

DNH5

OSR
Edition

Part Five, the Conclusion of
the Haunting of Hastur Series

Carcosa

by L. Kevin Watson

An Adventure for Characters Level 12



Compatible



Carcosa is an adventure for 3–7 characters at level 12 and designed for use with most versions of the best known fantasy roleplaying game. This Module can be used with any old school RPG or modern clones, and is optimized for 5 characters at level 12.



Dark Naga Adventures
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DNH5—Carcosa

Dark Naga Adventures

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This module is OSR Compatible and can be used with any old school RPG or modern clone. It was designed with the classic version of the game in mind but with minimal changes can be used with original or advanced rules or their clones. Encounters are listed in the following format:

Orcs (4) – AC 6 (13), HD 1, #AT 1, D 1d6

Armor Class is given both descending and ascending values, with ascending values in parentheses. An unarmored character is AC 9 (10) and chainmail gives AC 5 (14).

All encountered creatures use the same saving throws as a fighter of the same level as their hit dice.



Cover: Grustka and Her Admirers - Artist: Catia Fantini

Background

NOTE: This section assumes the players have played through the first adventures of the Haunting of Hastur series, DNH1–DNH4; if that is not the case, there are entries for adapting the adventure.

At the end of DNH4—Confronting Hastur, the party defeated a cult of Hastur that was building a temple under Castle Brytha in the city of Meawold. The cult was mere days away from completing a vessel to hold an aspect of Hastur when the party members defeated the cultists. The party managed to smash the not quite completed statue of Hastur, and from the rubble, a blue and black sphere sprang from the heart of the statue. It grew until it filled the temple, engulfing the party members.

The sphere deposited them in the Carcosa Complex, the private Demiplane of Madness dedicated to and controlled by Hastur. However, Hastur is not present: He, like the other Old Ones, lies sleeping beyond the known worlds. Sadly, his slumber is lighter than that many of his brethren'. This light slumber allows him to influence the universe in ways his fellow Old Ones often cannot. He has now twice tried and failed to use his influence to establish an aspect of himself on Tumunzar (See DNH1 and DNH4). The same party of petty mortals is responsible for both defeats, something Hastur knows and wants to address, permanently, hence his capture of the party members. His slumber limits his reach, and thus Hastur has delegated the fulfillment of his revenge to subordinates.

For the party members, defeating Hastur is crucial, for he is mere decades from recovering and waking from his massive defeat at the end of the First Age of Man some two millennia ago. If he fully awakens, he will be able to inspire more than just a cult, and will overwhelm the world of Tumunzar, especially the continent of Barestir. Currently, Hastur can only connect with one individual at a time, and his preferred host for his aspect would be an elf. The extraordinary longevity of elves, coupled with their magical talent would allow Hastur to channel more magic and power compared to previous hosts, all while retaining a general mien of social acceptability, in stark contrast to hosts that worked but were limited by brief lifespans or frustrated Hastur's efforts to establish a foothold on Tumunzar due to their weird physiology. He desires a full conquest of the elves, so he take advantage of their incredible adaptability to nearly any environment to create armies that will allow him to control more and more worlds over the coming eons. See DNH3—The City of Talos for more details on the elves of Tumunzar, especially the Formene Elves.

For Players New to the Haunting of Hastur Series:

The GM is encouraged to use the summary of events provided or invent another reason for Hastur to draw the party members into the Carcosa Complex for the amusement of Grushka and her would-be lovers.

For Players Who Participated in Some Parts of the Series:

The GM is encouraged to fill in the blanks (or play the missed adventures) so that the story makes sense.

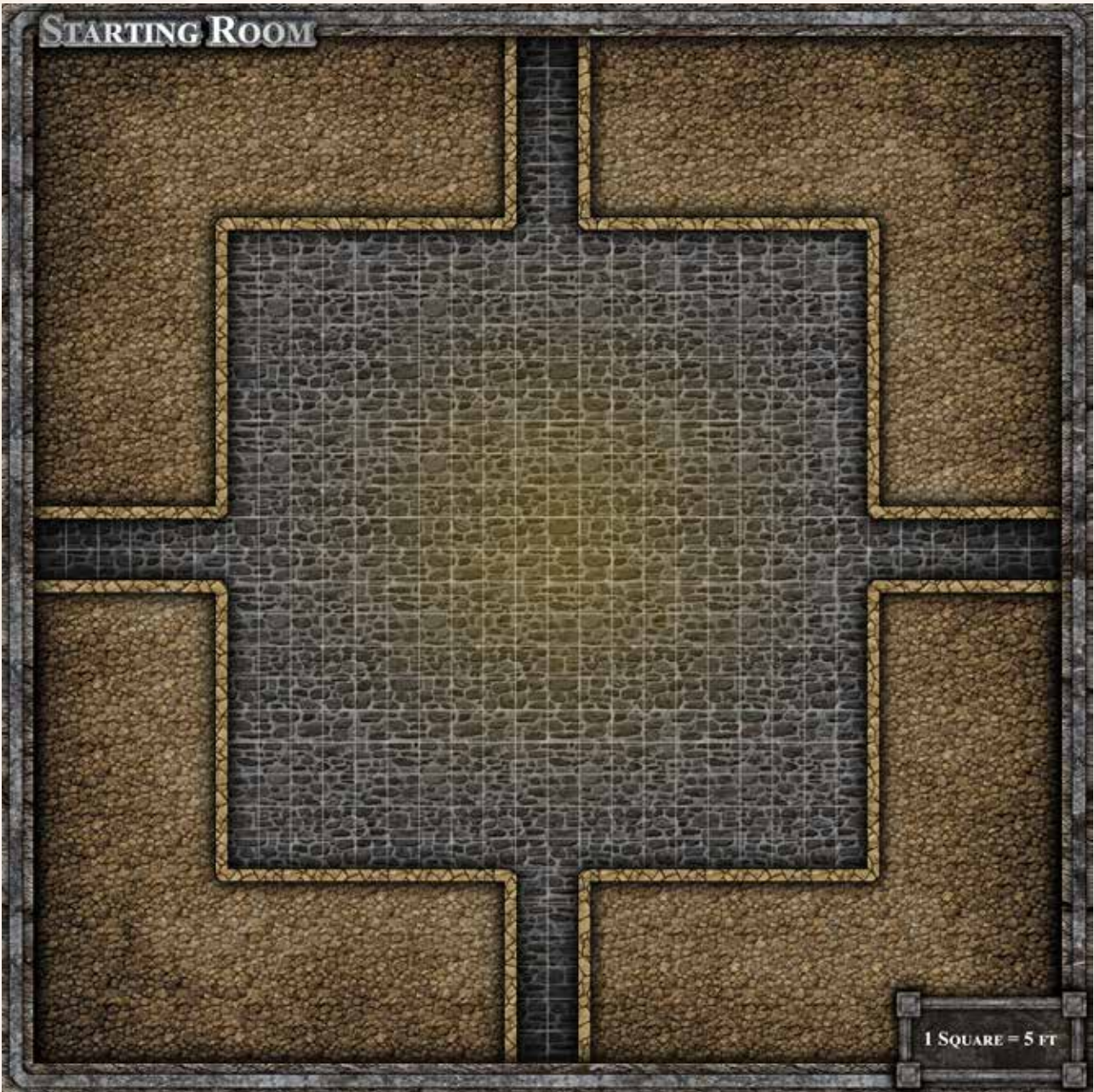
Notes on Running the Adventure

At the beginning of the adventure, the party members have been unconscious for some unknown period of time. Allow the characters the benefit of a long rest and assume they have all their hit points and Hit Dice restored and are ready to prepare fresh spells. This does not count as a long rest for the purpose of the following conditions for permanent imprisonment:

There are three conditions that bind a party member to the Carcosa Complex forever: Dying, taking a long rest (or falling asleep), or spending more than twenty-four hours in the Carcosa Complex.

Optionally, the GM may bind a soul to the Carcosa Complex if the party member reaches zero hit points, regardless of the number of death saves failed, or set the threshold to being bound to the Carcosa Complex at a number lower than three failed death saves. Keep track of time spent, rounding to the nearest fifteen minutes to minimize accounting overhead. It can be assumed that recovering and regrouping from each encounter will take a few minutes, which makes the fifteen-minute increment reasonable. Most of the denizens of the Carcosa Complex are not particularly inclined to fight the party members. Avoiding resource-draining encounters should take some work and consume time, but not be exceedingly difficult.

While not bound to the Carcosa Complex, there is a way for the party members to escape the Demiplane of Madness. Each demon has a portal that connects the Carcosa Complex to a place called "The Plane of Portals". This plane is a vast collection of hallways, each ending in a portal to another dimension. The portal of Grushka, the most powerful demon, is special and can also be used to connect to other destinations. Smearing the blood of any party member on Grushka's portal will tune it to the party member's home world or plane, if



applicable. Reciting the command words then activates the portal, and if stepped through, the party members will be transported up to 1,000 miles away from where they entered the Carcosa Complex (which was presumably beneath the City of Meawold). If the party ends up on another plane or world, the destination is subject to the GM's discretion.

Deepening Hastur's slumber requires the party members to step through Grushka's portal in its native configuration, then find and perform a ritual at the portal that leads to where the Old One slumbers. The ritual takes an hour to recite and requires the hearts of all four abrar (the demon brothers and Grushka)

as material components. After completing the ritual, a successful Saving Throw vs. Spells at +5 deepens Hastur's slumber for a million years. If the attack misses or the ritual fails, the hearts disappear, and the demons must regenerate and return to their domains before the ritual can be attempted again. Unlike most denizens, the demons take a week to reappear in the Carcosa Complex, suffering in the Abyss during that time to remind them of their duties and the consequences of failure. Waiting seven days to attempt the ritual without escaping and reentering again means the party members become permanent residents of the Carcosa Complex.

Introduction

The party members awaken to find themselves in a large room, approximately a 100' square, with a stone floor and a stone ceiling 15' above. All four walls have a passage in the center of each wall, leading out of the room. The air is comfortable, slightly cool, and smells of rotted leather and decay with an ephemeral whiff of death. The light is dim, comes from no discernable source, and is everywhere throughout the room. The four passages leaving the room are much darker.

As the party members start to regain consciousness, a voice booms in their heads. "Welcome to Carcosa. You will fit in here, eventually. Explore all you like, find where you fit best, and settle in. Eternity is a mighty long time, and you will be here for eternity. When you pick your new home, the demon lord of that domain will grant you an audience." With the voice seemingly done, the party members open their eyes and take in the room.

As they stand and start to orient themselves, a hunched, cloaked figure about twenty feet away addresses them in Common. His voice is male and deep. "I guess I, too, should welcome you to Carcosa. Not sure if that is a good thing or a bad thing. Probably a bad one. Do not go to sleep here. You only get one wakeup here, on the house, and you have just spent that. The next one has dire consequences. If you sleep again, the life you knew is gone forever. You must find an exit before you sleep, or Carcosa will be your prison forevermore. This is an awful place and maybe you can fight your way out. Who knows, maybe you're smarter than you look, and you can talk your way out. Either way, you want to get out before your soul is consumed by Carcosa." The figure is a male human, about forty, broken, and covered in boils. He presents no threat to the party members and can be easily killed if they desire.

The Rules of Carcosa

- Each demon has a portal in its throne room that connects to the Plane of Portals.
- On the Plane of Portals, you can connect to hundreds of dimensions (other worlds, planes, etc.).
- While in the Plane of Portals, you take 3 (1d6) damage per hour from the necrotic energy.
- If you die here, your corpse disappears after ten minutes.
- If you die here, you become a permanent resident (Fail 3 death saves, take damage that reduces your hitpoints below zero, etc.).
- You will return to Carcosa at midnight as if your death never happened.
- If you sleep here, you become a permanent resident, including a long rest.
- There is a ritual that can take the party home if they can find a portal to link to their home world.



The Yellow Sign



Welcome to Carcosa - Artist: Brian McCranie

If they question the cloaked figure, he talks with them for a few minutes and then scurries off. The conversation might contain the following information:

- I am one of millions of humans and demi-humans trapped in the Carcosa Complex. I have ventured outside of my assigned domain, the sewers, to warn you and must return soon, or I will be caught.
- Four demons run the Carcosa Complex, Grushka and her three admirers: Lyosha, Mitya, and Vanya. They each run one of its wings.
- You are all still alive so that the demons may enjoy the misery that emanates from your despair as you become trapped in the Carcosa Complex until the end of time.
- Most of the denizens are indifferent to new residents, I mean "new arrivals". Some talk freely; others require prodding. However, some like to pick fights with new fish.
- This place, the Carcosa plane, is a Demiplane. It is infinite, but this structure, the Carcosa Complex, consists of the main hall (where you are now) and a domain devoted to each demon.
- Grushka toys with all three brothers.
- Mitya is the worst of them, Lyosha, the best.
- Sleeping or dying here binds your soul to the Demiplane. If you die in the Carcosa Complex, you appear here, at midnight, as if you never died, but with the memories of your death.
- Each demon has a substantial treasure hoard.
- The demons bicker constantly; a shrewd person can play them off each other.
- There is a way to escape the Carcosa plane.
- You want to escape.
- Each brother does anything to curry Grushka's favor.
- Grushka is really in charge.
- Mitya acts as if he runs the entire Carcosa Complex.
- Mitya rules his brothers with an iron fist.
- Vanya hates his brothers.
- Lyosha is distant and standoffish with his brothers.
- Hastur's current slumber is shallow, and he will awaken in a few decades.
- The north exit leads to Grushka's domain.
- The east exit leads to Vanya's domain.
- The west exit leads to Lyosha's domain.
- The south exit leads to Mitya's domain.

Grushka's Domain

Grushka runs the Carcosa Complex from this cavern network. She sits on a throne on a raised dais, with a reflecting pool between her and supplicants, so she can admire herself as she desires. She constantly maintains the visage of a beautiful human woman, never showing her wings or demonic features. She serves Hastur but lives to tease, torment, and manipulate the three demonic brothers, and she enjoys toying with mortals. Her goal is to integrate the party members into the Carcosa Complex with as light a touch as possible. Watching mortals struggle to escape, fail, and then wallow in the ensuing despair entertains the demons to no end. Who knows, maybe they're made of something special and can replace the demons as her tormented admirers in time. If they are here and unable to threaten Hastur's efforts on Tumunzar, her mission is accomplished. To this end, she sends them on wild goose chases to the brothers. Grushka knows how the party can return home and how they can push Hastur into a deeper slumber. However, she is not willing to suffer a week in the Abyss to deepen his slumber, and the ritual to deepen Hastur's slumber requires the hearts of all four demons. The Carcosa plane is fueled by misery, and new members provide a wealth of misery as they lose hope. She will do her utmost to prevent the party members from returning to their world.

Key points for roleplaying Grushka:

- She flirts and teases constantly.
 - She never appears as a demon but always as a beautiful human woman.
 - She loves accumulating wealth.
 - She is loath to reveal the portals or the way home for the party members.
 - Her goal is to trap the party members in the Carcosa Complex.
 - Watching the party members scurry about trying to play the brothers off each other gives her a little joy though not as much as teasing the brothers directly.
 - Ruling the Carcosa Complex is boring at times; toying with mortal creatures helps her pass the time.
 - Grushka pretends to be sympathetic to their plight, feigning a dislike of her role in this whole affair, and sends the party out on phony "quests" to frustrate the party members and the demon brothers.
- She has a genuine affection for Lyosha, but she is so twisted that she cannot express it in any way other than tormenting him.
 - If forced to fight, she viciously uses spells to eliminate specific targets. She focuses on clerics, then other casters.
 - To avoid a return to the Abyss and the ensuing torture, she won't give her life to prevent the party members' escape. However, she also tries to trick them into using a portal in the Plane of Portals to send them to the Abyss or some other place instead of their home if given a chance.

Few intelligent creatures trust Grushka twice. Fewer still trust her thrice.



Grushka - Artist: Brian McCranie

Area Descriptions

The dressed stone passage widens to a natural cavern.

1. Entrance—40' wide. Ingress/Egress passage at south end, 'Y' junction at east end.

This cavern is naturally lit with phosphorescent lichen to a brightness about half that of a torch. The floor is flat, bare stone; the other surfaces are natural. The cavern is a few degrees below room temperature; the air moves gently and consistently from the back of the cavern toward the entrance.

2A. Shortcut Passage—10–20' wide, 90' long, Ingress/Egress east/west passages at either end of the passage.

This shortcut is a trap. At the point where it widens, the poison gas shortcut trap springs.

Poison Gas Trap

Magic trap

The magical nature of the trap requires an **INTELLIGENCE** check at -5 (Roll INT or below on 1d20) to detect. It cannot be detected as a mechanical trap. Walls of Force block off the passage in all directions. Roll initiative. On an initiative count of 5, poison gas floods the magically-sealed section. All targets inside must make a successful save vs. Poison at -5, or take 13 (4d6) poison damage and 3 (1d6) points of damage per round while inside the gas, or half as much on a success (and no ongoing damage). To escape the gas, the PCs have managed to destroy at least one of the walls of force. Alternatively, the trap has a failsafe: Two consecutive, successful **INTELLIGENCE**, one per round, can temporarily shut down the trap.

2B. Long Route Passage—20' wide, 280' long, Ingress/Egress both ends connect to the Shortcut Passage (Area 2A) and the main corridor (Areas 1 and 3).

The floor is rougher than other areas of the cavern complex. Following this path avoids the trap in the Shortcut Passage (Area 2A).



Prisoner for the Executioners - Artist: Brian McCranie

3. Path of Trials—40' wide, 300' long, Ingress/Egress connects to a room at north end, connects to the Shortcut Passage and Long Route Passage at south end.

This passage is very difficult to traverse. Every thirty feet (10 times as the party members move from 2A/2B to 4), party members must make a **WISDOM** check. The penalty starts at zero and increases by 1 every thirty feet. Each failed check slows their movement speed by five feet. A party member with zero movement cannot advance and must remain stationary for 30 minutes. This waiting period restores the party member to full movement. Party members that have been reduced to a movement of 0 may be carried by their allies, provided these allies can carry them. This trial is intended to make sure anyone coming before Grushka contemplates the need critically and keeps their appeals both brief and rare. The abrar are immune to this effect as are her staff (the demons in her domain).

GRUSHKA'S DOMAIN



1 SQUARE = 20 FT

4. Waiting Room—180' x 160', Ingress/Egress passage in west wall, passage to north, steps up and passage in northeast corner.

Nine **yeles** guard the waiting room and conduct visitors to Grushka. They do not attempt to contain visitors to this area, but those who wander off are placed at the rear of the procession to see Grushka. They tend to line visitors up along the wall of the cavern starting about fifteen feet from the base of the stairs and snaking along the wall clockwise. Any disturbance is met with an attack on all parties present. Today, there are no visitors to see Grushka. The yeles make the party members wait an hour to see Grushka just to keep them in their place and remind them how insignificant they are. Being particularly sadistic demons, they can't be bargained with.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

5A. Holding Room—140' x 160', Ingress/Egress steps and passage in northwest corner, passage to north, three passages to the south and southeast that connect to the Execution Room (Area 5B).

Six **runo** hold prisoners here who have been sentenced to death by Grushka. The runo are rough with everyone and assume that anyone who enters the area is condemned. Kneeling in this room is a battered **Deva**. He is near death from his torments. After about ten minutes, he is taken away to be executed. If freed, he is too weak to fight if saved. After his execution, party members are taken, one at a time, ten minutes apart, to the Execution Room for execution. Anyone who attempts to leave is attacked.

Runo (6) – AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900

5B. Execution Room—80' x 80', Ingress/Egress passages to north and west.

This room is covered in blood splatters. There are no bodies present; in the Carcosa Complex, corpses disappear ten minutes after death. Three **mara** form the execution team: Two to hold the prisoner and a third to bash the victim's head with a maul. Unescorted individuals are attacked on sight.

Mara (3) – AC 3 (17), HD 13, hp 70, #AT 3, D 2d6+5/2d6+5/2d6+5, SA (See Bestiary), SD (See Bestiary) MV 30' XP 1450

6. Storage Area—180' x 160', Ingress/Egress passage to west and passage in southeast corner.

This area stores food and other items of low value.

7. Treasure Room—160' x 220', Ingress/Egress corridor to the south.

This room contains Grushka's hoard. The hoard is

guarded by 3 **runo**. The hoard consists of:

- 18,000 gp
- Gold Armband Set with Coral (750 gp)
- Bolt of Gold Cloth (750 gp)
- *Necklace of Fireballs*
- *Periapt of Health*
- *Potion of Clairvoyance*

Runo (6) – AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900

Ritual Book bound in pulsating flesh (including the ritual to return home and the ritual to put Hastur into a deep sleep for a million years). This ritual book does contain the rituals the PCs require, but it is, alas, written in a difficult, everchanging cipher in Abyssal and slightly sentient, a fact that becomes evident to anyone that holds the tome. The adventurers may attempt an **INTELLIGENCE** check with a -5 penalty to understand the Abyssal code. Trying to do so takes a full hour per ritual. Once failed, the check may be retried, but takes twice as long for every consecutive failure. If the book is fed blood and convinced of the characters being devout adherents of Hastur with a **CHARISMA** check, the book ceases its scrambling, removing the -5 penalty. All abrar can fluently read the book and share its information.

8. Empty Rooms—220' x 220', Ingress/Egress passage to the south.

This area is empty. The floor at 8A and 8B is a bit darker than the surrounding floor, but nothing significant is present here.

9. Throne Room—25' square, Ingress/Egress steps to the south.

A large fifteen-foot-wide and six-feet-across reflecting pool separates the entrance from the throne which sits ten feet beyond the rim of the pool. The throne is flanked by a pair of large braziers. Grusha (**abrar**) paces around the area between the throne and pool when she is either angry or flirtatious. The floor is made of a disquietingly warm, slightly throbbing purple stone, while the walls are made of cold, tan rock. The braziers leave the room with just a relatively mild scent of oleander, considering their size. Behind her throne sits her portal, an ornate and impossible moebius band of stone about three feet wide and ten feet tall. When activated, the interior of the loop displays the destination and stepping through the loop takes the party member to the destination. Touching the portal activates it for the Plane of Portals. Other uses require a ritual.

AbRAR (1)—AC 1 (19), HD 20, hp 90, #AT 2, D 5d6/5d6, SA (See Bestiary), SD (See Bestiary) MV 30' XP 6500

Lyosha's Domain

Lyosha runs the Sewers of the Carcosa Complex. He sits in the middle, where a slow drain keeps the room in a mild, yet dizzying, swirling motion. He is the youngest of the demonic brothers, deeply devoted to Hastur and sincere, yet likable. His demeanor reflects a level of honesty uncommon to demons. He withholds information but does not actively lie to the party. He knows how the party members can escape. Earning his trust to share this information is the first task. Earning his cooperation will cost the party members dearly, though: All the nonmagical treasure the party carries, plus two magic items will earn his cooperation. A **CHARISMA** check may reduce this toll to but one magic item, but on a failure, he instead increases his demanded price to three magic items instead. If his conditions are met, he discloses that Grushka's realm has a portal that can be tuned to either the Plane of Portals (the domain where some of the Old Ones can be freed) or to a party member's home world. The other three portals (one per brother) only link to the Plane of Portals. He does not, however, know how to tune the portal to a home world, or the ritual to get them home for that matter.

All areas of the sewers echo horribly. The echoes are so intense that all creatures are at disadvantage for anything they would hear, and no one comes to join a fight based on sounds alone. While passive Perception is enhanced by +5 in the complex, only visual verification of a fight has a chance to attract the occupants of the next room: 40% chance if they are the same species of demon, 20% chance if they are of a different demon species, and 50% chance if the players look weakened by the fight. Check at first sight of a fight, and again if the party appears to be doing poorly.

About the Humans in the Carcosa Complex:

- They know little of the Carcosa Complex beyond the domain where they live.
- They answer Lyosha's call to prayer without delay and otherwise stay out of the way.
- Killing them is a trivial feat. They are commoners.
- There is no way to help them. They are trapped in the Carcosa Complex forever and are the bottom of the totem pole when it comes to abuse from other denizens.
- Lyosha has forbidden the demons from feeding on them, but yeles in this area have intimidated the humans to prevent them from alerting Lyosha.
- Anyone who dies in the Carcosa Complex reappears at midnight, intact and unharmed. This does not duplicate equipment.

Area Descriptions

1. Back Room—80' x 60'; Ingress/Egress east, west, and south walls, middle areas have 2–3" of water, 3 mara.

This room includes an alcove in the north wall where a trio of **mara** lounge near a grate that supplies water flow toward the center of the sewers. They are not inclined to challenge intruders in the sewers as they know the party members are doomed and will make better prey once their spirits are broken.

Mara (3) – AC 3 (17), HD 13, hp 70, #AT 3, D 2d6+5/2d6+5/2d6+5, SA (See Bestiary), SD (See Bestiary) MV 30' XP 1450

2. North Shield Room—120' x 160' shield shape, Ingress/Egress, two passages in east and west walls, one passage in north and south walls, fourteen 4' diameter columns as shown on the map, colored areas sit in 4–6" of water, 6 runo.

This room is home to six **runo**. If they hear echoes in the sewers, they hide behind the columns and wait for prey. If not, they are lounging in the water close to the south egress. If aware of a disturbance in the sewers, they cannot be surprised, but might surprise the party members.

Runo (6) – AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900

3. Northwest Square Room—60' square, Ingress/Egress east and south walls, middle 15' of room has about an inch of brackish water, 10–15 humans.

The **humans** are cowering in the corners and would be trivial to kill. If asked about the sewers, they only know that Lyosha expects all to answer his calls to prayer, and to otherwise stay out of his way. In exchange for obedience, the humans are fed regularly, preventing an eternity of agonizing deaths of starvation.

While the yeles are forbidden to feed on the humans, they do so anyway. The humans are too afraid of the yeles to resist or report this abuse. What Lyosha doesn't know cannot be stopped. The intervention of the party members could put an end to this abuse.

4. Northeast Square Room—60' square, Ingress/Egress west and south walls, middle 15' of room has about an inch of brackish water, 10–15 **humans (commoners)**.

Identical to Area 3.

5. Northeast Oval Room—100' x 60' oval, Ingress/Egress one passage in each cardinal direction, central area has about an inch of brackish water, 10–15 humans.

As Area 3. The yeles in Area 8 take a **human** from this area or Area 10 daily and devour them.

6. Northwest Oval Room—100' x 60' oval, Ingress/Egress one passage in each cardinal direction, central area has about an inch of brackish water, 10–15 humans.

Putting Hastur into a Deeper Sleep

- Only Lyosha is unaware of the ritual.
- Mitya doesn't know the details of the ritual.
- Grushka and Vanya know they must die to perform the ritual.
- The ritual book is in Grushka's treasure hoard.
- The book alone will make the party members aware of the entire process. No demon cooperation is necessary.
- The hearts of all four demons are required to perform the ritual.
- The ritual takes an hour.
- The party members can use a portal behind the throne of any of the demon lords to enter the Plane of Portals to perform the ritual.
- Finding the portal to the dimension where the Old Ones sleep is described in the ritual book.
- After completing the ritual, a successful Saving Throw vs. Spells at +5 deepens Hastur's slumber for a million years. If the saving throw fails so does the ritual.
- The demons return to the Carcosa Complex seven days following their death. (This is a departure from all other denizens returning the midnight following their death). The demons can be defeated and the ritual attempted again if the party members desire. However, this means they will have become permanent denizens of the Carcosa plane.

As Area 3. The yeles in Area 7 take a **human** from this area or Area 9 daily and devour them.

7. Northeast Round Room—60' in diameter, lemon-shaped room, Ingress/Egress north, south, east, and west walls, in the northeast and southwest corners, middle area has over an inch of water, 9 yeles.

The **yeles** feed once a day, picking a human from Area 6 or 9. They are not particularly inclined to fight but are so used to dominating humans and demi-humans that any defiance from the party members likely prompts an attack.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

8. Northwest Round Room—60' in diameter, lemon-shaped room, Ingress/Egress north, south, east, and

west walls, in the northwest and southeast corners, middle area has over an inch of water, 9 yeles.

The **yeles** feed here once a day, picking a human from Area 5 or 10. They are not particularly inclined to fight but are so used to dominating humans and demi-humans that any defiance from the party members likely prompts an attack.

9. West-north Oval Room—100' x 60' oval, Ingress/Egress east, north, and south walls, central area has about an inch of brackish water, 10–15 humans.

As Area 3. The yeles in Area 7 take a **human** from this area or Area 6 daily and devour them.

10. East-north Oval Room—100' x 60' oval, Ingress/Egress one passage in each cardinal direction, central area has about an inch of brackish water, 10–15 humans.

As Area 3. The yeles in Area 8 take a **human** from this area or Area 5 daily and devour them.

11. West Shield Room—120' x 160' shield shape, Ingress/Egress two each in north and south walls, one each in east and west walls, fourteen columns, each 4' in diameter, colored areas sit in 4–6" of water, 6 **runo**.

As Area 2.

12. East Shield Room—120' x 160' shield shape, Ingress/Egress, two each in north and south walls, one each in east and west walls, fourteen columns, each 4' in diameter, colored areas sit in 4–6" of water, 6 **runo**.

As Area 2.

13. South Shield Room—120' x 160' shield shape, Ingress/Egress, two each in east and west walls, one each in north and south walls, fourteen columns, each 4' in diameter, colored areas sit in 4–6" of water, 6 **runo**.

As Area 2.

14. Front Room—80' x 60', Ingress/Egress east, west, north, and south walls, middle areas have 2–3" of water, 3 **batu**.

This room has a trio of **batu** lounging in the northeast corner. They are digesting a huge meal, and thus are not inclined to attack. If a dismissive wave or a thrown rock doesn't discourage interaction, they eventually get to their feet and prepare to attack. They give the party members several opportunities to disengage, but eventually become annoyed and attack. The water in this room comes from a grate in the southwest corner.

Batu (3)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150

15. Southwest Square Room—60' square, Ingress/Egress passages in the walls of each cardinal direction, middle 15' of room has about an inch of brackish water, 10–15 **humans**.

As Area 3.

LYOSHA'S DOMAIN



16. Southeast Square Room—60' square, Ingress/Egress west and north walls, middle 15' of room has about an inch of brackish water, 10–15 **humans**.

As Area 3.

17. Southeast Oval Room—100' x 60' oval, Ingress/Egress one passage in each cardinal direction, central area has about an inch of brackish water, 10–15 **humans**.

As Area 3. The yeles in Area 20 take a **human** from this area or Area 22 daily and devour them.

18. Southwest Oval Room—100' x 60' oval, Ingress/Egress one passage in each cardinal direction, central area has about an inch of brackish water, 10–15 **humans**.

As Area 3. The yeles in Area 19 take a **human** from this area or Area 21 daily and devour them.

19. Southwest Round Room—60' in diameter, lemon-shaped room. Ingress/Egress north, south, east, and west walls, in the northwest and southeast corners, middle area has over an inch of water, 9 yeles.

The **yeles** feed once a day, picking a human from Area 18 or 21. They are not particularly inclined to fight but are so used to dominating humans and demi-humans that any defiance from the party members likely prompts an attack.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

20. Southeast Round Room—60' in diameter, lemon-shaped room. Ingress/Egress north, south, east, and west walls, in the northeast and southwest corners, middle area has over an inch of water, 9 yeles.

The **yeles** feed once a day, picking a human from Area 17 or 22. They are not particularly inclined to fight but are so used to dominating humans and demi-humans that any defiance from the party members will likely prompt an attack.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

21. West-south Oval Room—100' x 60' oval, Ingress/Egress: north, south, and east walls, central area has about an inch of brackish water, 10–15 **humans**.

As Area 3. The yeles in Area 19 take a **human** from this area or Area 18 daily and devour them.

22. East-south Oval Room—100' x 60' oval, Ingress/Egress: north, south, and west walls, central area has about an inch of brackish water, 10–15 **humans**.

As Area 3. The yeles in Area 20 take a **human** from this area or Area 18 daily and devour them.



Yeles Taking a Human Meal - Artist: Brian McCranie

23A. Drain Room—240' diameter circular room, Ingress/Egress passage in the walls at all four cardinal directions, entire room under about 8" of water.

About 40' in from the outer walls, the room has a brick ring wall. Within the ring, the floor is two feet lower, and water falls over this ring and joins a circular current that cyclically spirals to a thirty-six-inch drain.

23B. Throne Area—Center of room, 20' diameter, 1' raised platform straddling a 3' diameter drain.

In the middle of the room, straddling the drain, is a 20' diameter dais. On the dais, Lyosha (**abrar**) sits on a small throne. Five other empty chairs accompany him. If the party members approach without attacking, Lyosha invites them to join him and take seat. He tells them some of his story, guessing that the party members want to escape the Carcosa Complex. Lyosha drives a hard bargain. He will only aid the party members for something he values, and the only thing more valuable to him than growing his hoard, is Grushka. A group of adventurers might offer to destroy his brothers, so he can have her all for himself. However, the party members will also need to help him attack her, so he can pummel her into "proper" submission. He will not act against his brothers directly. He states that her submission to his dominance lead the party members to discover how to return home. Lyosha keeps his word, once given. Behind Lyosha's throne rests his portal. It is an ornate loop about three feet wide and ten feet tall. When activated, the interior of the loop displays the Plane of Portals and stepping through the loop takes the party member there.

Lyosha's hoard is suspended in a massive chest from the dais over the drain, secured by four sturdy chains. The party members need a combined **STRENGTH** of 40 and half of the party members must make a successful **DEXTERITY** check to move the chest without losing it



Lyosha - Artist: Brian McCranie

to the drain. No more than 4 medium-sized individuals can contribute towards the maximum **STRENGTH** required. The chest contains:

- 20,000gp
- Bolt of Fine Steel Cloth (250 gp)
- Ornate Silver Mirror Set with Lapis Lazuli (250 gp)
- Copper Mask Set with Citrine (250 gp)
- Sable Talisman Set with Star Rose Quartz (250 gp)
- Tooled Leather Mask Set with Quartz (250 gp)
- *Vorpal Sword (Longsword)*

Abrar (1)—**AC 1 (19)**, **HD 20**, hp 90, #**AT 2**, **D 5d6/5d6**, SA (See Bestiary), SD (See Bestiary) MV 30' XP 6500Mitya's Domain

Mitya's Domain

Mitya runs the Mushroom Caverns of the Carcosa Complex. He sits in the northeast of the map and is the oldest of the brothers, a hedonist and a bully. Mitya has a poor relationship with Lyosha and is close with Vanya. He nominally serves Hastur faithfully, but truly entertains delusions of grandeur, of running the Carcosa Complex in his own name until Hastur awakens. He lies to and manipulates the party members any way he can, trying to leverage them against his brothers. Mitya wants his brothers to truly grasp that they are nothing to him and rightfully should submit to his dominion, even his favorite brother, Vanya. He wants Grushka's attention and isn't above subjugating her by force to have her all for himself. He doesn't know how the party members might escape and is too ignorant of how the Carcosa Complex works to understand the means to do so. However, he will toy with the party by claiming that he can send them home, but he cannot deliver on this promise. A **WISDOM** check might clue the PCs in that he's not telling the truth. Mitya does know, however, about the precise way that can force Hastur to slumber for another million years. He attempts to manipulate the party into aiding him in locking Hastur out of the universe, so that he can one day assert control over all the Carcosa Complex.

If the party members seem sincere in the deals they offer to get home, Mitya will exploit them in any possible way to further his own goals. There is no trust to be earned, only abuse: Mitya exists to exploit and torment all lesser beings, which is to say, all beings. He is aware that he can open a portal to the Plane of Portals but knows nothing about which of the portals can be tuned to other destinations, much less how to do so.

The Mushroom Cave complex is cool, about fifty-five degrees Fahrenheit. The cave walls are covered in vibrant, fungal lifeforms. Lichen and moss encrusting the walls absorb a lot of noise, making hearing what is going on very difficult. All checks based on hearing are made at -5 (-25%). The Mushroom Cave complex is dimly lit by phosphorescent mushrooms growing on most of the walls. Together they produce about half the light of a torch, creating an eerie, multihued twilight.

Area Descriptions

1. Tunnel—Width varies from 80' to 40' wide, dimly lit, Ingress/Egress Area 2 and the starting room.

From the central hall, this passage snakes left, then right, and opens to Area 2. The passage is cooler than the main hall and dimmer. There are small mushrooms along the edges of the passage along the floor.

2. Irregular Room—About 200' wide by 140' deep, dimly lit, Ingress/Egress passages east and west, nine yeles.

This oval room has a small alcove in the west wall, near the north corner. Nine **yeles** are compressed in this area. When the party members pass, they exit, one per round, and attempt to ambush the party members from the rear.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

3. Bonfire—Triangular shaped room about 200' across, Ingress/Egress wide passages to south, northeast, and northwest, alcove to southwest, very large bonfire in middle of room.

The fire in this room makes it much brighter and warmer than the surrounding caves of the complex. The room is otherwise empty.

4. Mushroom Storage—Forty feet wide, sixty feet deep, Ingress/Egress passage in northeast wall.

This room contains stacks of mushroom stalks, dried and stacked like firewood. These stalks are used to feed the bonfire in Area 3. This room is otherwise empty.

5. Batu Area—About sixty feet square, Ingress/Egress wide passage to southwest, two narrow passages in southeast wall, passage in northeast wall, three batu.

In three indentations along the northwest wall sit a trio of **batu**. They are easy to see and easy to avoid. They are not looking for a fight and ignore creatures that give them a wide berth. If confronted, they attack.

Batu (3)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150

6. Runo Area—Boomerang shaped area, about eighty feet wide, one hundred feet long, Ingress/Egress large passage to southeast, northeast, narrow passage east, six runo.

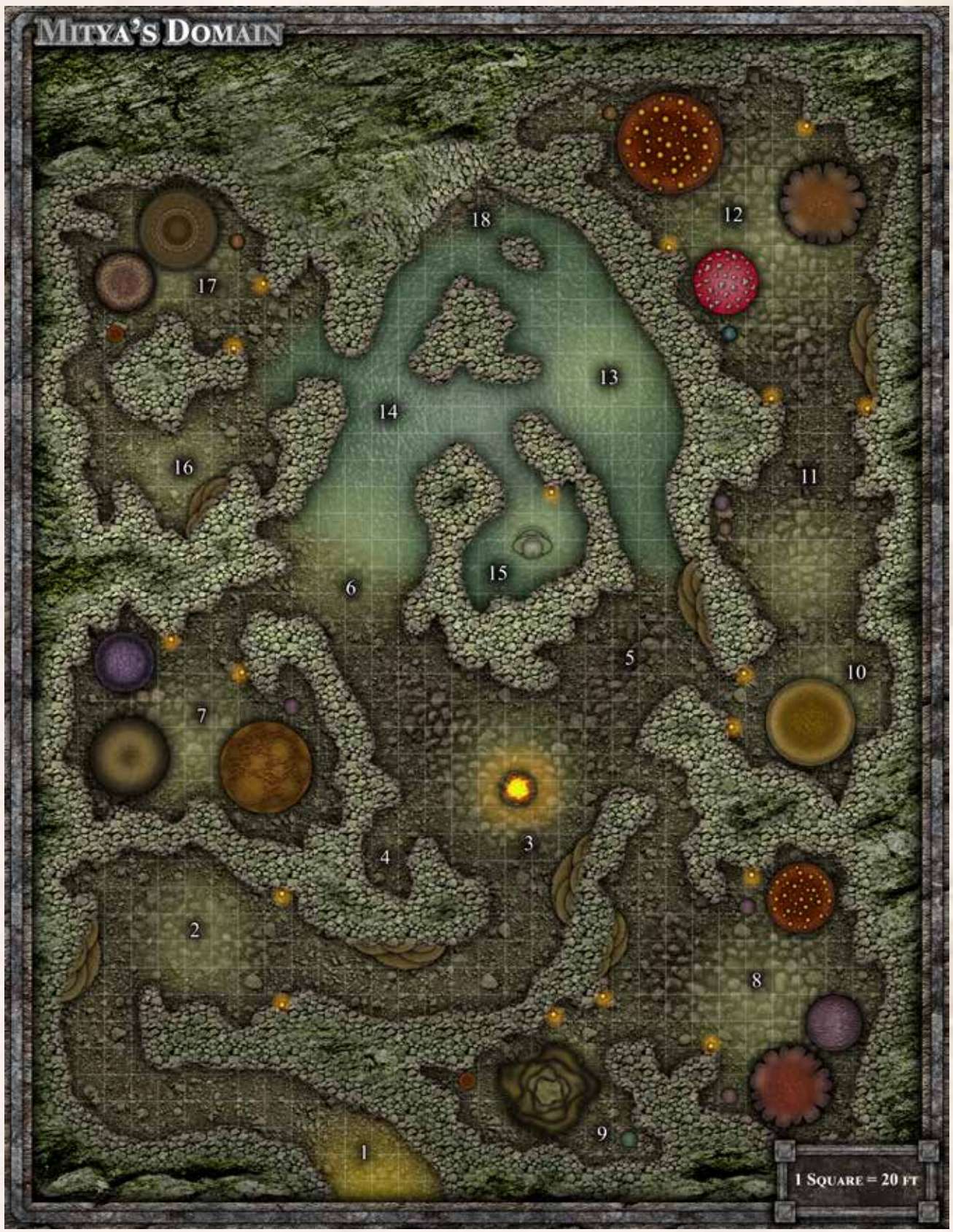
Resting at the water line are six **runo**. If the party members approach, one of them faces the party and orders them to go away. If the party members hesitate or attempt to communicate, they attack. If the party members retreat immediately, they go back to lounging in the water.

Runo (6) – AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900

7. Mushroom Cave—Irregular area about 200' x 160' at extreme, Ingress/Egress narrow passage in northeast corner of area.

This cave has a central clearing surrounded by three large mushrooms. It is like a picnic area. The phosphorescence here is a bit brighter than other areas, around 75% of torchlight.

MITYA'S DOMAIN



8. Mushroom Cave—Irregular area about 200' square, Ingress/Egress narrow passage in northwest corner of area, three mara.

Two large and one medium mushroom frame this rest area. Three **mara** lounge here. They are not inclined to fight but will attempt to extort a tribute from hapless mortals to avoid a fight. The more eager the party members are to avoid a fight, the greedier they become.

Mara (3) – AC 3 (17), HD 13, hp 70, #AT 3, D 2d6+5/2d6+5/2d6+5, SA (See Bestiary), SD (See Bestiary) MV 30' XP 1450

9. Mushroom Alcove—Oblong area about 180' at widest and 120' at longest, Ingress/Egress passage in northeast corner.

This little alcove has one huge mushroom with hundreds of crates of food stacked below. Food is stored here and distributed throughout the Carcosa Complex regularly.

10. Mitya Cloakroom—Irregular area about 140' x 120', Ingress/Egress narrow passage to west and wide passage to north, four batu.

A large mushroom has dozens of nooks cut out of the trunk. Visitors are required to leave all arms here before proceeding to an audience with Mitya. Four **batu** enforce this rule. The nooks are all empty. The four batu clear the nooks when Mitya destroys a visitor and distribute the weapons in exchange for favors.

Batu (3)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150

11. Mitya Ante Room—Triangular area 60' at narrowest and 140' at widest, Ingress/Egress wide passages to the north and south, batu majordomo.

The majordomo escorts visitors from this waiting area to the throne room. He is a single **batu** with extreme confidence. If any disturbance occurs here, Mitya storms down and tries to indiscriminately kill everyone, including the majordomo, knowing that his servant will rise again within a day.

Batu (1)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150



Mitya - Artist: Brian McCranie

12. Mitya Throne Room—Triangular area 280' at widest and 240' at longest, Ingress/Egress wide passage to south, Mitya.

Mitya (**abrar**) has a throne in front of the westmost large mushroom. The throne sits on a dais about eight feet above the rocky floor. Getting here while armed is nearly impossible. If Mitya is angered by violence in his Ante Room (Area 11), he does not negotiate with the party members. The party members need to surrender their arms to be escorted before Mitya for a conversation. Behind his throne sits his portal. It is an ornate loop about three feet wide and ten feet tall. When activated, the interior of the loop displays the Plane of Portals and stepping through the loop takes the party member there. Touching the portal activates it.

Mitya's hoard is in a set of chests behind the mushroom he sits before. It contains:

- 16,000gp
- Fox Fur Corset (750 gp)
- Fine Steel Amphora (750 gp)
- Ornate Carpet rolled up (750 gp)
- Bolt of Electrum-threaded Cloth (750 gp)
- 3 Potions of *Extra Healing*

Abrar (1)—AC 1 (19), HD 20, hp 90, #AT 2, D 5d6/5d6, SA (See Bestiary), SD (See Bestiary) MV 30' XP 6500 Mitya's Domain

13. Deep End—long, narrow area, about 300' long, 100' at widest, Ingress/Egress Passage at southeast and northwest ends and along southwest wall.

This area is deeper than the other parts of the cave complex. The lighter area near the number is about four feet deep.

14. Shallow End—Large area, Ingress/Egress passage in the west wall, wide passage to south, passage to the south by southeast, passage to east.

This area is under about ten inches of water. Small, blind fish live in the water. The water is considerably cooler than the air of the cave complex.

15. Lost Statue—Irregular shape about 100' across, Ingress/Egress passages to the north by northeast.

The passage into this area is under about a foot of water. The floor drops steeply so that only the head and shoulders of the twelve-foot-tall statue of an incubus are visible. The statue is shirtless, with what appears to be a skirt from the waist down. This was a rival of Mitya, petrified and abandoned here. Occasionally, Mitya will come and spit on him.

16. Yeles Area—Irregular shape, Ingress/Egress passages northeast and northwest, 9 yeles.

This area has two alcoves that are very narrow. The nine yeles like to hide in these areas (four in the smaller area, five in the slightly larger area). Compressed tightly when strangers enter, they wait for intruders to leave, then ambush from behind. Due to their incorporeal nature, two may exit each alcove per round. When not preparing for an ambush, the yeles roam about the area.

Yeles (9) — AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

17. Mushroom Cave—180' wide x 140' deep, irregular, dimly lit. Ingress/Egress passages southeast and southwest.

This cave is dominated by two very large mushrooms about 30 feet in diameter each. The mushrooms here are nutritious and safe for consumption, but few creatures come here due to the yeles in Area 16. Anyone who lingers here for more than ten minutes will attract an ambush attempt from the yeles, with half coming from the west passage and half from the east.

18. Cave-in—Width 40' Ingress/Egress none.

This part of the cave collapsed in the last five years. Anyone with a background that deals with stoneworking or the stonecunning feature can automatically tell that the hundreds of tons of rubble would make clearing this a lengthy project. If cleared, who knows what the party members might find within.

Vanya's Domain

Vanya runs the Cloisters of the Carcosa Complex. He sits in the middle at the darker tables, reading a book, the same book he has read, over and over, for centuries: He never even flips the page. It keeps rewriting its content constantly as he reads it and depicts the history of the Abyss. Vanya has no throne and is the middle brother, deeply devoted to knowledge and withdrawn. Sullen but likable, his demeanor reflects a level of isolation and sensitivity all but unknown to demons. He manipulates the party members, even lies to them, but only to further his own agenda: To escape the Carcosa Complex with the party members and live in their world, freed from his eternal shackles. He knows how the party members can escape the Carcosa Complex and his demeanor reflects his interest in trusting the party members. He is a little slow to share the extent of his knowledge, wanting a demonstration of loyalty before revealing the entirety of his plan. When first approached, he sizes up the party members and knows if they are there to kill him or to talk – he is a shrewd judge of character and it takes a **CHARISMA** check to fool Vanya. Failing to attempt to deceive Vanya will render him hostile. If the adventurers are here to attack, he summons allies and mercilessly attacks. If they are there to talk, he invites them to his table and asks them to tell their tale. When the party members are done telling their story, he tells them a tale of envy, spite (toward his brothers), loneliness, and despair. Vanya hates Mitya and sees Lyosha as a pathetic fool. He worships the ground Grushka walks upon but has grown to hate her for staying beyond his reach while toying with him. He first and foremost wants to escape and killing his brothers would be icing on that cake. He knows Grushka can control the portal in her domain and is willing to torture who he used to adore to be liberated of all three demons and the Carcosa Complex for once and for all. If any party member mentions killing Mitya or Lyosha, the gleam in his eyes tells the party members all they need to know about his interests.

If a party member asks about Hastur, Vanya explains that Hastur and some of the other Old Ones are locked away in a dimension that limits their reach into other dimensions. The Old Ones slumber, but Hastur slumbers more lightly than the rest. A party member who inquires about deepening Hastur's slumber or otherwise cutting him off from their world, finds Vanya claiming to be able to assist. However, accomplishing this deed requires the hearts of his brothers and Grushka, as well as his own. This is a sacrifice he will make to put an end to his never-ending nightmare.

The residents of the cloisters (humans, batu, runo, yeles, and mara) work tirelessly, scouring tome after tome for tales of their master. When such a story is found, it is transcribed into the language-approximation

Time and Direction in the Carcosa Complex

- The demiplane is infinite, thus really has no "north".
- The use of cardinal directions is a convention to help the GM understand the map.
- The description for the starting room describes where the four domains lie on that map.
- Time, however, does exist in the Carcosa Complex. The day is marked in 3-hour increments by the ringing of bells.
- At 3 am, a single bell rings; at midnight, eight bells ring, and all dead denizens return to the Carcosa Complex in the entry room and make their way to their sector.
- The bells are heard throughout the Carcosa Complex.
- The party members arrive in the Carcosa Complex just after midnight. When the eighth bell of midnight tolls, all within the Carcosa Complex are permanently bound to the Carcosa plane.
- Some of the party members remember the toll of a bell when they woke. Maybe eight tolls.

Returning Home

- Only Grushka and Vanya are aware of the ritual.
- Grushka is the only one who knows the details.
- Vanya knows only Grushka's portal can be used for the ritual.
- The ritual book in Grushka's treasure hoard includes the ritual.
- The blood of a party member must be smeared upon Grushka's portal to tune it to the party's homeworld.
- The ritual takes ten minutes.
- The ritual automatically succeeds.
- When the party members step through, they find themselves at a random location d1,000 miles from the place from which they entered the Carcosa Complex (which was most likely the Temple of Hastur under Brytha Castle in the city of Meawold, see DNH4).
- Any party member who is bound to the Carcosa Complex who uses the portal suffers a painful death and then reappears in the Carcosa Complex at midnight.

of the Old Ones and given to Vanya. Monthly, Vanya crosses into the Plane of Portals to read them to the realm where the Old Ones lie sleeping for eons. The dedication to their job leads the less than sane residents to be largely indifferent to intruders.

The cloisters are sound-dampened by magic. The silence is so intense that all creatures suffer a penalty by -4 (-20%) on any checks, and no one will come to join a fight based on sounds alone. Only visual verification of a fight has a chance to attract the occupants of the next room: 40% chance if they are the same species of demon, 20% chance if they are of a different demon species, and 50% chance if the players look weakened by the fight. Check at first sight of a fight, and again if the party appears to be doing poorly.

All creatures encountered in the cloisters, other than Vanya, use the below reaction chart. They are expected to focus on their work and not bicker, dally, or involve themselves in other time wasters.

Modifiers: -2 if party expresses a desire to talk, +2 if the party is seen engaging in combat.

Cloister Clerk Reaction Table

Roll (d6)	Reaction
1-	Ignores party unless attacked.
2	Ignores party unless the party disrupts them for too long (1d8 + 4 rounds).
3	Stops their activity and stares down party Will defend if attacked.
4	Threatens but will only attack after several threats (2d6 +3 rounds).
5	Threatens and attacks if not left alone quickly (within d4 + 2 rounds).
6+	Attacks immediately.

Cloister Roaming Clerk Table

Roll (d6)	Clerk Race
1	d6 Humans
2	3 Mara
3	3 Batu
4	6 Runo
5	9 Yeles
6	2d6 Humans

Reader's Rooms—The reader's rooms are eerily like one another. 15' square (13' square on the interior), Ingress/Egress a single door in the wall that faces the outer perimeter.

Each room has wide desks facing each of the three walls, excluding the wall with the door. Each desk has stacks of books and a handwritten journal. The rooms are slightly cooler than room temperature; the air is fresh, but the fresh air has no apparent source. The rooms are lit at a level comfortable for the occupants to read (this will vary some from occupant to occupant). Each room has three occupants.

Area Descriptions

The tunnel from the central room ends at a double door. The door is unlocked.

1. Cloisters Entrance—50' x 10', Ingress/Egress double door to south, single doors north wall at east and west corners.

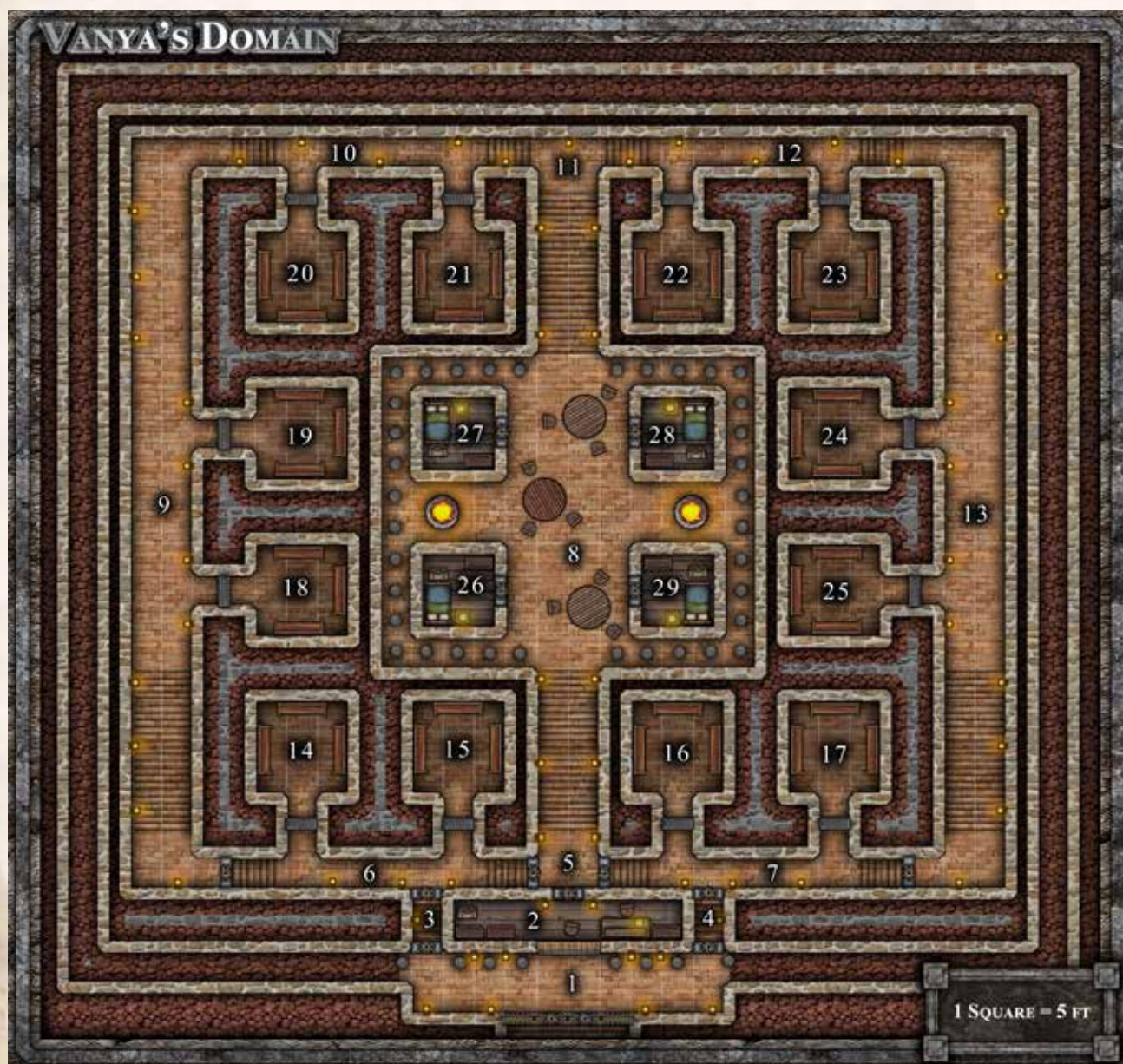
This room serves as the grand entrance to the cloisters. In the middle of the north wall is a ten-foot-wide, three-foot-tall opening starting about three feet off the ground. This leads to Area 2 but serves more as a counter than a door. Leaping over the counter into Area 2 requires a **DEXTERITY** check to avoid taking 3 (1d6) falling damage from gracelessly tumbling over the counter. There are six bar stools, three on each side of counter. Eating and drinking is not allowed in the cloisters; all breaks are taken here. At any time, there are d6 + 1 cloister clerks taking a break in this room. The GM can choose from humans, yeles, mara, batu, or runo. Clerks on break have a -1 to their reaction rolls.

2. Cloisters Supervisor Office—40' x 5', Ingress/Egress window to south and door (**locked**, DC 20) to north.

This narrow office contains a desk, two bookshelves, a locked chest, and a chair sitting at the counter. The supervisor is a **human**. The shelves contain records of completed work. The chest has a difficult lock that can be opened with an **OPEN/PICK LOCKS** roll and is trapped. A **FIND TRAPS** roll detects the trap and it can be disabled with a successful **REMOVE TRAPS** roll. When tripped, the trap releases a gas in a 10-ft. diameter sphere. All affected targets must succeed a saving throw vs. poison or take 13 (4d6) poison damage, or half as much on a successful saving throw. The chest contains a magic pitcher and a dome-covered plate. The pitcher can pour water continuously and the domed plate summons enough food to provide sustenance for an average humanoid when the dome is tapped three times before being lifted. Each can be used up to fifty times per day. On the wall behind the counter, near the wall sconces on either side of the door in the north wall, are levers that unlock the doors on the corresponding side.

3. and 4. Cloister Mantrap—5' x 10', Ingress/Egress locked doors at the north and south ends of the passage.

All cloister doors are iron-bound oak, latched, and only locked when the map shows a keyhole. The area has people in motion constantly. On a roll of 1 on a d6, some roaming clerks are encountered. Check for roaming cloister clerks every fifty feet of travel. Consult the Wandering Encounter table, then the Cloister reaction table to determine the starting disposition of the encounter. Locked doors require a successful **OPEN LOCKS** roll or a **STRENGTH** check to open.



5. Central Shortcut Passage—10' x 35'; Ingress/Egress locked doors to the south and at the south extreme of the east and west walls, north end opens into an area.

The northmost twenty-five feet of this corridor is floored with wooden planks that are not fully secured a **WISDOM** check notices this. Crossing that floor without making a huge racket requires a **DEXTERITY** check. If more than half of the party succeeds the check. The doors to the south are all locked. The doors in the east and west walls can be unlocked with a turn of the key that is permanently affixed to the lock. From the outside, the door must be picked or broken open with an **OPEN LOCKS** roll or a **STRENGTH** check. The south door may be opened with an **OPEN LOCKS** roll or a **STRENGTH** check, or it can be released from inside Area 2. If the planks are disturbed, a loud racket ensues. The residents of the cloisters become agitated and on a roll of 1–2 on a d6; as a result, three **runo** attack the party members shortly after the floor is disturbed.

Runo (6) – AC 4 (16),
HD 9, hp 45, #AT 3, D
2d4+4/2d6+4/2d6+4 or
2d4+4/2d8+4, SA (See Bestiary),
SD None MV 30' (50') XP 900

6. and 7. South Passages, West and East Sides—5' x 10'; Ingress/Egress doors at the east and west ends of the short passage, **locked** (successful **OPEN LOCKS** roll to open, also can be unlocked from levels in Area 2).

Short sections of this passage have the same noisy floor as Area 5.

8. Central Area—60' x 50'; Ingress/Egress wide passages to north and south, door outside each of four square areas within the room.

Vanya (**abrar**) sits at the middle table here, reading a book. The other two tables are empty. Two roaring fires illuminate and warm the area. The walls are lined with water barrels in case of a fire.

Abrar (1)—AC 1 (19), HD 20, hp 90, #AT 2, D
5d6/5d6, SA (See Bestiary), SD (See Bestiary) MV
30' XP 6500

9. Outer Perimeter, West Passage—50' x 5'; Ingress/Egress doors to two reading rooms in east wall, passages at the north and south ends of the corridor.



Vanya - Artist: Brian McCranie

10. North Passages, West and East Sides—5' x 10'; Ingress/Egress openings east and west ends of the short passage, **locked**. Successful **OPEN LOCKS** roll to open, also can be unlocked from levels in Area 2).

Sections of this passage have the same noisy floor as Area 5. Roll an encounter in this passage.

11. Central Passage—10' x 35', Ingress/Egress passages leading east, west, and south.

The southernmost twenty-five feet of this passage has the same noisy floor as Area 5. Roll an encounter in this passage.

12. See Area 10.

13. Outer Perimeter, East Passage—50' x 5', Ingress/Egress doors to two reading rooms in west wall, passages at north and south ends of corridor.

14. Reader's Room—3 runo.

15. Reader's Room—3 runo.

16. Reader's Room—3 batu.

17. Reader's Room—3 batu.

18. Reader's Room—3 mara.

19. Reader's Room—3 mara.

20. Reader's Room—3 yeles.

21. Reader's Room—3 yeles.

22. Reader's Room—3 yeles.

23. Reader's Room—3 yeles.

24. Reader's Room—3 runo.

25. Reader's Room—3 batu.

Batu (3)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150

Mara (3)—AC 3 (17), HD 13, hp 70, #AT 3, D 2d6+5/2d6+5/2d6+5, SA (See Bestiary), SD (See Bestiary) MV 30' XP 1450

Runo (3)—AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900

Yeles (3)—AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550

26–29. Bunk Room—13' square, Ingress/Egress locked door facing toward the middle of the room.

These rooms are individual bunk rooms for the readers. The rooms are in extradimensional space. When the occupant puts its key in the door, the door links to its individual space. Everyone in the cloisters has their key on their person. Each room has a bed, trunk, armoire, and a nightstand with a lantern. The lanterns are minor magic items that illuminate the room per the light spell. A tap of the base turns the light on and off. The lantern illuminates automatically when the door opens. Exiting the room puts the occupant(s) at a random door. By all appearances, the four rooms are just

simple rooms. The extradimensional effect is seamless.

One of these rooms is Vanya's quarters. The appointments are much nicer, and the room is twenty-three-foot square (as opposed to thirteen-foot square for the denizen readers). In a corner sits Vanya's portal. It is an ornate loop three feet wide and ten feet tall. Touching the loop activates the portal. When activated, the interior of the loop shows the Plane of Portals; stepping through transports the party member there.

Vanya's hoard rests in five chests stacked in the opposite corner of the room and includes:

- 21,000gp
- 1,900 pp
- Fine Leather Boots Inlaid with Silver (250 gp)
- Fine Steel Flask Inlaid with Fine Steel (250 gp)
- Wooden Miniature Tree Inlaid with Brass (250 gp)
- Fine Leather Boots Set with Zircon (250 gp)
- Rosewood Holy Symbol (of a demonic goddess) set with Chalcedony (250 gp)
- Dragonscale Gloves (250 gp)
- Chrysoberyl Box (250 gp)
- Silver Sickle (250 gp)
- Three Potions of *Extra Healing*

Conclusion

Exiting the Carcosa Complex

If the party members discover the ritual to return home and perform it, the portal shows an image of a world that looks very familiar. The location is actually up to 1,000 miles from where they entered the Carcosa Complex, which is likely to be the cultist caverns under Castle Brytha in the city of Meawold (use d1000 to determine distance and 6d6 to determine cardinal direction). Any party member who dies or spends more than twenty-four hours in the Carcosa Complex is bound to it forever. Optionally, for each failed death save, the GM might assign a 33% chance, cumulative, of being bound to Carcosa. If someone bound to Carcosa crosses the portal, their body disintegrates (no saving throw) and their soul is seen for a few moments before dissipating. These victims will return to the Carcosa Complex at midnight. How the party determines how far from home they are is left to the GM.

Remaining in Carcosa

Any party members who become bound, will invariably return to the Carcosa Complex at midnight following their death, like all other denizens of this place. Any of the demon lords who were killed rematerialize in the Carcosa Complex after seven days. Exploring how the remaining party members might fit into the dynamic of this area of Carcosa could be an interesting wrap-up to a campaign.

Hastur

If the party members discover the ritual to deepen Hastur's slumber and perform it, Hastur falls into a deep sleep that prevents him from reaching out to dimensions beyond his own



Plane of Portals - Artist: Brian McCranie

Magic Items

NECKLACE OF FIREBALLS

XP Value: 1,000

GP Value: 10,000

This necklace has $2d8 + 2$ beads hanging from it. On your turn, you can detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level Fireball spell.

You can hurl multiple beads, or even the whole necklace on your turn. When you do so, resolve as a separate fireball spell per remaining bead with separate saving throws for each spell.

Optionally, the GM can require a ranged attack roll and adjudicate a miss as the GM feels is most appropriate.

PERIAPT OF HEALTH

XP Value: 1,000

GP Value: 10,000

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed while you wear the pendant. If worn for a full week, any existing disease is cured.

POTION OF CLAIRVOYANCE

XP Value: 250

GP Value: 400

When you drink this potion, you gain the effect of the Clairvoyance spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

POTION OF EXTRA HEALING

XP Value: 400

GP Value: 800

This potion restores $3d8 + 3$ hit points of damage when wholly consumed, or $1d8$ hit points of damage for each one-third that is drunk.

VORPAL SWORD

XP Value: 10,000

GP Value: 20,000

This potent and feared weapon severs the heads of those it strikes. Upon a roll of natural 20, the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off.

Note: XP and GP Values are provided for XP assignment (based on the system you use) and to assist with treasure distribution.

Bestiary

Abrar, Demon Lord

Armor Class: 1 (19)

Hit Dice: 20

Move: 30'

No. of Attacks: 2 claws or spell

Damage: Claws 5d6+6 each plus chance of disease or by spell

No. Appearing: 1

Save As: Fighter 20

Treasure Type: Hx2

Intelligence: High

Alignment: Chaotic (Evil)

XP: 6500

Monster Type: Demon (Rare)

Abrar are demons which sometimes imitate other beings to manipulate victims. They cast spells as 15th level magic users. An abrar has darkvision, and typically speaks Common and the demonic language, Abyssal.

Special Abilities

Magic Resistance. 75%.

Polymorph. The abrar magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the abrar's choice). In a new form, the abrar retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities that the new form has but that it lacks.

Special Attacks

Spellcasting. The abrar is a 15th-level spellcaster. The abrar has the following spells prepared:

ray of frost, cause wounds (2x each: light, medium, serious, critical), hold person, silence, bestow curse, fireball, lightning bolt, banishment, freedom of movement, wall of fire, wall of force, harm (reverse of heal)

Spell Descriptions: <https://wrathofzombie.wordpress.com/2012/07/20/the-concise-spell-list-for-any-version-of-dd-or-osr/>

Chaos Phage. If the target is a humanoid, it must succeed a saving throw vs. **DISEASE** or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 7 (2d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target dies. Chaos phage can only be cured via greater restoration.

Special Defense

Immunities. They require magical weapons or effects to be harmed and are immune to poison, charm, paralyzing effects, and being frightened. However, they take 1.5x damage from fire.

Brimstone. Blinding smoke and soot swirl magically around the abrar. Each creature within 5 feet of the abrar must succeed on a **CONSTITUTION** check or be blinded until the end of the creature's next turn.

Whirlwind of Soot. The abrar magically transforms into a whirlwind of soot, moves up to 60 feet, and reverts to its normal form. While in whirlwind form, the abrar is immune to all damage, and it can't be grappled, petrified, knocked prone, restrained, or stunned. Equipment worn or carried by the abrar remain in its possession.

Abrar (1)—AC 1 (19), HD 20, hp 90, #AT 2, D 5d6/5d6, SA (See Bestiary), SD (See Bestiary) MV 30' XP 6500

Batu

Armor Class: 6 (14)

Hit Dice: 12

Move: 30'

No. of Attacks: 2 greatclub attacks or 1 thrown rock

Damage: Greatclub 2d8+6 or Rock 3d10+6

No. Appearing: 3

Save As: Fighter 12

Treasure Type: F

Intelligence: Average

Alignment: Chaotic (Evil)

XP: 1150

Monster Type: Demon (Uncommon)

The batu is a bulky creature with massive hands. Standing about 14' tall and just over two tons, a batu could be mistaken for a giant. They can summon a rock (weighing from a pound to one hundred pounds) in their hand at will. They use these as missile weapons. They typically speak Common and Abyssal.

Batu (3)—AC 6 (14), HD 12, hp 60, #AT 2, D 2d8+6/2d8+6 or 3d10+6, SA (None), SD (None) MV 30' XP 1150

Mara

Armor Class: 3 (17)

Hit Dice: 13

Move: 30'

No. of Attacks: 2 claws and 1 bite

Damage: Claws 2d6+5, Bite 2d6+5

No. Appearing: 3

Save As: Fighter 13

Treasure Type: D

Intelligence: Average

Alignment: Chaotic (Evil)

XP: 1450

Monster Type: Demon (Uncommon)

The Mara looks like a humanoid with hardened, chitin-like, skin. They typically speak Common and Abyssal.

Special Attack

Chaos Phage. If the target is a humanoid, it must succeed a saving throw vs. **DISEASE** or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 7 (2d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target dies. Chaos phage can only be cured via greater restoration.

Special Defense

Magic Resistance. 50%

Regeneration. The mara regains 6 hp per round as long as it starts the round with at least 1 hp.



Batu - Artist: Brian McCranie



Mara - Artist: Brian McCranie

Mara (3) – AC 3 (17), HD 13, hp 70, #AT 3, D 2d6+5/2d6+5/2d6+5, SA (See Bestiary), SD (See Bestiary) MV 30' XP 1450

Runo

Armor Class: 4 (16)

Hit Dice: 9

Move: 30' (Swim 50')

No. of Attacks: 2 claws and 1 bite or Trident and Bite

Damage: Claws 2d4+4, Bite 2d6+4, Trident 2d8+4

No. Appearing: 6

Save As: Fighter 9

Treasure Type: B

Intelligence: Average

Alignment: Chaotic (Evil)

XP: 900

Monster Type: Demon (Uncommon)

The mara looks like a humanoid with a monstrous head and dead eyes like a shark. They typically speak Common and Abyssal. The mara have darkvision.

Special Attack

Blood Frenzy. The runo has advantage on attack rolls against any creature that doesn't have all its hit points.

Runo (6) – AC 4 (16), HD 9, hp 45, #AT 3, D 2d4+4/2d6+4/2d6+4 or 2d4+4/2d8+4, SA (See Bestiary), SD None MV 30' (50') XP 900



Yeles

Armor Class: 7 (13)

Hit Dice: 12

Move: 30' (fly 30')

No. of Attacks: 2 claws

Damage: Claws 2d6+3

No. Appearing: 9

Save As: Fighter 12

Treasure Type: C

Intelligence: Average

Alignment: Chaotic (Evil)

XP: 550

Monster Type: Demon (Uncommon)

The yeles are noncorporeal humanoids with a vaguely lizard-like appearance and bulbous eyes. They typically speak Common and Abyssal. The yeles have darkvision.

Special Abilities

Incorporeal Movement. The yeles can move through other creatures and objects. They cannot remain within any solid object for more than a few seconds. Any attempt to stop within a solid object inflicts 5 (1d10) damage as they are expelled.

Light Sensitivity. While in bright light, the yeles has a -4 penalty to attack rolls, as well as any checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the yeles can automatically hide in shadows.

Special Defense

Immunities. They require magical weapons or effects to be harmed and are immune to cold, lightning, poison, acid, paralyzation, petrification and cannot be grappled or restrained. They take half damage from fire.

Yeles (9) – AC 7 (13), HD 12, hp 60, #AT 2, D 2d6+3/2d6+3, SA (See Bestiary), SD None MV 30' (50') XP 550



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After defeating a second incursion of Hastur's cult under Castle Brytha in Meawold, preventing the kingdom from falling under his control, the party members find themselves drawn into Hastur's Domain: Carcosa. With twenty-four hours to escape before they become a permanent part of the domain, the party members must navigate the foreign land and find a way home. Four demon lords, three brothers and the demonic seductress they all worship, control Carcosa. Perhaps one or more of them can be manipulated to help get the party home.