasionally been seen on the surface. Averaging 15 feet in height, the render has ten rope-like tendrils dangling from the circumference of the its cap. These tendrils are covered in a sticky, sap-like substance. The fungal render attacks with these tendrils. If only one tendril hits, no damage is done, but if two or more hit the target creature takes 1-4 hit points of damage per tendril each round as the fungal render pulls its victim apart. A fungal render's tendrils are very elastic and can stretch up to three times the render's height. The chance of dislodging a tendril is equal to the chance of opening doors. A tendril is severed after receiving 10 hit points of damage against AC 3. Damage to a tendril does no harm to the fungal render; only attacks against its cap, trunk, or roots can slay a render.

When reduced to 10 hit points or fewer, a fungal render will throw itself upon its attackers in a devastating crush attack dealing 4-20 points of damage to any creatures underneath it. Up to 3 medium-sized creatures can be attacked in this manner. It takes a fungal render 2 rounds to right itself once after a crush attack. During this period it can only attack with 4 of its tendrils, as the others are occupied by setting itself upright.

A fungal render heals quickly, regaining 2 hit points per turn. One severed tendril can be regenerated over the same period of time. A fungal render can only detect creatures within 50 feet of its stalk via light detecting "eyes," and it will only pursue fleeing prey for a short time (three rounds) before losing interest and returning to its favored location.

Physical description: A fungal render is a mushroom of vast magnitude with several tendrils that extend from the cap, which it uses to tear apart its food. The trunk is flexible and sways to avoid blows. Fungal renders can grow up to 20 feet tall, but most average around 15 feet. Their caps are a dark purple, their trunks and tendrils a dark red, and their lamellae a dark orange. When uprooted, twelve thick, root-like black tendrils support the lumbering mushroom. Upon its trunk are rows of argent spots, which the render uses as primitive eyes.

HEPHAESTAN

SIZE: Large (10 ft. tall)
MOVE: 60 ft.
ARMOR CLASS: 2
HIT DICE: 12
ATTACKS: 1
DAMAGE: 4-30
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: None
RARITY: Very rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 90%
TREASURE: In Lair: 1-8k cp (50%), 1-6k sp (25%), 1-4k ep (25%), 1-3k gp (25%), 1-8 gems (30%), 1-4 jewelry (20%), sword, armor, or misc. weapon (x2) (10%)
INTELLIGENCE: Very
ALIGNMENT: Neutral evil
LEVEL/X.P.: 7 / 2,750 + 16/hp

General information: Hephaestans are a breed of master smiths that live in mountainous regions and underground. Preferring solitude, hephaestans have refined their skill in metalworking to a fine art and even have the capability to craft magical items.

Legends tell of the arrival of these elementals from a volcanic eruption that ripped open a portal to the elemental plane of magma. Others place their origins as constructs given life by an evil deity of fire and craftsmanship, sent to the material plane to spread evil through the forging of magical items. Whether either is true is unknown.

Hephaestans generally avoid combat whenever possible, but when forced, they fight using their huge iron hammers, overcoming combatants with powerful blows and the incredible heat radiating from their bodies. A hephaestan radiates heat at all times, but when angered, its heat rages with the intensity of a furnace. Opponents within 15 feet suffer 1-4 points of damage. Additionally, any non-magical weapon that strikes a hephaestan must save against normal fire or suffer a cumulative -1 to damage per failed save as the temper of the weapon is weakened.

Hephaestans can forge magic weapons and armor of no greater than 3,000 gp and 5,000 gp in value, respectively. It takes them a full month to forge such items. A hephaestan can be persuaded to create items for individuals in exchange for a quest or a particularly sought-after item. The hephaestan follows specifications to the letter, and if the individual is not extremely precise as to the characteristics of the item, there is a 50% chance that a minor malevolent effect occurs during the creation process.

Hephaestans are immune to fire, sleep, paralysis, poison, drowning, and disease.

Languages: Hephaestans speak common and fire giant.

Physical description: Hephaestans are vaguely humanoid and stand ten feet tall. Their thick stony skin is wrought with little fissures that release waves of heat. Their facial features are composed of heated glowing rocks.



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